

# User Interface

## *Assignment No. 6*

### **Beta Version**

A pre-release of software that is given out to a large group of users to try under real conditions. Beta versions have gone through alpha testing in-house and are generally fairly close in look, feel and function to the final product; however, design changes often occur as a result.

Beta testing is imperative when writing software because developers are too close to their products, and fresh eyes are essential. In addition, for Windows developers especially, it is impossible to duplicate the myriad configurations of PC hardware/software that exist, and beta versions test for potential conflicts as much as usability. In more closed environments such as the Mac and mobile phone platforms, beta testing is less about coexistence with other software and more about functionality and ease of use, the latter a long-standing joke in this industry (see user interface).

### **What Needs to Be in Your Beta Plan**

#### **Product Overview**

What is your product? What does it do? Who is it for? Your Product Overview should include its formal name, a brief description of what it is and who it's for, the basic features or elements of the product, how testers will access it (e.g. URL, TestFairy app distribution, physical units), and its estimated release date.

#### **Test Process**

The Test Process section is the most critical part of your beta test plan. This section should summarize your test's design and preparation, recruitment and launch strategies, management process, reporting, and closure procedures. Taking your test plan step-by-step is the best way to ensure your test has a clear plan throughout where everyone has a role and all bases of your test are covered.

#### **Test Schedule**

Think of the Test Schedule as the official calendar of your beta test. Here, you should outline the test's recruitment start date, official start date, when planned surveys will be sent to testers, when check-in meetings with your beta team and other stakeholders will be held, your test's end date, and a date for an internal wrap-up meeting to discuss next steps for your product. You can showcase this information using a T-chart or blank calendar so individuals with access to your test plan can quickly access that information, print it out, or add it to their own calendars, ensuring everyone is on the same page.

## **Feedback Collection**

There are two types of feedback you can collect during a beta test: ongoing and directed feedback. Your beta plan should outline your strategy for both types of feedback.

## **Mobile first approach**

It is easier to add content then to remove it. So start by creating mobile first site by integrating the content. Make the website for mobile according the screen size, make containers to fit the screen size. After that create media queries to add desktop content. Then, make adjustments to the desktop version