EECE 3093C – Software Engineering

Beta Testing Results

Application Name: Instameme

Developers: Curtis Schumacher, Niklas Bauer

Functional Quality:

1. The UI is easy-to-use. However, it is very clunky (crashes very often)
2. Adding text overlay is not intuitive (not sure which parts of the picture can take text)
3. Buttons are either dummy or crashes the app.

Structural Quality:

1. The code structure is in a reasonable shape, in terms of modularity.
2. Consider using a switch case (or refactor it) instead of if-elses for callers (gallery/stock/camera) in the photoeditActivity
3. Variables and methods should be at the minimum scope possible. There is more scope for data encapsulation. Several instances of duplicate code!
4. Good comments and definition of variables (for the most part).
5. A more rigorous test plan is needed. Existing test cases are either not working or not sufficient for covering all scenarios.
6. It is possible that the developers have not entirely followed "test-first" design methodology. UI methods are poorly abstracted.
7. The documentation has no evidence of mock UI designs. It should be possible to envision the app functionality just by browsing documentation. There are no UI design mock-ups in the req/specs document.

Competitive Benchmarking and Social Impact:

1. With a more robust UI and social media interface, the app. has the potential to hold a strong market value.
2. The app may be well-received by mostly teenagers, heavy social media users, users in the age group of 14 – 40.