Beta Test Results
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Executive Summary

Demonstration of the system capabilities was conducted on 30 March 2011 at Salt Lake Community College. The beta test covered almost every aspect of the BBQ RMS system. Specifically order entry, cooks screen and quick inventory capabilities. A multi-system configuration was conducted to simulate a production environment. Systems were configured as computer servers and client systems along side a cashier (point of sale) system. Several anomalies were detected in this configuration which were not evident in the development environments. These anomalies have been cataloged and are being actively worked to solution. Over-all, the system functions as intended with only a few aspects which need further refinement. We will be able to complete the project on time and deliver a functional system which will satisfy the core design requirements.

Issue Summary

Leading up-to and following the Beta test conducted on 30 March the following Bugs were identified. In light of the changes and discoveries our tasks were re-prioritized to close the most critical short-falls.

Summary	Status	Resolution	Created	Updated
add item during client server connection fails to add to inventory	Open	*Unresolved*	29/Mar/11 3:42 AM	29/Mar/11 3:42 AM
Non numerical input allowed in calculator app	Open	*Unresolved*	29/Mar/11 2:33 AM	05/Apr/11 2:16 AM
MenuManagement-SaveNullItem causes exception	Resolved	Fixed	29/Mar/11 2:15 AM	05/Apr/11 3:17 AM
incorrect image for menu items under menu-management	Open	*Unresolved*	29/Mar/11 2:08 AM	29/Mar/11 2:08 AM
Adding a new inventory item fails to update quick invenory	Resolved	Fixed	29/Mar/11 1:53 AM	05/Apr/11 2:34 AM
Quick inventory screen doesn't contain item counter	Resolved	Fixed	29/Mar/11 1:45 AM	05/Apr/11 2:31 AM
Load saved order doen't notifiy user of selection	Open	*Unresolved*	29/Mar/11 1:43 AM	05/Apr/11 2:25 AM
Backspace button on add payment screen doesnt clear display	Open	*Unresolved*	29/Mar/11 1:24 AM	05/Apr/11 2:12 AM

As we draw closer to the production release date we have made progress on resolving the outstanding

issues identified. The following char identifies the issues to be worked and the number of closed bugs.
The red plot line indicating an unresolved bug where the green plot indicates progress in resolutions.