# Chapter 4

## Testing

When testing an application like this, multiple theories of how to test and successfully evaluate the tests was mentioned both online and through past experiences. The two methods used for the project were to test using students which did not work due to the lack of content for the application. However, the main testing was using an approach all if not most web designers use.

### 4.1 Ethics Forms

In Figure 4.1, the first page of the ethics form details why we need to be careful when creating an application for users who may need additional resources to help them understand the application further and therefore learn more about the application and then use it efficiently. As stated in the ethics form the possibility with working the children was a main factor in creating an eLearning application based on Musical Theory for the Bagpipes, as most of these users are children. A PVG was then needed, however due to being a teacher myself, I already have a PVG and continuously require it for work. Therefore, was no issue. Within the testing phase, only myself was used as the application was not fully completed.

### 4.2 Application testing

Due to the unfinished project as it is, testing the project was a key ingredient in ensuring that the main project was still working constantly, with the methodology of Agile for the project as seen in Figure 4.2. The testing was carried out at the end of each design, continuously testing the result to ensure that the application was working perfectly. This same style of testing is used by web developers to ensure that each element of the application works as it is intended. Due to my lack of knowledge on creating applications or games on Unity, this was the easiest and by far best way of ensuring that the project would not fail.