



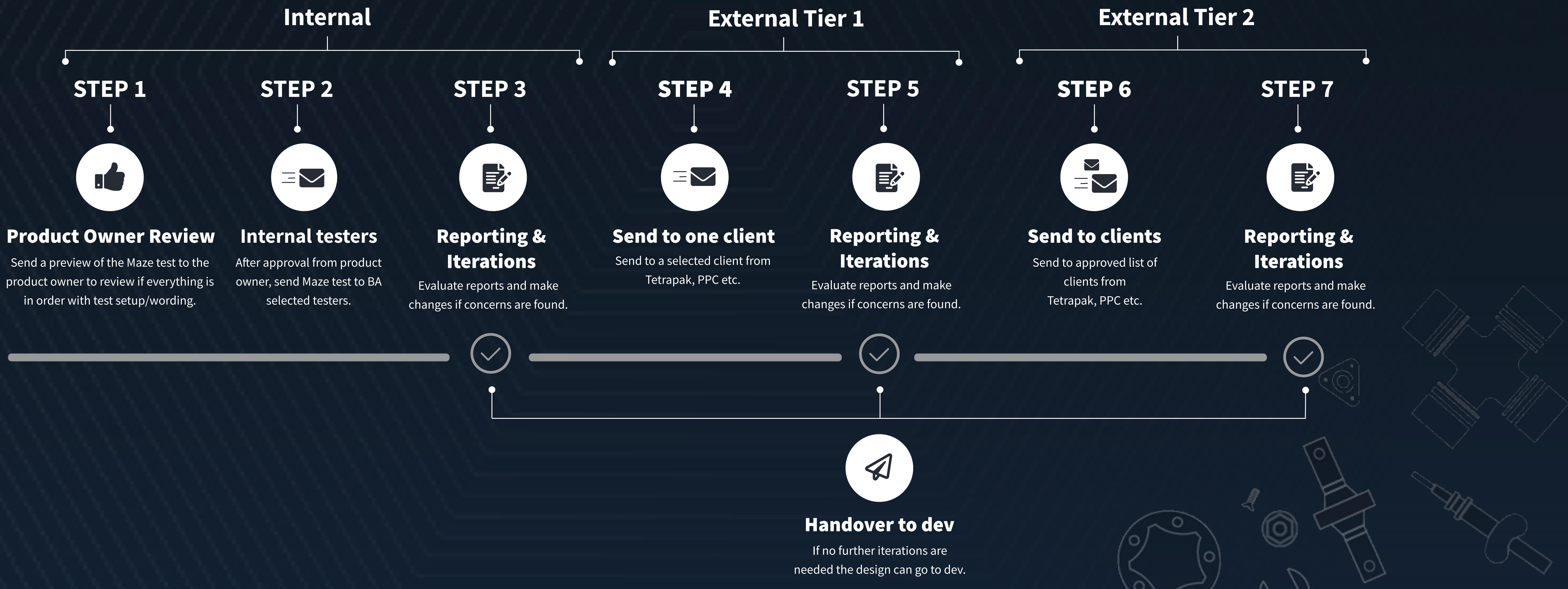
MAZE TESTING PLAN



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This is the process that will be followed during every Maze test campaign.

STANDARD PROCESS





Step 1

Product Owner Review

In this step, a preview version of the Maze test will be sent to the On Key Plus product owner. He will check if the test is easy to understand and worded correctly. Once he is happy with the test, he will allow the process to proceed to the next step.



Step 2

Send to TetraPak ACC

A live version of the test will be sent to a selected list of Tetrapak ACC participants chosen by the product owner. The tester will be given a deadline to complete the test, in order to get the results in as quickly as possible.



Step 3

Reporting & Iterations

A UX designer will evaluate the Maze reports and see if there are any usability issues in the design. If there are issues, the UX team will make changes to the design in order to make it more user friendly.



Step 4

Send to one client

If no usability issues were found during step 3, the Maze test will be sent as is to one external client.



Step 5

Reporting & Iterations

A UX designer will evaluate the Maze reports and see if there are any usability issues in the design. If there are issues, the UX team will make changes to the design in order to make it more user friendly.



Step 6

Send to clients

If no usability issues were found during step 5, the Maze test will be sent as is to a list of external clients.



Step 7

Reporting & Iterations

A designer will evaluate the Maze reports and see if there are any usability issues in the design. If there are issues, the UX team will make changes to the design in order to make it more user friendly.



Step 8

Handover to dev

If no further changes were required in a tier and if the team feels that the design is ready to be developed, a designer can hand the tested design over to the dev team. The designer will communicate with the devs frequently, in order to ensure that the design is implemented exactly as the latest iteration of the tested design.



