ALPHA TESTING RESULTS
TIME PIES
PURPLE MCSHORT SHORTS

I.   Inventory of Checklist

Tester Name	Total Score		Total Percentage
Camba, Jannieca	26	32	81.25%
Bautista, Yohannah	35	37	94.59%
Bedia, Vynique	30	32	93.75%
Domingo, Patrick	28	34	82.35%
Endaya, Jeynald	30	35	85.71%
Jimenez, Joni	33	35	94.29%
Palaganas, Genesis	33	34	97.06%
Albano, Romeo	32	36	88.89%
Quinones, Abigail	27	35	77.14%
Buera, Louie	25	28	89.29%

II.   Over-all Assessment

Average Score	Average Percentage
29.90	88.43%

III.   Consolidation of Comments/Remarks

FUNCTIONAL GOALS	
Questions	Comments
1	Ok naman pero nacacrash pag end is before start for some unknown reason
	If both 00:00 for both start and end time, app don't delete task color still exists
	Message kung parehas 00:00
2	*No comments.*
3	*No comments.*
4	May problema pag nagrurun yung timer tapos nag exit tapos bumalik
5	*No comments.*
6	Late repaint kapag marami nang tasks
7	While running nagcacrash siya
	Not gracefully but yes :D
	Not always, may error
	Pie does not reset when timer is done, crash occurred
8	*No comments.*
9	*No comments.*
10	*No comments.*
11	Better if user chooses what task to compromise
12	*No comments.*
13	Better if user chooses what pie to compromise
	Resizing sometimes does not behave properly
14	*No comments.*

USABILITY GOALS	
Questions	Comments
1	*No comments.*
2	No back buttons on screen. It's intuitive for Android users to use the on-screen back button.
3	Sana may help/label yung resize buttons
	Pictures as not as clear for the first time.
	Hard to use for someone using it for the first time.
	Cute
	Ambiguous, kutsara - confusing
4	White space error
5	Yes!
6	*No comments.*
7	Hindi masyadong pansin kasi maliit.
8	*No comments.*

9	Some
10	Not on mobile.
	Dialog buttons are too small for screen.
11	Very good contrast
	Hindi kita yung orange timer when timer is running. Hindi rin halata yung change in color kapag naka-long press.
12	*No comments.*
13	Nakakalito yung icon "overloading"
	Pictures not quite clear. Clever though.
	Hindi immediately intuitive yung arg icons, like the knife XD
	Why spoon :)))) It's not intuitive haha. Other than that, icons are good.
	Need label?
	Hindi agad clear na add task yung knife and start time yung spoon.
	Spoon?
14	Not much text. Very visual so that's good.
	Font size is too small for toasts and dialogues.
15	Pag nagreresize, walang confirmation.
16	*No comments.*
17	Use of app becomes more intuitive through time and frequency of use
18	Quite technical yung process
19	*No comments.*
20	*No comments.*
21	Error when resetting
22	"You have reached the max..." can make it more concise :P
23	*No comments.*
24	Dapat may text din di puro image.
	Di ko masyadong gets yung instructions sa help :))
	Mostly visual
	Astig nung help
25	No instructions. Di masyadong clear yung mechanics kung walang nageexplain
	Di ko masyadong gets yung instructions sa help :))
	Mostly visual. UI speaks for itself.

Tester's Comments (Functional Goals)	
Client	The app requires an instruction module because some process/elements in the app are hard to understand or follow without really knowing the app, which is bad for dumb users.
Client	Very good UI

Tester's Comments (Usability Goals)	
Client	Fix the error
Client	I think 12-hr system is more intuitive
Client	Hart hart <3 Go guys! \:D/
User	Pwede ba makita kung anong task na yung dapat currently na ginagawa kahit hindi i-click yung piece of pie?
User	Mas maganda sana kung idisplay yung name in top of the color if doable.
User	Seems to have a problem when viewing a chart element, the app crashes.

IV.   Reflection of the Group

As the developers of the program, we've realized that group work is very important. Real life projects don't rely on a small number of people. Having to work with a team requires skill, patience, and attention to detail. The overall design, readability and writability of your code can greatly affect the performance of the entire team. Though it wasn't the most laid-back course, we've come to love Software Engineering as it is closest to the real world environment and entire experience was very useful.

As the developers of the program, we want to improve on our skills on time management. Having a year-long course, among other major subjects, forces us to manage our time well in order to survive. Another skill that's most important is motivation. There are times that the work can go a bit draggy, and it is each and everyone's task to keep each other motivated. Mobile development is what's big these days that's why it's a very nice experience. In the right time, if it's all meant to happen, we really want to improve on our mobile app, make it a bit more release-worthy. It really is a useful tool for studying, and it would be nice if it'll be fully developed.

As the developers of the program, we want to continue doing what we are doing now, and that is learning mobile development. Let's admit it, everything's going mobile – paychecks, shopping, entertainment, news. There are very limited things that you can't do on mobile and we know that eventually, it'll all go there. It's really nice to be always part of the developing team, rather than just be consumers, end-users, of these modern day products.