***Testing***

*How will your test your project? How will you know when you have succeeded? Testing is not something that you should leave until the very end; often it is far more useful to have a quick and dirty “mock up" of a project and then do some testing, to and out whether you are building the right product. If your project involves user testing, you should describe in your plan how you will find the test users, approximately what number of people you will need, and what background (if any) is required. At least one paragraph is expected here.*

We will know when our smart mailbox is ready to be released into the world after testing it in several environments to see if it holds up. These environments include, rain, heavy wind, and fog. Additionally, we will test its durability, to make sure it won’t break in the case of a crime scene, and in the case where someone does get access to its insides without going through the correct procedure, an alarm will ring, which will immediately notify the user and the people around that area, Identification testing, to make sure that it doesn’t identify someone else as the user, making sure that the firewall to the app/program is secure, and testing to see if the app/program works the ways its intended.

To get people to volunteer for our testing phase, we plan to place posters around the local area and posting about it on social media. By doing this we can find issues before it occurs in the public.

Once and only once these conditions are fulfilled will our product be ready to be sold to the public.

Aerospace titanium/steel

Good quality, strong and cheap

Won’t be as heavy as zinc steel

If this smart mailbox is successful, it could possibly replace postal lockers since its more secure