## **QA is NOW**

## **Big Picture**

## Why does QA matter?

## **Best Practices**

### **Areas of QA**

Code
Design
Browser/Device
Admin
Interaction
Strategy

### Code

To insure future stability and best practices, our developers have their code reviewed by at least one other developer, generally the tech lead on the project. Their goal when reviewing code is to insure the chosen solution technically fulfills the request. Also, the code implemented should be stable long-term. We do not recommend solutions that cause code fragility. When applicable, we run a series of automated code tests that checks for errors and inconsistencies. Overall, the code should be as clean as possible as it aids in maintenance and future development.

## Design

The goal is to create consistency between designs presented during discovery and the technical implementation. This involves reviewing and refining typography, photography, layout, and hierarchy. Major and minor deviations from the design can cause a disruptive user experience. We aim to resolve the delta and retain visual consistency. While not ideal, there are situations when the designer will make a request that purposefully deviates from the original design in the interest of the user, the client and the development team.

### Browser/Device

Testing a variety of browsers and devices assures users are presented with similar experiences. As we begin testing browsers and devices, we like to pick one browser as a baseline, often Google Chrome. After we've confirmed functionally with the control browser, we will test the remaining recommended devices and browsers. Often there are subtle differences between browsers and devices as code is rendered differently. Broken layout, missing functionality and obvious design flaws represent bugs.

### Interaction

Often found with search interfaces, form fields and web applications, users will be required to interact with features. They are often asked to input information and will expect certain results. We will confirm the information flows easily, is clear, and guides them through the process. Additionally, we will test the breakability of the feature. Often a user can make a mistake when filling out a form field and this insures they are not punished but aided through the process.

### **Admin**

Hidden from the front-end user is the admin interface. Administrators need access to update agreed-upon features and functionality without the need of a development team. This assures admins can maintain their website over time. The admin interface varies greatly depending on the chosen platform and the technical ability of the admin.

### Strategy

Strategy insures the outcome of the feature matches what was discovered in the beginning of the process. It is a holistic review, starting with the initial request, through the chosen direction and finally implementation. This is important to insure the original KPIs and goals will still be measured and successful.

## Writing QA Tickets

- Include screenshots
- Include links
- Include steps to replicate
- Include browser/device
- Include priority level

## Priority Levels Red, Yellow, Green



Red tickets block the user from completing a goal or interacting with the feature.

Additionally, a red classification is recommended when the page is high-priority and high-trafficked often determined by analytics. A red ticket must be completed before the site can launch.

e.g. Broken search interfaces, missing base functionality, missing admin functionality

### Yellow

Yellow indicates the feature needs overall improvement in functionality or styling but does not inhibit the user from completing a goal. Yellow cautions against launching but does not block a launch.

e.g. Layout improvements, missing additional feature improvements, missing/broken links due to content entry

### Green

Green should be used when the ticket needs minor improvements. The user is still able to achieve their desired goal. Often green is used when styling adjustments would improve overall polish. Green does not block the launch of the feature.

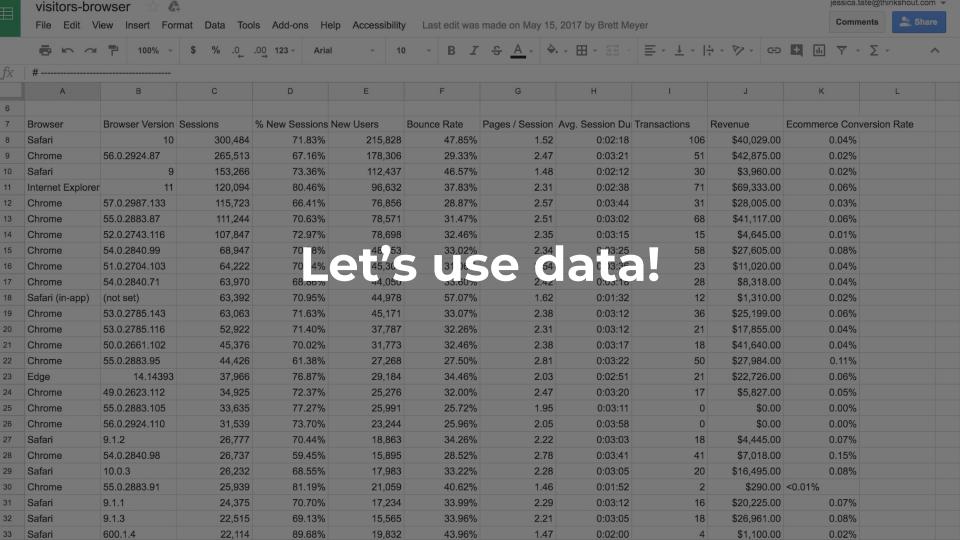
e.g. Reducing type size, adjusting padding around elements, updating a color, changing capitalization

## **Applying QA to Projects**

## It starts in Discovery...

## **Defining the Approach**

## for Each Client/Project



### The QA Plan



#### **Travel Portland Meetings Quality Assurance (QA)**

#### Goal

To create assurance that a variety of browsers and devices share a similar experience for the user and maintain overall visual consistency.

#### **Philosophy**

Our philosophy to quality assurance (QA) is to maintain brand recognition across devices and browsers. Our top priority is ensuring the user's experience feels consistent across devices. We do not believe exact replicas between browsers and devices of a website are necessary.

## Engagement & Alignment on Expectations

## QA Happens in Stages

## **QA is NOW**

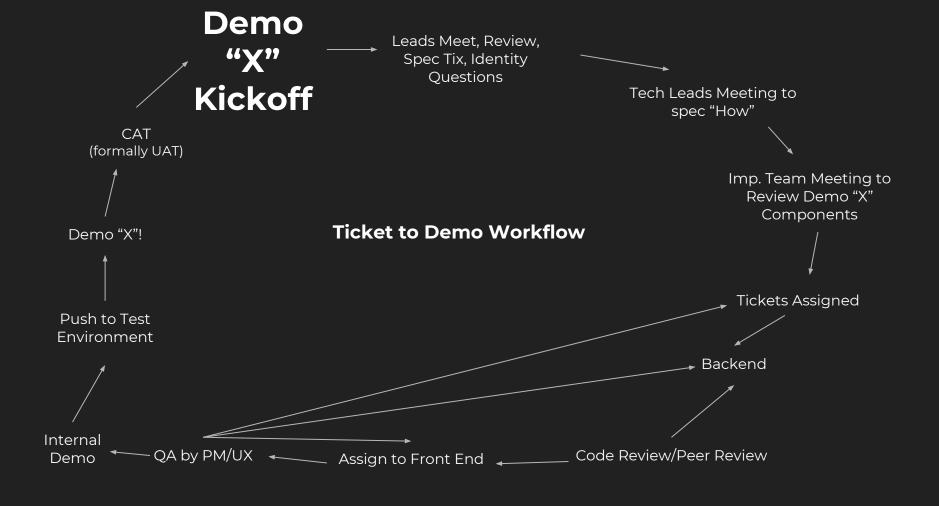
It's still now... (Part Two)

#### Recap

- What's the value of QA (both internal & clients)?
- What are the areas of QA?
- How do we establish priorities?
- How do we define the approach for each project/client?
- What's a QA plan?

#### **QA Happens in Stages**

Ticket QA.
Demo QA.
Launch QA.
Post-Launch QA.



## Ticket Level QA

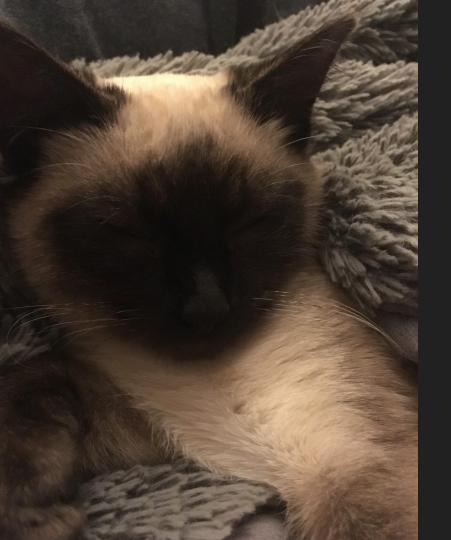
## How the ticket is spec'd matters...



## How much polish and who decides?



## Post-Demo QA aka UAT aka...



# CAT (Client Acceptance Testing)



## Final Migration & Content Staging

## Prioritizing Launch QA

## Reviewing Analytics & High-Priority Pages... again.



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# Enough Polish? Managing client feedback during QA?

## Questions???