

SPRINT NUMBER 6

Prepare it • Test it • Listen • Improve it

1. What is an Alpha

Version? An early version of a system that people can try.

SIMPLE WORDS

It is a working sample of the system. It may still have bugs or missing features.

IN



EXAMPLE

A school app can already record attendance, but some buttons or reports may not work yet.

Remember: Alpha means “ready for early testing,” not “fully finished.”

2. Preparing the System

Before letting testers use it, check the basics.

- Make sure the main features work.
- Fix problems that stop people from using the system.
- Prepare test accounts and sample data.
- Write simple instructions for testers.

- Tell testers what is unfinished or may not work.

3. Deploying the Alpha Version

Deploy means putting the system somewhere testers can use

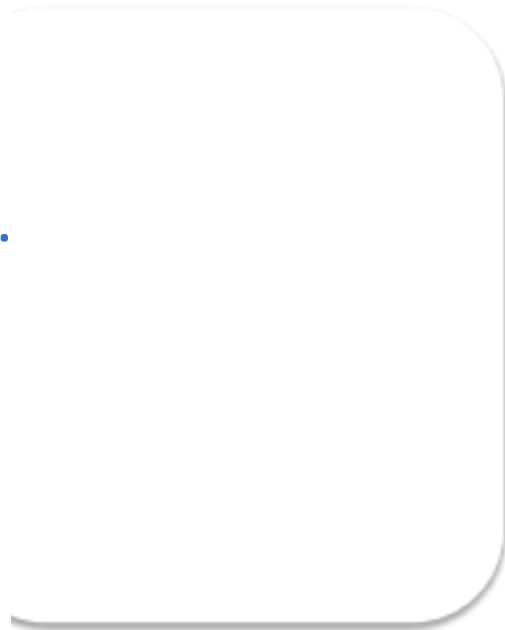
it.



1.

Prepare

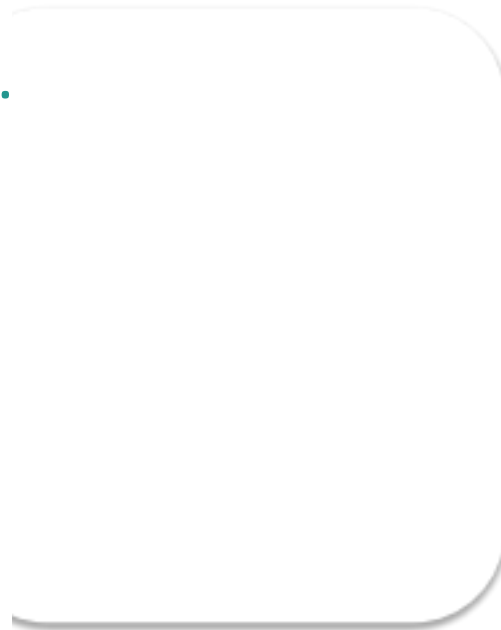
Create the latest version.



2.

Upload

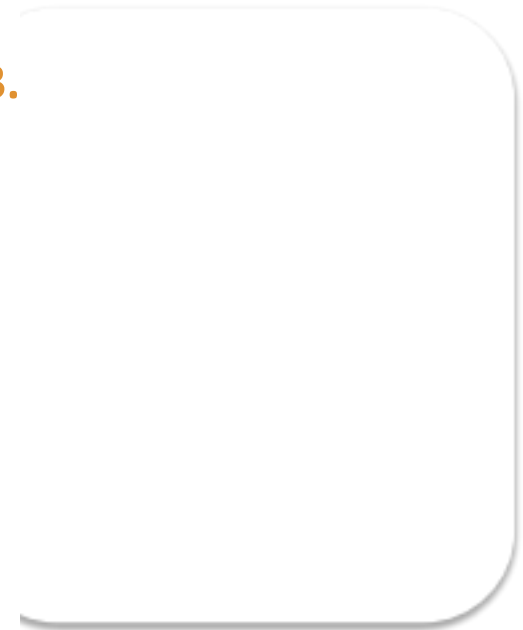
Put it in a test environment.



3.

Check

Try the main features.



4. Share

Give testers access.

A test environment is a separate place for testing—not the live system.

4. Gathering Feedback

Feedback tells the team what works and what needs improvement.

ASK

Was anything
confusing? Did a feature
fail?

What would make it easier?

OBSERVE

Watch users try common
tasks. Notice where they get

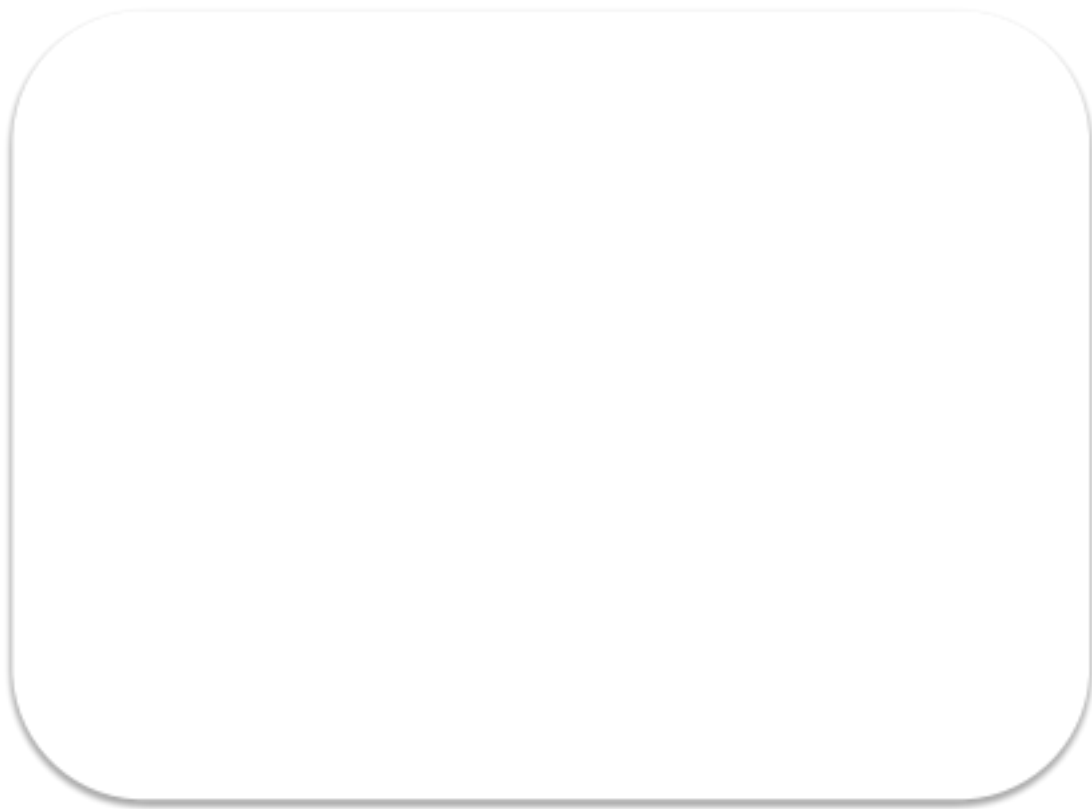
stuck.

COLLECT

Use a short form, interview, or
feedback sheet.

5. Recording Issues and

Suggestions Write feedback down so the team can
follow up.

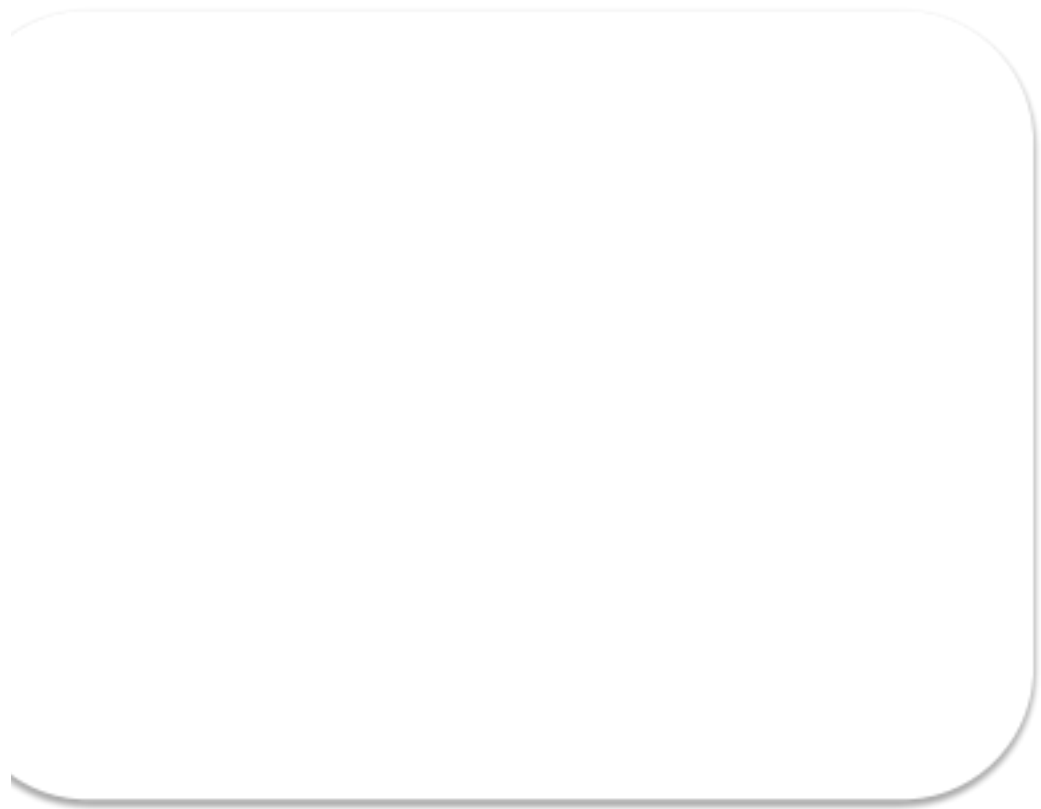


BUG / ISSUE

Title: Login button does not work

Steps: Enter username and password, then click Login.

Result: Nothing happens.



SUGGESTION

Title: Add a search bar

Reason: Users need to find student records faster. Possible

action: Consider adding search.

Be specific: explain what happened and where.

6. Which Feedback Should We Fix

First? Focus first on issues that block important tasks or put data at risk.

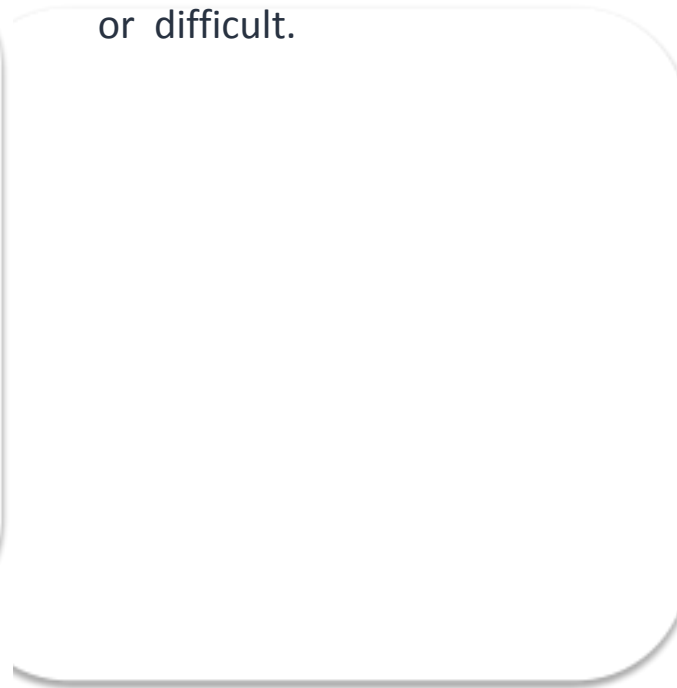
HIGH

System crashes, security problems,
or a key feature cannot be used.



MEDIUM

A feature works, but is confusing



or difficult.

LOW

Small design changes or extra features that can wait.

7. Planning the Next Sprint

Choose what the team will improve next.

- Review all feedback.
- Combine repeated or similar reports.

- Choose important tasks the team has time to complete.
- Write clear tasks and decide who will do them.
- Test the changes after they are developed.

Simple Example: Attendance System

[See how feedback becomes the next task.](#)



USER SAYS

"I marked a student absent by mistake. I need to correct it."

PREPARE



TEAM LOGS IT

Issue: Add an option to edit attendance.

DEPLOY



NEXT SPRINT

Develop the edit feature, check who can use it, and test it.

GATHER

RECORD

PLAN