

Annex 3

Acceptance criteria

Before acceptance, all critical and major bugs must be resolved, with no issues affecting core functionality. Minor bugs should not impact overall user experience.

Additionally, user acceptance testing (UAT) will be conducted by the client to verify that the module meets all expectations. Feedback from this phase will be incorporated before go-live approval. The acceptance of the software will be based on the completion of several critical criteria, ensuring that the final product meets the functional, technical, and usability requirements. These criteria encompass the full scope of the project and serve as the baseline for validating that the module is ready for deployment.

First, the module must be functionally complete, with all user stories from the backlog fully implemented. This includes key functionalities such as Outcome/Output/Activity Set-up, Indicator Management and Activity Monitoring, which must work as described without critical issues. Additionally, the user interface (UI) and user experience (UX) must be intuitive and user-friendly. Users should be able to navigate the module seamlessly, completing tasks efficiently and without confusion. The accuracy and integrity of data within the module are also essential. All data must be correctly processed, stored, and reported, exportable with proper validation checks in place to ensure the completeness and accuracy of the information. Security and compliance with relevant data protection regulations must also be ensured. Role-based access control will be implemented to guarantee that users only have access to data and functionalities appropriate for their roles. Where relevant, the module must integrate seamlessly with other Odoo modules or external systems, ensuring correct data synchronization without errors or loss.

Before acceptance, all critical and major bugs identified during testing must be resolved, ensuring the module operates without significant issues. Any remaining minor bugs should not impact the core functionality or overall user experience.

Visual Design & UX Acceptance Criteria

The application has two parts – a. The Backoffice, where the project is managed and overlooked in the sector-specific logframe logic and b. an android mobile application which enables individual and task specific data input into the logframe. Both are to be specifically crafted by the requirements of MI and are iterated further in the project to fit the needs of the users. Goals for the design are:

- Ease of use
- Pleasant UI
- As little elements as possible and as much data as needed
- Collaboration
- Awareness of state
- Focus on time sensitive elements
- Personalization