



This lesson teaches you all about the importance of testing your app, infrastructure and changes to consider with the look and feel of your app, and most importantly, getting feedback.

Not every user uses apps the same way. Your friends and dev team will give you all kinds of different feedback, so it is important to remember the following:

- Make small revisions, one at a time
- Decide on the number of iterations that you will have for your app—how many times will you be willing to make more changes?
- Have conversations about what you are and are not willing to change up front, to avoid confusion and conflict down the line

When you give your app out for testing, ask people to look for:

- Navigation—how do people move around the app?
- Crashes and major bugs

Find a group of people that are willing to test for you—friends and family members who use apps and are familiar with them, and who are willing to be honest with you. Get feedback from multiple demographics, if you can. Ask people to play for at least an hour or more, so that they can hit all the buttons, try all the features, and make sure that the app doesn't crash.

If the app does crash, make sure your testers make a note of where it crashed, and what exactly happened, so that you can tell the developers.

Take good feedback into account, but only make reasonable, relevant changes—there's no reason to change a button simply because one person doesn't like it. However, if your entire group of testers experience a similar problem, address that issue.



Ultimately, you have the final say on what you will or will not change. Make sure to communicate with your developer in a seamless way, if you do change something. The goal is not to continuously fix bugs, but to get the app working correctly as soon as possible, so that you can get it into the App Store, and start making money.