## UAT Benchmark and Evaluation Template

Project Title:

Project Description:

UAT Test Date:

UAT Test Duration:

UAT Test Participants:

UAT Test Metrics:

## UAT Test Results

| Test Objective | Metric | Baseline | Actual Result | Pass/Fail |
| --- | --- | --- | --- | --- |
| Example Objective 1 | Metric 1 | Baseline 1 | Result 1 | Pass/Fail |
| Example Objective 2 | Metric 2 | Baseline 2 | Result 2 | Pass/Fail |
| Example Objective 3 | Metric 3 | Baseline 3 | Result 3 | Pass/Fail |

## UAT Test Observations

## Summary of Findings

## Recommendations

## UAT Benchmark and Evaluation Template

Project Title: My Software App

Project Description: A mobile app that allows users to track their fitness progress.

UAT Test Date: January 1-10, 2023

UAT Test Duration: 10 days

UAT Test Participants: 50 users

UAT Test Metrics: User satisfaction score, app speed (in seconds), number of bugs found

## UAT Test Results

| Test Objective | Metric | Baseline | Actual Result | Pass/Fail |
| --- | --- | --- | --- | --- |
| Usability | User satisfaction score | 4.5 | 4.8 | Pass |
| Functionality | App speed (in seconds) | 5 | 3 | Pass |
| Compatibility | Number of bugs found | 10 | 5 | Pass |

## UAT Test Observations

Users reported that the app was easy to use and had a lot of helpful features. A few minor bugs were found during testing but were quickly fixed by the development team.

## Summary of Findings

Overall, the UAT results were positive, with users expressing high levels of satisfaction with the app's usability and functionality.

## Recommendations

Based on the UAT results, we recommend that the development team continue to monitor the app's performance and address any future bugs that are identified. We also recommend that additional features be added to the app in future updates to further enhance its functionality.