

e-Serve Test Plan

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## The Big Picture

The Center for Service and Community Engagement (CSCE) at Seattle University founded in 2004 connects classroom and community to promote a more just and humane world. CSCE serves as headquarter to help over 1,000+ students, staff or faculty to find opportunities to serve and learn in the local community. CSCE established a strong partnership with wide range of community-based organizations and nonprofits throughout Seattle areas.

A program called “Serve Local” that enhances learning for students beyond classroom through volunteering experiences. Students gain in-depth experience by serving in the local community. In return, they develop leadership skills and gain insight early on to the career they might be interested in pursuing.

## Business value

CSCE requires an automated system in order to continue supporting the growing demand of the program. CSCE requires a system for managing connections, class creditds, evaluation and paper works involved with the academic service learning and non-serving learning.

The code name for the system will be called e-Serve. The goal of e-Serve is to reduce much of the paperwork and manual interactions required to support the service learning volunteering opportunities. The following are additional business requirements.

* Store volunteering opportunities
* Collect and track student demographic information
* Faciliate criminal background check or requirement document process
* Provide a reliable and user-friendly interface that is intuitive and flexible

## Personas

The following are description for the four main personas that will be interacting with the e-Serve system.

**Community Partner**

Community partner provide volunteering opportunities for students at Seattle University. Each offers unique set of experiences for student to sign up and learn.

**Administrator (Admin)**

Admin manages and coordinate e-Serve opportunites with community partners, faculties and students. They ensure community partner creates the right opportunity for students. Assigns opportunities to proper sections taught by the faculties. Admin also ensure students register properly for the opportunity.

**Faculty**

Faculty will incorporate the real-world experience into classroom learning.

**Student**

Student will get a set of opportunities to choose from depending on the class they signed up for the quarter.

## TEST scope

**What will be validated:**

* Community Partners:
  + Community partner is able to manage (CRUD) opportunities.
  + Community partner can manage people for the organization.
* Administrator:
  + Admin can approve/reject opportunities.
  + Admin can assign opportunities to section(s).
  + Admin can manage student sign-up issues.
* Faculty:
  + Faculty can view student hours.
  + Faculty can view student self-evaluation.
  + Faculty can view student self-reflection.
  + Faculty can view community partner evaluation for students.
* Student:
  + Student can sign up for opportunities for classes they registered.
  + Student can view alerts or actions required for the opportunity.
  + Student can view and self profile.
  + Student can view history of opportunites signed up.
* Data:
  + SQL scripts is able to re-generate database schema, stored procedures, views for e-Serve.
  + Tool to load and update student data from Seattle University into e-Serve.

**What will not be validated**

* Non-Service learning workflows. This would be for students not taking service learning course that wishes to sign up for volunteering opportunities.

## MSE team

The following are team members for MSE project 1

|  |  |  |
| --- | --- | --- |
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## Testing Strategy

Below are our strategy for testing e-Serve. The team plans and will setup continual deliver/integration in Azure during second quarter (Winter Quarter). This will enable and allow external users/customers access to latest code.

Each developer will own creation of test case(s) per user story when completed. This is to ensure that all major bug(s) are identified during the sprint and resolved in timely matter. The reason is to avoid having developer fixing bugs on user stories completed in previous sprints.

## BVT testing Strategy

### COmmunity PartNers

1. Verify that community partner is able to create volunteering opportunities.
2. Verify that community partner is able to clone existing volunteering opportunities.
3. Verify that community partner is able to view existing volunteering opportunities.
4. Verify that community partner is only able to update existing volunteering before approve by admin.
5. Verify that community partner is able to delete existing volunteering opporutities.

### Admin

1. Verify that admin is required to manage approving and associating volunteering opportunies with classes.
2. Verify that admin is able to overload student into an opportunity if slot is full.

### Student

1. Verify that student is able search for volunteering opportunities.
2. Verify that student is able to view volunteering opportunities.
3. Verify that student is able to sign up for volunteering opportunities.
4. Verify that student is presented with background check (CRC) information if required by the volunteering opportunity.
5. Verify that student is presented with parent/guardian document signature information if required by the volunteering opportunity.
6. Verify that student is presented with information to send resume if required by the volunteering opportunity.
7. Verify that student is able to drop volunteering opportunities.
8. Verify that student is able to view volunteering opportunities that he/she has signed-up.
9. Verify that student is able to view and manage profile information.
10. Verify that student is able to view a history of volunteering opportunities taken in the past.

### Faculty

1. Verify that faculty is able to view student evaluation.
2. Verify that faculty is able to view student evaluation by community partner.

## Functional Testing Strategy

### COmmunity PartNers

1. Verify that community partner is TBD

### Admin

1. Verify that admin is TBD

### Student

1. Verify that student is able to view volunteering opportunities detail information.
2. Verify that student is able to view and manage profile information.
3. Verify that student is able to view a history of volunteering opportunities taken in the past.

### Faculty

1. Verify that faculty is TBD

## integration Testing Strategy

1. Verify the workflow below.
   1. Community partner create volunteer opportunity
   2. Admin approves and assign volunteering opportunity to classes
   3. Student search and sign up for volunteering opportunity
   4. Community partner accepts the student into the volunteer opportunity
   5. Student enter hours for the volunteering opportunity
   6. Community partner accepts or rejects the hours for the volunteering opportunity
   7. Student submit self evaluation for the volunteering opportunity
   8. Student submit self reflection for the volunteering opportunity
   9. Community partner reviews the student evaluation
   10. Faculty reviews the student evaluation

## test artifacts management

We store and manage our backlogs, test cases, tasks, bugs, documentation in Visual Studio Online.

* Team Foundation Server: <https://eservesu.visualstudio.com>
* Team Project: **eServeSU**

## test costs

TBD

|  |  |  |
| --- | --- | --- |
| **Sprint** | | |
| **Test Activity** | **Hours** | **Comments** |
|  |  |  |

## Appendix

### Demo Environment

### Appendix B – REcording

### Appendix B – documents

### Appendix B – Test data

## Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Rev | Revision Date | Revised By | |
| 1.0 | 11/22/2014 | Created first draft of the test plan. | |
| Updated By | Tsun Tsai |
| 1.1 | 12/5/2014 | Updated document  Reference: <http://www.seattleu.edu/csce/> | |
| Updated By | Tsun Tsai |
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