

Agate International Quality Assurance Assignment 3 - Test Plan

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[1] Introduction

This is a test plan for an integration of the “**Sandwich Stacks**” game into the client’s E-commerce platform. “**Sandwich Stacks**” is an HTML5-based game with simple instructions. That is sorting a stack of words based on the negative connotation meaning to the positive connotation from bottom to the top. The plan identifies:

- [1] *the items to be tested,*
- [2] *the features to be tested,*
- [3] *the types of testing to be performed,*
- [4] *the personnel responsible for testing,*
- [5] *the resources and the schedule required to complete testing,* and
- [6] *the risks associated with the plan.*

[2] Scope

[2.1] In Scope

Module Name	Applicable Roles	Description
Game Credits	[1] User	User: A user can only play Sandwich Stacks in their account for a maximum of 3 times per day
Language Dictionary	[1] User	User: [1] A user can learn and understand the meaning of these Indonesian vocabularies, [2] A user can identify degree of strength of these vocabularies (i.e., negative connotation and positive connotation), [3] A user can sort these vocabularies based on its degree of strength.
In-Game Assets	[1] Client	Client: In-game assets adhered to the theme of Client's E-Commerce platform.

[2.2] Out Scope

These features are not to be tested because they are not included in the software requirement specs:

- [1] User Interface,
- [2] Hardware Interface,
- [3] Communications Interfaces, and
- [4] Platform Performance.

[3] Objective

The test objectives are to **verify** the **game logic** of Sandwich Stacks based on Client's constraint. The project should focus on testing the **game credits** i.e., *limiting the number of attempts for all users per day*. This is to **guarantee** this operation can work **normally** in a *real business environment*.

[4] Roles and Responsibilities

The project should use **outsource** members as the tester to save the project cost.

No	Member	Tasks
1	Test Manager	[1] Manage the whole project [2] Define project directions [3] Acquire appropriate resources
2	Tester	[1] Identifying and describing appropriate [1.1] test techniques/tools/automation architecture, [1.2] verify, and [1.3] assess the test approach [2] Execute the test, [3] Log results, [4] Report the defects, [5] Outsourced members
3	Developer in Test	[1] Implement the test cases, [2] Test program, [3] Test suite
4	Test Administrator	[1] Builds up and ensures test environment and asset are managed and maintained [2] Support Tester to use the test environment for test execution
5	SQA Members	[1] Take in charge of quality assurance [2] Check to confirm whether the testing process is meeting specified requirements

[5] Test Methodology

[5.1] Test Levels

In the Sandwich Stacks project, there are **2 types of testing that should be conducted**.

- **Integration Testing** : *individual game modules are combined and tested as a group.*
- **System Testing** : *conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements.*

[5.2] Suspension Criteria and Resumption Requirements

If the team members report that there are **40% of failed test cases**, suspend testing until the development team fixes all the failed cases.

[5.3] Test Completeness

- **Run rate** is **mandatory** to be **100%** *unless a clear reason is given*,
- **Pass rate** is **80%**, *achieving the pass rate is mandatory.*

[5.4] Project Task, Member, and Estimation

Task	Member	Estimate Effort (in man-hour)
Create the test specification	Test Designer	170
Perform Test Execution	[1] Tester [2] Test Administrator	80
Test Report	Tester	10
Test Delivery		20
Total		280

[6] Test Deliverables

[6.1] Pre-Testing Phase

- Test plans document,
- Test cases document, and
- Test design specifications.

[6.2] During the Testing Phase

- Test Tool Simulators,
- Test Data,
- Test Traceability Matrix,
- Error Logs, and
- Execution Logs.

[6.3] Post-Testing Phase

- Test Results,
- Test Reports,
- Defect Report,
- Installation guidelines,
- Test procedures guidelines, and
- Release notes.

[7] Resource and Environment

[7.1] Test Environment

Following software's are required in addition to client-specific software:

- Windows 10 and above,
- Mac OS 11 and above,
- Web browsers on desktop,
- Smart Phone Emulators (i.e., Android-based emulator and Apple-based emulator)
- Mobile Phone (i.e., Android and Apple),
- Tablet (i.e., Android and Apple)

See suggested resource on the next page.

[7.2] Resource

No	Resources	Descriptions
1	Test Tool	Develop a Test Tool which can auto generate the test result to the predefined form and automated test execution
2	Server	[1] Need a Database server which install PostgreSQL server [2] Web Server which install Apache Server
3	Network	Setup a LAN Gigabit and 1 internet line with the speed at least 5 Mb/s
4	Computer	At least 4 computer run Windows 10/Mac OS 11, RAM 4 GB, CPU 3.4 GHz