UAT Plan

for

[Grow]

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# Scope

## Objectives and business requirements

In this section, outline the business requirements. In other words:

The goal is to create a functional application to better help students engage in studying. The application is to include a timer, tips and a planner.

*Example:*

*The goal of this user acceptance test is to ensure all the features of a website aimed at helping young people understand mental health work as designed.*

## Scope

In this section, outline the scope. This means:

* What is the pain point we’re trying to fix?
* What are we testing exactly, and what are we not testing?

The landing page of the application is simplified and easy to access and all menu (buttons) are functional.

For this UAT test, we’d like to test:

* Is the page easy to understand
* Does the content load properly

For the UAT test, we are not testing:

* Loading speed

*Example:*

*The collision detection algorithm has been refined to respond earlier and bring the robot to halt in a more controlled manner*

*For this UAT test, we’d like to test:*

* *Does the collision detection system identify solid objects*
* *Does the collision detection system begin responding earlier*
* *Does the collision detection system visual outputs work*

*For the UAT test, we are not testing:*

* *Other vehicle response mechanisms*
* *Does the collision response mechanism respond to mobile, irregular or transparent objects*

## System Diagrams

In this section, paste any drawings or diagrams that help the UAT team understand the program being tested. With each drawing include a brief explanation of how the drawing represents the application or system being tested.

*Example:*

*Storyboards, wireframes, flowcharts, schematics, pictorials, mood-boards, etc.*

# Testing team

In this section, list out members of your QA team and what their roles will be during UAT.

|  |  |
| --- | --- |
| **Name** | **Responsibilities** |
| Amber | UAT Coordinator |
| Ria | Tester |
|  |  |
|  |  |
|  |  |

*Example:*

|  |  |
| --- | --- |
| ***Name*** | ***Responsibilities*** |
| *Robert K. Wright* | *UAT Coordinator - handles communication between end users and QA team* |
| *Johannes Creusen* | *Design test cases for the accounting team* |
| *Stefan Kottila* | *Design test cases for the management team* |
| *Roxanne Gilbert* | *Create test data and write UAT reports* |
| *Claudia Decker* | *Set up staging + usability test cases and reports* |

# Environmental requirements

## Hardware requirements

What hardware has the solution been designed for and should be tested on.

If that is the case, outline the minimal and recommended requirements so the QA team can verify that the software runs on the testers’ machines.

Any Laptop/Computer that can access the internet and google.

Any mobile device that can access the internet and google.

*Example:*

* *Lenovo Desktop PC*
  + *Windows 10.*
  + *Intel I5 processor.*
  + *256gb SSD.*
  + *8 GB of RAM.*
  + *Intel GPU.*
  + *Ethernet NIC.*
  + *LED 1080p Monitor with HDMI connection.*
* *Google Pixel 5 - Mobile Phone*
  + *Android 11.*
  + *Qualcomm SM7250 Snapdragon.*
  + *1080 x 2340 pixels, 19.5:9 ratio.*
  + *4g NIC*

## Software requirements

If any extra software or dependencies must be downloaded and installed, list them here.

* Laptop/Computer
  + Google Chrome
  + Safari (if APPLE)
* Mobile Devices
  + Google Chrome
  + Safari (if APPLE)

*Example:*

* *Lenovo Desktop PC*
  + *Google Chrome.*
  + *Microsoft Edge.*
  + *Mozilla Firefox.*
  + *Mozilla Firefox.*
* *Android Mobile Phone - Pixel 5*
  + *Google Chrome.*

## Network requirements

Some software (design, video editing…) can be demanding on hardware specifications.

If that is the case, outline the minimal and recommended requirements so the QA team can verify that the software runs on the testers’ machines.

* Laptop
  + Access to Home Network
* Mobile
  + 4G or 5G network

*Example:*

* *Lenovo Desktop PC*
  + *NBN Fibe to the Node network.*
* *Android Mobile Phone - Pixel 5*
  + *Telstra 4g network.*

# Test Scripts

This section is more important than it seems—it is crucial that both the QA team and the testers know what features must be tested, especially if you’re testing a lot at once.

**4.0 Study Planner Page**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test** | **Describe the feature being tested** | **Describe the user input or test data** | **Describe the pass criteria** |  |
| 1.0 | Does the Study Timer page load | 1. User clicks “ Study Timer” 2. User clicks “ Help” | 1. User should see a dropdown menu and a guide for “How to use Study Timer” 2. User should be able to understand the content | Tester name:   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations: |
| 1.1 | Does dropdown work | 1. User clicks “ Study Timer” 2. User clicks “ Help” 3. User selects a new item from drop down | 1. When user selects Notification Help, should see guide to help user 2. When user selects Errors and Solution. Should see some possible errors and solutions | Tester name:   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations: |
| 1.2 | Does the Study Planner Help Page load | 1. User clicks “ Study Planner” 2. User clicks “ Help” | 1. User should see a dropdown menu and a guide for “How to use Study Planner” 2. User should be able to understand the content | Tester name:   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations: |
| 1.3 | Does the Study Tips Help Page load | 1. User clicks “ Study Tips” 2. User clicks “ Help” | 1. User should see a dropdown menu and a guide for “How to use Study Tips” 2. User should be able to understand the content |  |

Tip: Write step-by-step, detailed but concise instructions on how to test the feature.