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, achievements 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:

* Does the landing page load correctly?
* Do the buttons work properly?
* Does the timer work properly?
* Is the graphics correct?
* Is the timer work properly?
* Does the sounds play when timer ends?
* Is notification working properly?

For the UAT test, we are not testing:

* Does the page look good?
* Loading times

*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.*

A screenshot of a computer screen

Description automatically generated

# 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 for page |
|  |  |
|  |  |
|  |  |

*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.

**Timer Page – Sprint 0.2**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test** | **Describe the feature being tested** | **Describe the user input or test data** | **Describe the pass criteria** |  |
| 1.0 | If timer page loading | 1. User starts index.html 2. Clicks Study Timer button | 1. User see pot image 2. User see 3 buttons 3. User sees a text boxes 4. User sees digital clock | Tester name: Ria   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations:   * Everything works well, the timer page loads well * The timer is responsive and accurately presents the time * The UI is formatted well and fits on the screen |
| 1.1 | Button are working and correct | 1. User press Start | 1. User sees page pot change into a gif image 2. User sees time buttons disappear and end, pause and restart button appear 3. User sees text change to “Growing…” 4. User sees return and help button | Tester name: Ria   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations:   * The page pot’s change into a gif is fairly seamless * Time buttons do disappear and the end, restart and pause buttons appear * The text ‘Growing does appear and is formatted well’. |
| 1.2 | Pause button works correctly | 1. User presses the pause button | 1. Users sees image change 2. Users cannot press pause again 3. Users sees text change to “5 minutes break” | Tester name: Ria   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations:   * The GIF of the plant growing changes into a gif of the plant being watered * The pause is not able to be pressed again (as you intended) * Text 5 min break is formatted underneath |
| 1.3.1 | Ending correctly | 1. User waits for 5 minute on the pause page | 1. Users sees image change 2. User sees text change 3. Users sees the again button | Tester name: Ria   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations:   * The 5 min wait period does not work and only lasts for 1 min * The image change and text change work well |
| 1.3.2 |  | 1. Users press end button | (same as above) | Tester name: Ria   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations:   * The GIF change to the dead plant works well and is seamless * The text change works well and is well-formatted |

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

**Timer function – Sprint 1.2**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test** | **Describe the feature being tested** | **Describe the user input or test data** | **Describe the pass criteria** |  |
| 2.0 | If Study Time End is correct | 1. Enter a valid timer (Must include “:” if less than two digits and a 0) 2. Press Start | * 1. User see pot image change   2. User sees pause, unpause and end buttons   3. User sees “Study Time End: “   4. User sees “Growing…” | Tester name: Ria   |  |  | | --- | --- | | · | PASS | |  | FAIL |   Observations:   * The transformation from the image of an empty plant pot to an animation of a small plant works well and is fairly responsive. * The ‘Pause’, ‘Unpause’ and ‘End’ buttons are shown underneath the timer and are formatted well (with the user unable to press the unpause button as the timer is still going on). * The time shown for ‘Study Time End’ is accurate |
| 2.1 | If Pause Button is working correctly | 1. User press pause button | 1. User sees pot image change 2. User sees countdown timer stop 3. User sees a break time end time 4. User gets a notification saying timer is paused | Tester name: Ria   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations:   * The animation change from the Countdown timer animation (the growing pot) and the Pause animation (The plant being watered) works well and is fairly seamless. * After pressing pause, the countdown timer does not stop and continues. * There is no text for ‘Break Time End’. instead, it still shows the ‘Study Time End’ * The text ‘5 minutes break is formatted well’ although after 5 minutes nothing happens. |
| 2.2 | If Unpause buttons is working correctly | 1. User press unpause button | 1. Users sees image change 2. User sees new “Study Time End:” 3. User sees “Growing…” 4. User sees countdown timer resume 5. User gets a notification saying timer is resumed | Tester name: Ria   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations:   * The transition between the animations for works well * The time for ‘Study Time End’ does not change and stays the same. * There is no text for ‘Growing’, instead the text ‘5 minutes break’ is carried over from the pause menu. * The countdown timer works, although has not been changed from the pause menu. |
| 2.3 | Notification working | 1. User MUST enable notification 2. User enters VALID time 3. User press start 4. User waits   (if user is on ios must added to homepage to work, or notification function will be disabled) | 1. When timer ends normally (not using end button) the user should see a notification when it ends | Tester name: Ria   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations:   * Since Safari does not allow notifications on their browser, I get a pop-up at the beginning of opening the web-page stating that ‘notifications are not supported on this browser’ |
| 2.3.1 | Sound working | 1. User enters valid time 2. User press start 3. User wait for the timer to go dnow | 1. User should here a sound at the end of the timer when it ends normally (not using end button) | Tester name: Ria   |  |  | | --- | --- | |  | PASS | |  | FAIL |   Observations:   * There was no sound when the timer ended normally (ended without the use of the ‘End’ button). |

*Example*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Test*** | ***Describe the feature being tested*** | ***Describe the user input or test data*** | ***Describe the pass criteria*** |  |
| *1.1* | *Video plays in home page footer* | 1. *User starts at index.html* 2. *User scrolls down to bottom of page* 3. *User clicks play bottom on video in purple footer* | 1. *User see homepage* 2. *User see’s video thumbnail displayed in footer with arrow playbutton* 3. *User clicks play button* 4. *User see’s video playing and hears sound* | *Tester name:*   |  |  | | --- | --- | |  | *PASS* | |  | *FAIL* |   *Observations:* |
| *1.2* | *Addition calculator works* | 1. *User types addme.py into bash shell* 2. *Enter data as follows:*  |  |  | | --- | --- | | *1* | *2* | | *0* | *5* | | *-4* | *-4* | | *-2* | *4* | | *Program outputs as follows:*   |  |  |  | | --- | --- | --- | | *1* | *2* | ***3*** | | *0* | *5* | ***5*** | | *-4* | *-4* | ***-8*** | | *-2* | *4* | ***2*** | | *Tester name:*   |  |  | | --- | --- | |  | *PASS* | |  | *FAIL* |   *Observations:* |
| *1.3* | *Robot stops before collision* | 1. *Place robot on ground* 2. *Place a box 1000mm in front of robot, ensure robot is in line with the object and it will collide* 3. *Turn robot on* | 1. *Robot should accelerate to full speed* 2. *When robot is 300mm from object robot should begin deaccelerating.* 3. *When robot is 50mm from object robot should coem to a complete standstill and the red LED start flashing* | *Tester name:*   |  |  | | --- | --- | |  | *PASS* | |  | *FAIL* |   *Observations:* |