Test Plan



| **Version** | **Change Date** | **By** | **Description** |
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| 1 | 15.08.2022 | Branko Stojicic | Creator of the document |

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# **Introduction**

This testing assignment will be executed by the assignee Branko Stojicic.

Assignment is documentation driven (game design document) therefore it will be executed as a Black box testing of the functionalities in the mini game “Luck of the Devil” , its machine “Lava Link” and Bonus game instead of system testing the whole game.

## **Scope**

### In Scope

Features to be tested:

* Machine “Lava Link” (all the functionalities user story driven)
* Bonus “Basic spin”

Testing techniques:

* Functional testing
* Unit testing
* Component testing
* Regression testing

## **Quality Objective**

* Ensure the Application Under Test conforms to functional requirements
* Ensure the AUT meets the quality specifications defined by documentation
* Bugs/issues to be identified

## **Roles and Responsibilities**

Primary and only role for assignee to showcase some testing skills

* QA Branko Stojicic

# **Test Methodology**

## **Overview**

Test methodology is Agile like as it will impersonate a basic sprint/ticket assigned to tester.

Test documentation is written by the assignee to showcase his basic understanding of the project requirements.

## **Test Levels**

Whole testing will be enveloped inside Unit testing as only a part of application is required to be tested.

## **Bug Triage**

All of the bugs, issues, and improvements will be dealt with the usual bug/improvement reporting.

# **Test Deliverables**

| * Test Plan * Test Strategy * Test Cases * Bug Reports * Test Metrics |
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# **Resource & Environment Needs**

## **Test Environment**

* Android
* iOS

# **Terms/Acronyms**

| **TERM/ACRONYM** | **DEFINITION** |
| --- | --- |
| API | Application Program Interface |
| AUT | Application Under Test |