[Playstudios QA tester - home assignment]

**Test Strategy**

**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Version | Author | Description |
| 15.08.2022 | 1 | Branko Stojicic | PopSlots game, home assignment test |
|  |  |  |  |

* **Scope**
* **In this assignment, testing will be encompassed by "Black box" Functional testing of machine "Lava Link" and it's bonus feature "Basic Spin" so that it conforms with quality requirements given in documentation.**
* **Test Approach**
* Functional testing, specification-based testing to verify if a product is providing output that is required by end user.
* Testing will be conducted on level of unit test, as only one machine (mini-game) will be tested, and not the whole game.
* Types of Testing to be performed

1. Functional testing
2. Unit testing
3. Component testing
4. Regression testing

* **Test Environment**
* Android
* iOS
* **Testing Tools**
* No testing tools, all testing will be performed manually and only essential documentation programs will be used (text editing tools).
* **Release Control**
* Release management plan with appropriate version history that will make sure test execution for all modification in that release.
* **Risk Analysis**
* Key risks:

1. Broken features
2. Technical issues
3. Critical bugs

* Risk mitigation:

These risks fall under regular issues during testing and are to be dealt by already established routines such as bug reports, tickets and improvement suggestions.

* **Review and Approvals**

**Review and Approvals are to be done by:**

**Isidora Maksic Playstudios.**