

*ChangeLog*

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| --- | --- | --- | --- |
| **Version** | **Change Date** | **By** | **Description** |
| 1.0 | 07/11/19 | Sam | Updated the index.html to allow for better responsiveness |
| 2.0 | 10/11/19 | Sam | Allowed all php files to use the html <p> tag to conform to the responsiveness |
| 2.1 | 10/11/19 | Wade | Changed values to look better on mobile devices |
| 2.1.1 | 11/11/19 | Bryce | Fixed PHP GD graph |

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# Introduction

This test plan is designed to be used within the Week 1 of RAD development to ensure quality and unity in design choices for any development handled. Through this document the correct procedures on how to create, test and deploy code will be discussed. For this project we are using the RAD methodology, which highly encourages following user feedback over following a set structure.

## Scope

### In Scope

* Movie Database (This includes Installation / Configuration Testing and System / Integration Testing from CITE QA)
* Front-End Website (This includes Functional and Regression Testing, GUI and Usability Testing, Accessibility Testing, Compatibility Testing and Performance Testing from CITE QA)
* Responsiveness of website
* Multi Device Support (Desktop, Tablet, Mobile Phone)
* Overall functionality of website

### Out of Scope

* Design of website (not needed as this week’s sprint brief specifies only the need to change reactivity)

## Quality Objective

* Ensure the Application Under Test (AUT) conforms to functional and non-functional requirements
* Ensure the AUT meets the quality specifications defined by the client
* Bugs/issues are identified and fixed before making a development “live”
* Reactiveness of the site is working

## Roles and Responsibilities

* Scrum Master: Lead the team and ensure all work is done on time
* Team Member: Works under the Scrum Master to work on the week’s work.

# Test Methodology

## Overview

The reason we chose the RAD methodology was due to its flexible design and ease of use for the project provided. It also allows for us to constantly update it according to the week’s design frame and stay flexible with issues that might arise.

## Test Levels

**Unit/component testing**

Making sure that the base project has no errors that carried over from the last iteration.

**Integration testing**

We test with the additional features in place very broadly to ensure that the core functionality is implemented, and previous functionality is maintained.

**System testing**

More in-depth testing is done to make sure that in a production state no issues would occur.

**Acceptance testing**

We test against the marking guide to ensure that anything asked by the client will be functional when presented.

## Bug Triage

The goal of the triage is to

* To define the type of resolution for each bug
* To prioritize bugs and determine a schedule for all pending bugs.

## Suspension Criteria and Resumption Requirements

**Suspension Criteria:**

* A bug is found during testing (Suspend that page)
* Testing tools fail to work (Suspend all)
* Testing system failure (OS Issue) (Suspend all)
* Tester has an out of work emergency (Suspend all)

**Resumption Requirements:**

* The bug was fixed
* You got the testing tool to work
* Re-install OS
* Wait until issue is resolved and tester is free again.

## Test Completeness

We deem testing complete once we get:

* 100% test coverage
* All Manual & Automated Test cases executed
* All open bugs are fixed or will be fixed in next release
* All devices have been tested
* All pages have been looked through

# Test Deliverables

The test artifacts we will be using are:

|  |
| --- |
| * Test Plan * Test Cases * Bug Reports * Test Strategy * Test Metrics * Customer Sign Off |

# Resource & Environment Needs

## Testing Tools

Tools we will be using to test bugs are:

* XAMPP (Host the site and MySQL)
* Firefox (Size the website to emulate other devices)
* Trello (Report Bugs)

## Test Environment

The following software is required to run the tests:

* Windows 7 and above

# Terms/Acronyms

Make a mention of any terms or acronyms used in the project

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