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# 1. Introduction

## 1.1. Background

This document will address the different standards that will apply to the unit, integration and system testing of the specified application. The IEEE Standard 829-1983 for Software Test Documentation will be applied.

## 1.2. Purpose

The Test Plan’s purpose is to document and track the necessary information required to effectively define an approach to the testing of the product. The document is created during the Planning Phase of the project. The intended audience of this document is the project manager, project team, and testing team. Some portions of this document may on occasion be shared with the client and other stakeholders whose input approval into the testing process is needed.

## 1.3. Tasks

The project manager, project team, and testing team will work coherently to test certain components of the system to ensure it meets the standards mentioned in the User Requirements Document.

## 1.4. Objectives

• To test system against requirements

• To conduct a report on its success and failures

• Troubleshoot any remaining flaws

# 2. Scope

## 2.1. Features/Functions/Items to be tested

• Adding students to the attendance system

• Modifying student/lecturer details

• Deleting students from the attendance system

• Viewing data from the database (How many days the student attended class)

# 3. Hardware Requirements

We will display minimum hardware requirements to run this system

Minimum

• 32-bit (x86) or 64-bit (x64) processors

• Dual-core, 2.66-GHz or faster processor

• USB 2.0 bus dedicated to the Kinect

• 2 GB of RAM

• Graphics card that supports DirectX 9.0c

# 4. Software Requirements

**We will display minimum software requirements to run this system**

**Minimum**

• Java Runtime Environment 8

• Windows OS 7 (If Windows 7 edition is Windows 7 N or Windows 7 KN, install the Media Feature Pack, which is required by the Kinect for Windows runtime.)

# 5. Test Strategy/Approach

## 5.1. Application Functionality Testing:

1. System response to certain interactions

2. System response to errors

3. System response to operating system failures, etc.

## 5.2. Application Interface Testing:

1. Legibility

2. Usability

3. User-friendliness

# 6. Risks and Assumptions

• Application Access and Right

• Test Data Dependency

• Stable environment for coding

• Admins rights to server for monitoring CPU, memory

• Onsite Support availability

# 7. Testing Functionality to be tested:

Adding data to the database from the application

## 7.1. Test pass/fail criteria

If it manages to save to the database and take attendance accordingly, then it was successful, otherwise it was a failure.

## 7.2. Test entry/exit criteria

Normal data straight from the user.

# Final Conclusion

Testing was arbitrary, but room for improvement is still apparent with the system’s functionality