**Introduction**

Acme Entertainment has requested for a prototype data base that can be used across all major digital platforms, Acme Entertainment has also requested for the prototype to use an adaptive or responsive design approach, with the diversity of devices with varying display sizes having the UI scale properly with all devices is important.

**Scope**

Features (Movie Database website) In Scope

* Ability to search through the database for movies
* Ability to Find top ten more searched movies
* Ability have a website using one of the two design options; Adaptive or responsive

Functional

* Search for Movies
* Responsive website (scaling)
* Top ten searched movies

Non- functional requirements

* User interface
* Software interface
* Database

**Quality Objective**

* Bugs and any issues fixed before being demonstration
* All features apparent
* Responsive website

**Roles and Responsibilities**

Carl Haricombe (Scrum Master)

* Project management plan (sprint one)
* Analysis Report
* Demonstration
* Source control

Calvin Moylan

* Coding (Developer)
* Multi-Platform Report (adaptive v responsive)
* Source control

Panashe Madakasi

* Software Development Testing Plan

**Test Methodology**

**RAD (Rapid application Development)**

* Using Rapid application Development allowed our team to quickly create a website that connects to a movie database and as a search function, by using a prototype already created and tailoring it to the client’s needs of having the website being responsive or adaptive significantly reduces the development time and allows for a fast delivery.

**Testing strategy**

For testing this we will be using a behavioral testing strategy, this focuses on functions, workflow and performance of the prototype. Behavioral testing can also be classified as black box tested where the testing is done through the perspective of the ender user. The testing covers multiple functions that the user would encounter, using black boxes testing would be the closest to how the user would be using the website and would also assure us that the code is working as intended.

**Quality Assurance**

* Quality assurance will up to the Cites management standards evaluation project performance and the hand off complies with customer requirements.

**Testing Environment**

|  |  |
| --- | --- |
| **OS** | **Browser** |
| Windows 10 | Chrome |
| Windows 10 | Microsoft edge |
| Windows 10 | Internet explorer |
| Mac OS | Chrome |
| Mac OS | Safari |
| Simulated iPhone (5/se) | Chrome |
| Simulated iPhone (6/7/8)+ | Chrome |
| Simulated iPhone (X) | Chrome |
| Simulated iPad and IPad (Pro) | Chrome |
| Simulated Galaxy Note 2 | Chrome |

The use of google Chrome’s developer tools and mainly the use of the Device tool bar will allow us to simulate having the prototype running on mobile devices without having to run the prototype on the device. The Device tool bar displays the screen size of the selected device and only allows the developer to use the website as if it was being used on that device.

**Hardware requirements**

* Windows 10 (Computer)
* iMac or Mac book (Computer
* Internet connection (Wifi or Ethernet connection, modem)
* Peripherals (mouse and keyboard)
* Monitor

**Test Cases**

|  |  |
| --- | --- |
| Prototye | Prototype with clients Requirements |
| Google Chrome | Google Chrome |
|  |  |
| Microsft edge | Microsoft egde |
|  |  |
| Microsoft Edge (Resized) | Microsoft Edge (Resized) |
|  |  |
| Internet explorere | Internet explorere |
|  |  |
| Internet explorere (Resized) | Internet explorere (Resized) |
|  |  |
| Simulated iPhone (5/se) | Simulated iPhone (5/se) |
|  |  |
| Simulated iPhone (6/7/8)+ | Simulated iPhone (6/7/8)+ |
|  |  |
| Simulated iPhone (X) | Simulated iPhone (X) |
|  |  |
| Simulated iPad and IPad (Pro) | Simulated iPad and IPad (Pro) |
|  |  |
| Simulated IPad (side view) | Simulated IPad (side view) |
|  |  |
| Simulated Galaxy Note 2 | Simulated Galaxy Note 2 |
|  |  |