# Ralph Mega’s Game Store

Design

Task

* Make a **test plan** for this proposed website.

Example you may wish to use:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| What Is Being Tested | Why? | Expected Outcome | Sample Data | Actual Outcome | Evidence |
| Each page loads as expected Edge (layout and colours and fonts) | To check that the website is expected when translated in Edge browser | Web page colours, layout and fonts work in way intended in Design. | Not needed here | Screen Shot | |
| Each page loads as expected Chrome (layout and colours and fonts) | To check that the website works across different browsers | Website should load according to Design. |  | Screenshot | |
| JS works as expected (you would need to identify what this is in your test plan) | To check that the buttons click and carry out action specified | Eg basket of goods shows new total each time product added. | Typical:  Soup (should show 12 in basket total) | Total label shows 12 - screenshot    Nothing added to Total label - screenshot | |
| Erroneous:  Twelve (should not add to total) |
| Boundary:  26 (not in the list of prices) | Nothing added to Total label - screenshot | |
| Now add your own – see potential list below….. |  |  |  |  |  |

Write a short paragraph indicating what you think the test plan will achieve in terms of quality of outcome for the website.

NOW

* Feedback:
  + Create a questionnaire with at least 10 questions on a MS Form
  + Use the feedback to allow you to review your Designs with a view to improving them.

If you get feedback that doesn’t help either:

* Change the questions
* Go back to the peer and ask for better answers
* Use a different peer.