13/05/2022

VERSION HISTORY

ID#	Prepared****By	Revision Date	Approved By	Approval Date	Reason
1.0	Craig Chauraya	16/05/2022	Minh Pham	13/05/2022	Test rules and descriptions

1. Introduction

1.1. Purpose of The Document

This document is supposed to provide insight into what kind of testing is done and when, why it is tested that way and how team members should carry out the testing procedure.

2. Test item

2.1 Project description

A large web application called FindYourWayIn is a mobile web tool that, in basic terms, should mimic a tourist leaflet. Its main purpose is to efficiently inform travellers and potentials customers about organisations and events that are happening ina specified target area.

The target area for now is Walstraat in the city of Deventer, Netherlands. This web application will market and advertise the latest information about a specific location in Walstraat such as a restaurant but can also provide the location of basic facilities such as a public toilet.

2.2 Items to be Tested

The following backlog items can be tested by using either unit testing, integrated testing or acceptance testing. As a team we agreed that the following type of tests are done when:

- **Unit test** - This is done when a component we want to test on does not depend on another component.
- **Integrated test** - This is done when a component we want to test on does depend on another component.
- **Acceptance test** - This is done by the client, we give them the program in its current state so that they may test and see if they like the way it behaves and its functionality.

The test plan is seperated into user stories for easy tracking. User stories can be referred in the user stories here

2.2.1 User Story 1

Item to Test	Test Description	Test Date	Responsibility	Cu01-Bi##
Google map integration	Unit test			Bi01

Item to Test	Test Description	Test Date	Responsibility	Cu01-Bi##
Basic functionalities on map interface	Integration test			Bi02
UI components for navigation screen	Unit test			Bi03

2.2.2 User Story 2

Item to Test	Test Description	Test Date	Responsibility	Cu02-Bi##
Icon bound to a location	Unit test			Bi01
API information reflecting on locations popup	Integration test			Bi02
Icon display filtering	Integration test			Bi03
Popup dialogue pops up when icon is clicked	Unit test			Bi04

2.2.3 User Story 4

Item to Test	Test Description	Test Date	Responsibility	Cu04-Bi##
Search bar functionality in navigation	Integration test			Bi01
Display route on overview map	Integration test			Bi02
Switching to live navigation mode	Integration test			Bi03
Destination reached message	Integration test			Bi04

2.3. Items to be tested

Some items are not worth testing because they are simply static HTML pages that have no additional functionality besides routing to another page.

Item Not to Test	User story ID#	Comment
Landing page	1	Its just an HTML page that is shown upon opening the web application as an introduction

2.4. Test Approach(s)

2.5. Test Pass / Fail Criteria

A test pass is when the expected results and the actual results. A **test fail** is when the actual results do not match the expected results.

2.6. Test Entry / Exit Criteria

The tester begins testing the component immediately after it has been implemented. They may stop testing when the test passes at least 3 times for different scenarios depending on the parameters the test can take. For example, an edge case can be done for components that expect the user to input the distance to travel.

2.7. Test Deliverables

At the end of the project, a test report containing the detailed test cases and test matrix will be delivered as separate documents.

2.8. Test Suspension / Resumption Criteria

In the event that a component depends on another one that is currently being implemented by another developer, the tester may have to put that component aside for testing until the other component is done. upon receiving the other component the testing may begin or resume.

3. Risk and mitigation

3.1. Test Risks / Issues

- Some documented test cases cannot be automated hence may not be counted by a code coverage tool and may result in an inadequate code coverage percentage, this will result in poor testing
- Tight timelines
- Undefined project scope
- Insufficient resources
- Continuously changing requirements
- Natural disasters

4. Test Environment and infrastructure

4.1. Required Infrastructure

[Describe the required infrastructure for test environment]

4.2. Availability Plan

[Describe the infrastructure availability plan]

5. Test Schedule

5.1. Milestones and schedule

[Describe the describe key milestones, deliverables, efforts, start date and end date]

Milestone	Deliverable	Effort(Person Hour)	Start Date	End Date

Appendix A: References

[Insert the name, version number, description, and physical location of any documents referenced in this document. Add rows to the table as necessary.]

The following table summarizes the documents referenced in this document.

Document Name and Version	Description	Location
<Document Name and Version Number>	*[Provide description of the document]*	*<URL or Network path where document is located>*

Appendix B: Key Terms

[Insert terms and definitions used in this document. Add rows to the table as necessary.]

The following table provides definitions for terms relevant to this document.

Term	Definition
[Insert Term]	*[Provide definition of the term used in this document.]*
[Insert Term]	*[Provide definition of the term used in this document.]*
[Insert Term]	*[Provide definition of the term used in this document.]*

[Insert appropriate Disclaimer(s)__]