

**Department of Computing**

**Development Project**

**(55-608850-AF-20245)**

**Testing Plan**

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**Degree Course:** Software engineering

**Title of Project:** Vets app

* **Unit testing**
* 1. Integration testing
* **Will your deliverable need to meet third party quality standards (e.g. guidelines for an app store or for game engine plugins)?**
* If time remains, maybe a payment system will be included.
* **Do you need access to an external testing platform?**
* No.
* **What integration tests need to be completed?**
* Test my own components, the framework and api but also database connection.
* 2. System testing
* **Does the deliverable meet the relevant aims and objectives of your project? How will you show this?**
* I will try to implement the aims and objectives from project specification and test them if they work then the app succeed.
* **User testing**
* **Who will test your deliverable from the end user perspective?**
* People who own a pet.
* **How will you recruit user testers?**
* By asking people that I know, if they want to participate, if yes they will tell me their name, age, occupation, for diversion. No need to video the user testing.
* **Where will user testing take place? Do you need to book lab space?**
* In the cantor building, Hallam cafe.
* **How will your user testers actually test your deliverable? How will you be involved in this?**
* They will just browse the application, and give feedback at the end. I will just note the feedback.
* **What approach to user testing is appropriate for your deliverable?**
* A combination between “think loud” and “task-based”. The user can navigate and say their opinion or I can ask them to do a specific task.
* **When will user testing occur?**
* Later on, when the app will be almost done.
* **Where will the user testing occur?**
* They will occur on my developing machine.