Testing plan

WormGame

Version 1.0

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VERSION HISTORY

Version	Date	Authors	Description
1.0	2nd oct 2015	Juhani Pirinen	First draft (in english)

1. PREFACE

1.1   Purpose and extent

TODO

1.2   Product and environment

TODO

1.3   Objectives of testing

TODO

1.4   Definitions, notations, abbrevationslyhenteet

TODO

1.5   References

TODO

1.6   Overview to the document

TODO

2   OBJECTS OF TESTING

TODO

3   TESTING APPROACH

TODO

4   HUMAN RESOURCES AND EDUCATION REQUIREMENTS

4.1   Staff

TODO

4.2   Education, knowledge and skills

TODO

5   AREAS OF RESPONSIBILITY

TODO

6   TESTING ENVIRONMENT

TODO

6.1   Hardware

TODO

6.2   Software

TODO

6.3   Security

TODO

6.4   Equipments and testing data

TODO

7   TEST CASES

TODO

7.1   Database testing

TODO

7.2   External associated parts testing

TODO

7.3   User interface testing

TODO

7.4   Interfaces and extensions testing

TODO

7.5   Printing functionalities testing

TODO

7.6   Security testing

TODO

7.7   Recovery testing

TODO

7.8   Performance testing

TODO

7.9   Regression testing

TODO

7.10 Installation and removal testing

TODO

7.11 Usablity testing

TODO

7.12 Special test cases

TODO

7.13 Acceptance testing

TODO

8   CRITERIONS AND REQUIREMENTS OF TESTING

TODO

8.1   Acceptance criterions

TODO

8.2   Disqualification citerions

TODO

8.3   Suspension of testing

TODO

8.4   Resumption of testing

TODO

8.5   Finishing of testing

TODO

8.6   Abandonment of code

TODO

9   RISK MANAGEMENT OF TESTING

TODO

10 TIMETABLE AND WORKLOAD

TODO