AT2

Movie Database Application

Software Development Testing Plan

Student:

Lee Say Hon

Student ID:

30003628

Course:

Diplome of Software Development

Rapid Application Development

Contents

[1 Introduction 3](#_Toc55994426)

[1.1 Purpose of the Software Development Testing Plan 3](#_Toc55994427)

[1.2 Scope 3](#_Toc55994428)

[1.3 Quality Objective 4](#_Toc55994429)

[1.4 Roles and Responsibilities 4](#_Toc55994430)

[2 Test Methodology 5](#_Toc55994431)

[2.1 Overview 5](#_Toc55994432)

[2.2 Test Levels 5](#_Toc55994433)

[2.3 Bug Triage 6](#_Toc55994434)

[2.4 Test Completeness 6](#_Toc55994435)

[3 Test Deliverables 7](#_Toc55994436)

[4 Resources & Environment 7](#_Toc55994437)

[4.1 Testing Tools 7](#_Toc55994438)

[4.2 Test Environment 7](#_Toc55994439)

# Introduction

1.1 Purpose of the Software Development Testing Plan

The purpose of the Software Development Testing Plan is to outline the scope and strategies that will be applied to the testing of the Movie Database application.

1.2 Scope

The functional requirements of the Movie Database application include:

* Displaying all available movies
* Connection to database
* Searching of specific movies
* Searching movies by name, genre, released year or ratings
* Displaying the top 10 movies searched by user in graph
* Compatible with multiple device such as computers, tablet and mobile devices.

The non-functional requirements of the Movie Database application include:

* Responsive time of the website
* Maintainability of the website
* Security of the database
* Software flexibility (moving from one operating system to other operating system shouldn’t crash the website)
  1. Quality Objective
* Ensure the application functional and non-functional requirements meets the client expectations.
* Ensure the AUT meets the quality specifications requested by the client.
* Bugs and issues are identified and fixed before releasing the product into the market.
  1. Roles and Responsibilities

All team members will be contributing to all aspects of the development of the application. Tasks and responsibilities will rotate weekly with each sprint.

# 2 Test Methodology

2.1 Overview

Due to the client’s requirement not being clearly outlined at the beginning of the project, the testing methodology best suited for this project is the Agile methodology due to its flexibility and the need to present a working prototype to the client frequently. This allows the improvement of the product quality in a progressive manner.

2.2 Test Levels

Four stages of testing will be applied to the Movie Database application. These include:

* Unit testing – it is a smallest testable portion of the systems ensuring it could be compiled, loaded and executed.
* Integration testing – as the website is connected to a database we will also need to ensure that data would be displayed onto the webpage while customers visit the page.
* System testing – it refers to checking the overall interaction of the components built in the webage to check on the loading, performance, reliability and security of the webpage.
* Acceptance testing – is to test the conduct to find if the requirements of a specification or contract are met as per its delivery. I will be tested by the clients to ensure the level of satisfactory have been met.

2.3 Bug Triage

The purpose of bug triage is to define the resolution type of each bug detected during testing and prioritize fixes based on bug severity and determine a schedule to apply bug fixes.

2.4 Test Completeness

Once testing is complete and bug fixes have been applied, the acceptance test will be completed to ensure no new bugs are introduced and all functionality meets the client’s requirements.

# 3 Test Deliverables

At the end of each testing phase a Testing Document will be produced. This document will contain a test table which will describe the tests that have been performed as well as screenshots of the test results.

# 4 Resources & Environment

4.1 Testing Tools

The IDE debugger will be used to detect and assist in resolving existing bugs and errors in the application and also to ensure that the code can be compiled, making sure that all the functions and requirements are working as per the client requirements.

4.2 Test Environment

The following software is required in addition to client-specific software.

* Devices: PC, tablet, smart phone
* Browsers: Google Chrome, Mozilla Firefox, Safari, Microsoft Edge
* Webserver with PHP and MySQL
* Internet connection