AT2

Movie Database Application

Software Development Testing Plan

Team Name

Team Bare Maximum

Members:

Reece Pieri, Jose Rico Imbang, Say Hon Lee

Course:

Diplome of Software Development

Rapid Application Development

Contents

[1 Introduction 3](#_Toc57221755)

[1.1 Purpose of the Software Development Testing Plan 3](#_Toc57221756)

[1.2 Scope 3](#_Toc57221757)

[1.3 Quality Objective 4](#_Toc57221758)

[1.4 Roles and Responsibilities 4](#_Toc57221759)

[2 Test Methodology 5](#_Toc57221760)

[2.1 Overview 5](#_Toc57221761)

[2.2 Test Levels 5](#_Toc57221762)

[3 Test Deliverables 6](#_Toc57221763)

[3.1 Test Table 6](#_Toc57221764)

[4 Resources & Environment 11](#_Toc57221765)

[4.1 Testing Tools 11](#_Toc57221766)

[4.2 Test Environment 11](#_Toc57221767)

# 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:

* Acme personnel can log in (security interface)
* Users can rate movies
* A table shows the Top 10 highest rated movies

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

* Password must pass a minimum complexity
* The Top 10 highest rated movies table refreshes automatically to show the updated information
  1. Quality Objective
* Ensure the Application Under Test’s functional and non-functional requirements meet the client expectations.
* Bugs and issues are identified and fixed before presenting the product to the client.
  1. Roles and Responsibilities
* Scrum Master – Jose Rico
* Developer – Reece
* Tester – Reece and Jose Rico
* Technical Documentation – Say Hon and Jose Rico

# 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.
* 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. It will be tested by the clients to ensure the level of satisfactory has been met.

# 3 Test Deliverables

3.1 Test Table

|  |  |  |  |
| --- | --- | --- | --- |
| **Test Case** | **Description** | **Expected Result** | **Actual Result** |
| Case 1 | Security interface | Acme personnel can log in | As expected. Ref SS1. |
| Case 2 | Movie rating | Users can rate the movies | As expected. Ref SS2. |
| Case 3 | Analytics | A table shows the Top 10 highest rated movies | As expected. Ref SS3. |
| Case 4 | Update analytics | Top 10 highest rated movies table refreshes automatically to show the updated information | As expected. Ref SS4. |
| Case 5 | Multi-platform | The application works properly and the UI adjusts smoothly in an iPad Pro | As expected. Ref SS5. |
| Case 6 | Multi-platform | The application works properly and the UI adjusts smoothly in an iPhone X | As expected. Ref SS6. |

|  |  |
| --- | --- |
| SS1 |  |
| SS2 |  |
| SS3 |  |
| SS4 |  |
| SS5 |  |
| SS6 |  |

# 4 Resources & Environment

4.1 Testing Tools

Every modern web browser includes a powerful suite of developer tools. These tools do a range of things, from inspecting currently-loaded HTML, CSS and JavaScript to showing which assets the page has requested.

We used the developer tool to see what the HTML on the page looks like at runtime, as well as what CSS is applied to each element on the page. The developer tool allowed us to instantly modify the HTML and CSS and see the results of the changes reflected live in the browser viewport. We also used the developer tool to see how the application is going to look like in different platforms like tablet and cellphone.

4.2 Test Environment

The application is tested using a PC running a Windows 10 operating system. The PC also has a XAMPP installed to be able to use MySQL and so the PC can create a local server. The browser that is mainly used is Google Chrome.