# Testing Plan

**Name:** Reeve Jarvis

**Project #:** 8

**Project title:** App Development

**Project Name:** GGDB - Good Game Database

## **General Testing Practices**

As I am building my web application, I will be using standard development testing techniques to manage issues as they occur. This will include the usage of browser dev-tools to set breakpoints, navigate through my code, track error messages, and produce console.log output as needed. As I implement new features these tools will be vital in ensuring my code is performing as expected.  
  
**Responsive Testing**

I am working to create a responsive web application that is both structurally and aesthetically pleasing regardless of device. I will be using modern coding techniques to implement a fully responsive design (as shown in my [Low-Fidelity Wireframes](https://drive.google.com/file/d/1GkqV9G5ng8Nm1HgVsYvdHi1EwyMFcsaY/view?usp=sharing)), and will be using the browser dev tools to simulate multiple devices and ensure the app is displaying properly.

## **Code Validation**

Throughout the implementation stages of this project, I will be leveraging the ESLint NPM package to analyze/validate my JavaScript code and ensure I am sticking to standard best practices.

On top of this, I will be using W3 Code validators at the following links to ensure my completed mark-up is free of error:  
  
Markup Validator: <https://validator.w3.org/>

CSS Validator: <https://jigsaw.w3.org/css-validator/>

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## **Speed/Accessibility Testing**

With regards to accessibility, I will be using the [WAVE Evaluation Tool](https://chrome.google.com/webstore/detail/wave-evaluation-tool/jbbplnpkjmmeebjpijfedlgcdilocofh) to analyze my web app for any areas of concern. This tool will assess the page for common accessibility issues including contrast errors, invalid page structure, missing alt-text for images, broken links etc. Using this tool will point out the strengths and weaknesses in my app and give me the insight I need to improve it and provide a usable experience to the largest audience possible.

Alongside the WAVE accessibility tool, I will also be using [Lighthouse](https://chrome.google.com/webstore/detail/lighthouse/blipmdconlkpinefehnmjammfjpmpbjk). This is another tool that will provide insight into accessibility concerns, as well as give me an in-depth performance analysis. I will use this tool to gauge the delivery of my application and check for any problems that may be slowing down its performance and speed.

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## **Unit Testing**

I will be working to produce modular, reusable code throughout the implementation stages of this project. Doing so will reduce the margin of error in code processing and improve the quality of my web application. In doing so, the functions and methods I create should address singular concerns and produce clear output. Wherever possible, I will be writing simple unit tests to provide test inputs to functions and gauge whether they return an accurate response. This will help me catch bugs and errors before they cause significant problems.

## **User Testing**/**Peer Review**

As my project develops, I will conduct user testing to get first-hand feedback on the usability of the interface and inquire about missed opportunities with my application’s features. I will take this feedback into account and adjust as necessary.

On top of user-testing, I will likely call upon my peers to conduct code-review sessions in the final stages of my project. This is a valuable tool in catching bugs or errors, as well as checking for areas in need of refactoring.