**Test Plan**

**<Basketball Videogame WebSite>**

**VERSION HISTORY**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Version**  **#** | **Write by** | **Revision Date** | **Approved By** | **Approval Date** | **Outline** |
| 1.0 | Jose Onofre | 04/19/2022 | Sergio | 04/21/2022 | Test Plan Create |
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# TEST STRATEGY

* 1. **Scope of Testing**

1.1.2 **Feature to be tested**

The following are all the features which were defined in software requirements specs needed for the project.

|  |  |  |
| --- | --- | --- |
| **Module Name** | **Applicable Roles** | **Description** |
| Welcome Home Screen | Customer | **Customer:** A customer can be able to watch a video played automatically and see the buttons for login or register. |
| New User | Customer | **Customer:** A customer can fill the fields of the form to ask for creation of a new account. |
| Change Password | Customer | **Customer:** A customer can be able to change his/her password of only his/her account. |
| Existing User Login | Customer | **Customer:** A customer that is already registered must be able to access to the Platform. |
| Download game | Customer | **Customer:** A customer can be able to download package’s game. |
| Download media | Customer | **Customer:** A customer can download media such as, music, wallpapers, images, etc. |
| Play music | Customer | **Customer:** A customer can play music from the videogame using the web player. |
| Get G-Cash | Customer | **Customer:** A customer can purchase virtual money to use in the videogame. |
| Add G-Cash | Manager | **Manager:** A manager can add virtual money to the account of the customer. |

1.1.3 **Features not to be tested.**

These features are not to be tested because the are not included in the software requirements specs.

* Hardware Interfaces
* Database logical
* Communications Interfaces
* Website Security and Performance

1.2 **Test Type**

In the project Basketball Videogame WebSite, there are only two types of testing that should be conducted.

* Integration Testing (Individual modules tested as a group)
* System Testing (It will provide the compliance given by the system with its specified requirements)

# TEST OBJECTIVE

The objective of the test is to verify and confirm that the modules and its functionality of the project are available, focusing on the operations of the transactions, such as downloading content, adding service, cash payment, etc. to be guaranteed to work property and normally without any drawback in real environment.

# TEST CRITERIA

3.1 **Suspension Criteria**

It has been decided to act and suspend testing phase if the team members report that there are more than 35% of test cases failed so in that case it will be reported to the development team to have all those features that are failing fixed and continue with the test only after that happens.

3.2 **Exit Criteria**

The criteria that denote a successful completion of the test phase is shown below.

* Run rate is mandatory to be 100% unless a clear reason is given.
* Pass rate is 80% achieving the pass rate is mandatory.

# RESOURCE PLANNING

## System Resource

|  |  |  |
| --- | --- | --- |
| **No.** | **Resources** | **Descriptions** |
| 1. | Server | It Needs a Database server which install MySQL server.  Web server and Apache Server. |
| 2. | Test Tool | Use of Selenium WebDriver for JAVA and TestNG so that we can auto generate the test result to the predefined form and automated test execution. |
| 3. | Network | Setup a LAN Gigabit and 1 internet line with the speed at least 10 Mb/s. |
| 4. | Computer | At least 5 computers running Windows 7, RAM 4GB, CPU 3.4Ghz |

## Human Resource

|  |  |  |
| --- | --- | --- |
| **No.** | **Member** | **Tasks** |
| 1. | Test Manager | Manage the whole project  Define project directions  Acquire appropriate resources |
| 2. | Developer in Test | Implement the test cases, test, program, test suite, etc. |
| 3. | Test Administrator | Builds up and ensures test environment and assets are managed and maintained  Support Tester to use the test environment for test execution |
| 4. | SQA members | Take in charge of quality assurance  Check to confirm whether the testing process is meeting specified requirements |

# TEST ENVIRONMENT

The test environment should be set up as the figure shown below.

Imagen de la pantalla de un video juego

Descripción generada automáticamente con confianza baja

# SCHEDULE & ESTIMATION

**6.1 Project tasks and estimation**

|  |  |  |
| --- | --- | --- |
| **Task** | **Members** | **Estimate effort** |
| Create the test specificaction | Test Designer | 150 man-hour |
| Perform Test Execution | Tester, Test Administrator | 60 man-hour |
| Test Report | Tester | 8 man-hour |
| Test delivery |  | 15 man-hour |
| **Total** |  | **232 man-hour** |

**6.2 Schedule to complete tasks**

**Interfaz de usuario gráfica, Aplicación

Descripción generada automáticamente**

# TEST DELIVERABLES

7.1 Before testing phase

* Test plan document
* Test cases document
* Test Design specifications

7.2 During the testing

* Test Tool
* Simulators
* Test Data
* Error Logs and execution logs

7.3 After the testing cycles is over

* Test Results/reports
* Defect Report
* Installation/ Test procedures guidelines
* Release notes

Adjunta cualquier documentación que crea que es relevante para la Carta del Proyecto, incluyendo:

* + Currículo Vitae (CV) para el personal clave del proyecto
  + Caso de negocio aprobado
  + Estudio de viabilidad aprobado
  + Materiales de investigación
  + Cotizaciones externas o licitaciones
  + Hojas de cálculo detalladas de planificación financiera.
  + Otra información relevante o correspondencia.