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[8:31 PM] caroline\_ganier entered the room.

[8:31 PM] john entered the room.

\*Type /help for a list of commands.\*

[8:31 PM] guest-1222234 changed nickname to bradleywetzel

[8:32 PM] bradleywetzel: hey guys

[8:32 PM] caroline\_ganier: howdy

[8:32 PM] john: Hi

[8:36 PM] bradleywetzel: we'll get started in 5 if joe and wayne don't show? Apologies again for having to swap up the times. Don't think this meeting should take long at least

[8:40 PM] bradleywetzel: alright, well i guess lets get the ball rolling

[8:41 PM] john: cool

[8:41 PM] bradleywetzel: The instructor posted these as the requirements for the test plan

[8:41 PM] bradleywetzel: Test Scope - what will the test actually cover (e.g. features, stories, scenarios, etc.)Test Approach - will you be testing along with each code deliverable, or will you test at the end of development. Test Types - what sort of tests will you be doing (manual, automated, user interface, database, etc.)Inputs and Outputs - For a given set of inputs what outputs should you expect.Regression tests - retesting previous features with each new code drop. Defect Management - how will handle your defects and their corresponding resolution

[8:41 PM] bradleywetzel: oh god thats horrendous haha

[8:41 PM] bradleywetzel: well first is the test scope

[8:41 PM] bradleywetzel: i'm thinking we focus on features and maybe scenarios

[8:41 PM] john: I agree

[8:42 PM] john: Im not sure what stories are

[8:42 PM] caroline\_ganier: me either

[8:42 PM] caroline\_ganier: though, he did say not to stick to close to the examples, right? so, I guess there is room for interpritation (how ever we c

bradleywetzel: I wasn't either to be honest, gave it a google though and wikipedia gave some nice examples here: https://en.wikipedia.org/wiki/User\_story

[8:42 PM] john: I think features are one off items and scenrios are linking those features together?

[8:43 PM] bradleywetzel: heres a scenario example http://agilemodeling.com/artifacts/usageScenario.htm

[8:43 PM] bradleywetzel: that agilemodeling site seems useful, i'll probably link it in wiggio later just for reference

[8:43 PM] bradleywetzel: user story is basically what the user wants and why it helps, scenarios is just that, a scenario of inputs and their expected outputs

[8:44 PM] bradleywetzel: features to my understanding, are features. I.E. a reset button, a score counter, etc.

[8:44 PM] john: ok

[8:44 PM] john: Do we need to come up with our scenarioes tonight?

[8:45 PM] john: looking at the news secttion of class we should prolly think of a few

[8:46 PM] bradleywetzel: If you guys want, I can take care of writing out the test plan since I'm the PM. I think really just focusing on features would be adequate though. maybe a scenario or 2 that would test the majority of our features

[8:46 PM] john: are your setences too long for tiny chat, haha?

caroline\_ganier: Hey Bradley, maybe this is just me, but the end of your sentences keep getting cut off or something. The last sentence ended

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[8:47 PM] bradleywetzel: let me cut it up more

[8:47 PM] bradleywetzel: I think really just focusing on features would be adequate though.

[8:47 PM] bradleywetzel: maybe a scenario or 2 that would test the majority of our features

[8:47 PM] caroline\_ganier: I don't think our feature set is terribly complicated so i imagine 1 or 2 scerarios would suffice, I agree

[8:47 PM] john: there are only two or three scenarios I can think of anyway

[8:48 PM] bradleywetzel: yep. basically just need tests for responses displaying correct/incorrect, a score counter,

[8:48 PM] bradleywetzel: maybe a reset button

[8:48 PM] john: I was thinking more like 1) start a new game, 2 play again, three quit

[8:48 PM] bradleywetzel: I like that waaaaay better actually

[8:49 PM] bradleywetzel: if we are to have multiple quizzes, maybe a main menu/new quiz option?

[8:49 PM] john: each scenario has a subset of features that need to work

[8:49 PM] john: yup

[8:50 PM] caroline\_ganier: that sounds good.

[8:51 PM] bradleywetzel: would you guys like to split up scenarios and then just aim to post them on wiggio

[8:51 PM] bradleywetzel: by some agreed upon date?

[8:52 PM] joe\_dain entered the room.

[8:52 PM] bradleywetzel: not sure if we'd have enough for each person though

[8:52 PM] guest-1223113 changed nickname to joe\_dain

[8:52 PM] bradleywetzel: hey joe

[8:52 PM] joe\_dain: I completly forgot, TV got to much I guess

[8:52 PM] joe\_dain: Hi

[8:52 PM] bradleywetzel: haha all good, sorry again for the time change. we're discussing the test scope currently

[8:52 PM] bradleywetzel: we decided on scenarios and features

[8:52 PM] joe\_dain: So whats up? I put my questions on Github

[8:53 PM] bradleywetzel: heres a scenario example if unfamiliar

[8:53 PM] bradleywetzel: http://agilemodeling.com/artifacts/usageScenario.htm

[8:54 PM] joe\_dain: Got it.

[8:54 PM] john: lets plit them up and post to wiggio or github by thursday or friday

[8:55 PM] bradleywetzel: sounds good. We can just assign wayne whatever the last one is

[8:55 PM] john: so what do we have so far?

[8:55 PM] bradleywetzel: so far we have new game, play again (same quiz), quit, main menu/new quiz

[8:55 PM] john: main menu

[8:55 PM] caroline\_ganier: input checks for short answer (are we doing short answer?)

[8:56 PM] bradleywetzel: we could have fill in the blank

[8:56 PM] john: i think that is a feature

[8:56 PM] bradleywetzel: yea

[8:56 PM] john: should we be striving to list features of each scenario in a way?

[8:56 PM] bradleywetzel: i suppose so. we could write a list of all used features at the end of our scenario?

[8:56 PM] john: good call

[8:57 PM] john: we can compile a complete list afterwards

[8:57 PM] bradleywetzel: yep, thats what i was thinking

[8:57 PM] john: we can cross reference eachothers aftter we havd posted to see if we missed anything

[8:58 PM] bradleywetzel: sounds good to me

[8:58 PM] caroline\_ganier: ditto

[8:58 PM] bradleywetzel: anyone want to stake claim to a scenario now?

[8:58 PM] john: dibs on main menu

[8:59 PM] bradleywetzel: I'll do new game i suppose

[8:59 PM] caroline\_ganier: I'll do input

[8:59 PM] bradleywetzel: I think that'd more so be a feature used in a scenario

[8:59 PM] john: me too

[9:00 PM] caroline\_ganier: ahh, okay

[9:00 PM] john: caroline, want to do quit and play new game

[9:00 PM] john: ?

[9:00 PM] caroline\_ganier: sure

[9:00 PM] caroline\_ganier: that sounds good

[9:00 PM] caroline\_ganier: thanks

[9:00 PM] joe\_dain: what is a list of all scenarios?

[9:00 PM] bradleywetzel: so far our list is: new game, play again (same quiz), quit, main menu/new quiz

[9:01 PM] john: are we savings scores?

[9:01 PM] joe\_dain: instructions

[9:01 PM] john: good one

[9:01 PM] bradleywetzel: we could save the scores for just that session. and good call joe

[9:01 PM] joe\_dain: Ive made something like this for my kid before

[9:02 PM] joe\_dain: kinda

[9:02 PM] john: joe, wantt to take restart current quiz?

[9:02 PM] joe\_dain: https://play.google.com/store/apps/details?id=com.w33.joeDain&hl=en

[9:02 PM] joe\_dain: sure i can try to do w/e

[9:02 PM] bradleywetzel: awesome. we can always supply help to whoever needs it

[9:03 PM] joe\_dain: https://lh3.ggpht.com/P6JzeA3uVbGdZb8sxRQ8h5YdeUWe\_\_gtnEKLww-vfKtm72-0ICIUefX\_0G2s5uIG9rh9=h900-rw

[9:03 PM] joe\_dain: something like that is what i imagine, but with our options

[9:03 PM] caroline\_ganier: That's pretty cool!

[9:03 PM] bradleywetzel: wow thats pretty great looking haha

[9:03 PM] caroline\_ganier: I hope your kid liked it

y

[9:04 PM] joe\_dain: it was used to help them learn there sight words

[9:04 PM] joe\_dain: hey brad, could you create a doc for like whos assigned what?

[9:04 PM] bradleywetzel: whats left for wayne to do scenario wise?

[9:04 PM] bradleywetzel: was making a list atm haha

[9:05 PM] joe\_dain: ok, sounds good

[9:05 PM] bradleywetzel: i'll post it on wiggio and github later

[9:05 PM] joe\_dain: nice, thanks

[9:05 PM] caroline\_ganier: Thanks

[9:06 PM] bradleywetzel: not to sound like i'm passing off work, but he could do my scenario since i'm doing the test plan?

[9:06 PM] bradleywetzel: if thats fine with you all

[9:06 PM] john: yup

[9:07 PM] bradleywetzel: alrighty. well bullet point #2 is test approach

[9:07 PM] bradleywetzel: Test Approach - will you be testing along with each code deliverable, or will you test at the end of development

[9:07 PM] bradleywetzel: i'd say we test at each milestone point

[9:07 PM] joe\_dain: yes

[9:07 PM] joe\_dain: very much so

[9:07 PM] caroline\_ganier: I agree

[9:07 PM] bradleywetzel: good good. figured more testing the better haha

[9:07 PM] john: yeah

[9:08 PM] john: unit tests are easy to run once they are written

[9:08 PM] bradleywetzel: #3 is test types

[9:08 PM] bradleywetzel: Test Types - what sort of tests will you be doing (manual, automated, user interface, database, etc.)

[9:08 PM] bradleywetzel: unit would be automated i suppose?

[9:08 PM] john: yes

[9:08 PM] bradleywetzel: we could also do manual testing too by just playing it ourselves

[9:08 PM] bradleywetzel: or having family members run it

[9:08 PM] john: i think we should try to get features automated as much as possible

[9:08 PM] caroline\_ganier: yeah, that's what I figured

[9:09 PM] john: scenarois will prolly need to be manual

[9:09 PM] bradleywetzel: yea, i agree john

[9:09 PM] bradleywetzel: if theres an error with a feature we can catch the problem if its autmated

[9:09 PM] john: kids are great for finding things we didnt hink of

[9:09 PM] bradleywetzel: yep! haha

[9:10 PM] caroline\_ganier: they are magicaly talented at breaking things you thought couldn't be broken

[9:10 PM] joe\_dain: :)

[9:10 PM] bradleywetzel: haha. perfectly put

[9:10 PM] bradleywetzel: #4 is input/output

[9:10 PM] bradleywetzel: Inputs and Outputs - For a given set of inputs what outputs should you expect.

[9:10 PM] bradleywetzel: i feel that'll be covered in our scenarios

[9:10 PM] john: yeah and part of the features as we list them out

[9:10 PM] bradleywetzel: mhm

[9:11 PM] joe\_dain: thats really my deal i guess

[9:11 PM] joe\_dain: associating a question with an answer

[9:11 PM] bradleywetzel: yep, with the parsing we'll know that works

[9:11 PM] joe\_dain: making sure that is right

[9:11 PM] bradleywetzel: #5 is regression testing

[9:11 PM] bradleywetzel: Regression tests - retesting previous features with each new code drop.

[9:11 PM] bradleywetzel: which again will be taken care of if we have automated tests for features

[9:11 PM] john: i agree

[9:12 PM] joe\_dain: yup

[9:12 PM] caroline\_ganier: sounds good

[9:12 PM] bradleywetzel: and now the last point, defect management

[9:12 PM] bradleywetzel: Defect Management - how will handle your defects and their corresponding resolution

[9:12 PM] john: do we have a time slot for bug testing in our plan?

[9:12 PM] john: bug finding i meant

[9:13 PM] caroline\_ganier: we probably should if we dont

[9:13 PM] caroline\_ganier: it's bound to be needed

[9:13 PM] john: could alsop be part of the peer review stuff

[9:13 PM] joe\_dain: bug testing want be hard

[9:13 PM] bradleywetzel: yea. looking at the calendar, sept 19th-26th is all testing basically

[9:14 PM] bradleywetzel: unit testing is to be complted by the 26th

[9:14 PM] bradleywetzel: 19th is the date of basic source code and GUI completinon

[9:14 PM] bradleywetzel: \*completion

[9:14 PM] john: i plan on getting the framework completed so you guys can start build asap

[9:14 PM] john: then I will start writing the unit tests for as much as possible

[9:14 PM] bradleywetzel: great

[9:15 PM] joe\_dain: I will start working on my part soon....get some more questions to statrt working with

[9:15 PM] joe\_dain: I can start before then with test data

[9:15 PM] bradleywetzel: sounds good. I'll be getting all my questions tomorrow afternoon

[9:15 PM] joe\_dain: k

[9:15 PM] joe\_dain: I choose Stegosaurus

[9:16 PM] caroline\_ganier: I'm hoping to have my questions done tomorrow also, then start mocking up some GUI

[9:16 PM] john: i havent chosen yet, but I want something that flies

[9:16 PM] bradleywetzel: quetzalcoatlus/hatzegopteryx is a really cool flying one

[9:16 PM] bradleywetzel: technically a pterosaur, not a dinosaur, but super cool

[9:16 PM] john: yeah, but how do you pronouce it

[9:17 PM] bradleywetzel: hahaha

[9:17 PM] caroline\_ganier: any other suggestions?

[9:17 PM] john: yeah, that thing looks cool

[9:18 PM] joe\_dain: Any other things to go other...sorry to be in a hurry after being late

[9:18 PM] bradleywetzel: the only thing left is defect management, which we can just do with message box pop ups

[9:18 PM] john: they should be rare

[9:18 PM] bradleywetzel: yea. definitely not something we want haha

[9:19 PM] joe\_dain: i agree

[9:19 PM] caroline\_ganier: the agile dinosaurs make no defects

[9:19 PM] bradleywetzel: haha

[9:19 PM] joe\_dain: ha

[9:19 PM] caroline\_ganier: maybe we should have a scary dinosour pup up and say it was an end user error any time we have a game problem

[9:20 PM] caroline\_ganier: I don't have any other things to add to the meeting tonight, though, if people need to get to other business

[9:20 PM] bradleywetzel: yea, i think we've got everything covered

[9:21 PM] joe\_dain: ok, sorry to run, nice talking...will start working soon

[9:21 PM] joe\_dain: have a good rest of the week guys

[9:21 PM] bradleywetzel: great, see ya joe

[9:21 PM] joe\_dain: and gals

[9:21 PM] john: good work all

[9:21 PM] joe\_dain left the room.

[9:21 PM] caroline\_ganier: nice chating

[9:21 PM] caroline\_ganier: good night

[9:21 PM] john: good night

[9:21 PM] bradleywetzel: yep. i'll log the chat and then hop off, night guys

[9:22 PM] caroline\_ganier left the room.