**Test plan for**

**Team a: Sprint One**

**movie database**

*ChangeLog*

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| --- | --- | --- | --- |
| **Version** | **Change Date** | **By** | **Description** |
| 1.0 | 29/05/2020 | Sam Lee | Draft |
| 1.1 | 02/06/2020 | Sam Lee | Additional updates to reflect specification |
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# Introduction

## Scope

### In Scope

* Basic website functionality to render site through webhost and connect to DB.
* CITE Quality Assuances practices.
* Application responsiveness to different devices.
* Application responsiveness to window resizing.
* Runtime bugs and issues fixed.

### Out of Scope

* All components and issues not included in the marking guide.

## Quality Objective

**Objectives:**

* Ensure the Application Under Test (AUT) conforms to both functional and non-functional requirements
* Ensure the AUT meets the quality standards defined by the client
* Bugs and issues are identified and fixed before deployment

## Roles and Responsibilities

Detail description of the Roles and responsibilities of different team members like

* Sam Lee – Test manager, Tester, Project Management.
* Aashiyan Singh – QA Analyst, Platform Planning.
* Joshua Macaulay – Software Developer, Source Control Manager.

# Test Methodology

## Overview

The software development methodology we have chosen for this project is Rapid Application Development. The main strengths of this methodology is the speed at which the product can be developed, combined with its flexibility in adapting to changing requirements. Being an agile-like methodology, makes it suitable to handle projects where the client can request new requirements at any time during the development process.

The quicker the application is developed, the quicker we can move on and test existing components.

## Test Levels

For the first sprint, we will be testing the visual responsiveness of our application and how it performs on different devices. To achieve this, the testing methods employed will be the following:

System Testing: A form of black box testing where the tester will go through the application as a whole and test the various functionalities presented in the application. The tester does not know the implementation, to simulate an end user trying the application for the first time. For this project, a test table will be used to record the actual result of each test case.

Acceptance Testing: The formal validation test, where the criteria set out by the client is compared against the application. In RAD, the goal is to make sure the client is satisfied with the product. In this case, when the project satisfies the marking criteria, it will have passed the Acceptance phase.

## Bug Triage

The goal of the triage is to document all bugs and issues encountered, set out a plan to solve them, and to assign a team member to implement a solution.

## Test Completeness

* System Testing – Responsiveness with windows resizing and rendering on different devices is achieved and verified.
* Acceptance Testing – Tests are validated against marking criteria.
* All documentation is completed and verified, then put into the Master Document.

# Test Deliverables

|  |
| --- |
| * Test Report (For whole project) * Test Plan * System Testing Table * Validation Test Against Marking Criteria * Client Sign Off |

The following will be delivered as part of the completed testing phase, and added to the master document.

# Resource & Environment Needs

## Test Environment and Tools

Test System Specifications:

Processor: Intel® Core™ i5-8250U @ 1.60 GHz, 1.80 GHz  
RAM: 8.00 GB

System Type: 64-bit Operating System, x64-based processor

Required Software:

1. Windows 7 and above
2. Office 2013 and above
3. Google Chrome or Mozilla Firefox
4. Text editor – Visual Studio Code recommended
5. XAMPP – For hosting web server and database

# Terms/Acronyms

|  |  |
| --- | --- |
| **TERM/ACRONYM** | **DEFINITION** |
| API | Application Program Interface |
| AUT | Application Under Test |
| RAD | Rapid Application Development |