

UAT Test Plan for HealthForU

Website

Scope

- Objectives and business requirements
- Scope

Testing Team

Environmental requirements

- Hardware requirements
- Software requirements

Features to be tested

- Features 1-12
 - Pass/fail criteria
 - Test cases

Scope:

Objectives and business requirements:

The goal of this user acceptance test is to make sure that all features work accordingly on the website and adjust appropriately if not.

This website hopes to help both teenagers and parents to be better informed about bullying and how to handle it.

We will measure success by having all features working properly and as intended.

Scope:

Lots of teenagers in Australia experience bullying in high school and don't know what to do. Parents also can be at a loss as to how they can help their child through bullying.

For this UAT test, we'd like to:

- Make sure the website is compatible with desktop and mobile devices
- Verify the images, videos and hyperlinks all properly work
- Verify that all features work as intended
- Get feedback for the overall layout and feel of the website

Testing team:

Name	Responsibilities
Jørgen Raul	UAT Coordinator
Riley O'donnell	Design test cases for the testers
Hasan Byrd	Design test cases for the testers
Levi Holman	Create test data and write UAT reports

Environmental requirements:

Hardware requirements:

Processor	1.3GHz or faster processor. 2 CPU cores, 4 CPU cores or better recommended
Memory	2 GB minimum, 4 GB or more recommended
Hard Drive	Minimum of 1 GB of available space, to improve performance install on a SSD
Screen resolution	1280x1024 or larger
Internet connection	Required

Software requirements:

	Windows requirements	Mac requirements	Linux requirements
Operating system	Windows 8 or later	macOS High Sierra 10.13 or later	64-bit Ubuntu 14.04+, Debian 8+, openSUSE 13.3+, or Fedora Linux 24+
<ul style="list-style-type: none">Any up-to-date web browser			

For this UAT test, all testers should use:

- Operating System: Windows 10
- Web Browser: Microsoft Edge

Features to be tested:

Feature 1: Video

Pass/fail criteria:

- Pass: The video correctly loads up and is able to be played
- Fail: The video doesn't load up and cannot be played

Test cases:

- 1) Click on video
- 2) Check that the video properly loads and plays

Feature 2: Image

Pass/fail criteria:

- Pass: The image loads up and is properly displayed
- Fail: The images doesn't load up and can't be seen

Test cases:

- 1) Go to where a image should be displayed
- 2) Check if it loads up and is able to be seen

Feature 3: Hyperlink

Pass/fail criteria:

Pass: The hyperlink redirects the user to the intended page

Fail: The hyperlink doesn't redirect the user to the intended page

Test cases:

- 1) Click on hyperlink
- 2) Check that the hyperlink redirects you to the intended page/section

Feature 4: Accordion

Pass/fail criteria:

Pass: The accordion can expand and collapse to show extra text

Fail: The accordion can't expand and/or collapse to show extra text

Test cases:

- 1) Click on accordion
- 2) Check that it can expand to show extra text
- 3) Check that it can collapse to hide the text

Feature 5: Card

Pass/fail criteria:

Pass: The card is properly displayed with included text, and working image and hyperlink

Fail: The card isn't properly displayed with included text, and the image and/or hyperlink don't work

Test cases:

- 1) Check that the card is properly bordered off, not filling up the available space
- 2) Check that the text is displayed correctly
- 3) Check that the image is loaded up and can be seen
- 4) Check that the hyperlink redirects you to the intended page/section

Feature 6: Modal

Pass/fail criteria:

Pass: The modal when clicked on pops up with a window with text

Fail: The modal when clicked on doesn't show up with a window with text

Test cases:

- 1) Click on modal
- 2) Check that a window with text pops up
- 3) Check that the close button closes the modal window

Feature 7: Spinners

Pass/fail criteria:

Pass: When a page or component is loading, the spinner will appear

Fail: When a page or component is loading, the spinner will not appear

Test cases:

- 1) Open website
- 2) Check that the spinner appears when loading the page/components

Feature 8: Content List

Pass/fail criteria:

Pass: The user is directed to a chosen section by clicking on the section in the content list

Fail: The user isn't directed to a chosen section by clicking on the section in the content list

Test cases:

- 1) In the content list, click on a particular section, for example "What is Bullying"
- 2) Make sure you are redirected to that chosen section

Feature 9: Search Bar

Pass/fail criteria:

Pass: The user can use the search bar to find a certain section on the page

Fail: The user can't use the search bar to search for a certain section of the page

Test cases:

- 1) Use the search bar to search for a certain section, for example "What is bullying?"
- 2) Make sure the section that was searched up shows up and also relevant sections should be seen too

Feature 10: Print Button

Pass/fail criteria:

Pass: When pressing the print button, the user is redirected to another page that is print friendly

Fail: When pressing the print button, the user isn't redirected to another page that is print-friendly

Test cases:

- 1) Press print button
- 2) Check that you are redirected to another page with no features and just text

Feature 11: Share Button

Pass/fail criteria:

Pass: When clicking the share button, the user is redirected to the chosen social platform to share the website

Fail: When clicking the share button, the user is isn't redirected to the chosen social platform to share the website

Test cases:

- 1) Click on share button
- 2) Make sure you are redirected to the chosen social platform and can share the website

Feature 12: Listen Button

Pass/fail criteria:

Pass: When clicking the listen button, an audio clip is played that reads out the text

Fail: When clicking the listen button, an audio clip isn't played that reads out the text

Test cases:

- 1) Click on listen button
- 2) Check that a audio clip is played and can be heard