1. Walkthrough procedures

The walkthrough procedures present in this project are only located on the project website. These are a user guide page and a video tutorial under the documentation page. The user guide page has installation instructions and brief sets of information on all the available features of the tool. The video tutorial also goes through all the available features. There is also a guide for developers who may wish to program plug-ins for the tool. There is some information on the architecture used available online or in the last part of the developer plug-in guide.

2. Review process

There are not any review processes documented in this project. This is most likely due to the fact that the project is being completed and maintained by one individual, Emmanuel Puybaret. As such there is nobody else to review the code. However, there is a bug reporting section on the project’s website. This allows users and any contributors to report any bugs which have been detected in the development and released versions.

3. Evaluation process

1) Usability: Though there are video and help documentation, it is still not easy to understand for inexperience person.

2) Performance: There are no performance test documented, since it is mainly for desktop standalone users, users could report any lag issue on the site.

3) Availability: The main release version would be on the site: http://sweethome3d.com

4) Reliability: There are no reliability test documented, since it is mainly for desktop standalone users, users could report any crashes issues on the site.

5) Testability: There are some test cases written in the source code, which cover the main functions of the software.

6) Function ability: There are user guide on the site, which provide some beginner tutorials.

7) Maintainability: clear, include interface copyright, email and forum.

8) Portability: This software provide a plugin interface allows outside developers contribute enhanced plugins.

# 4. References to Quality Assurance Roles:

As previously mentioned the project is being run by an individual, as such there is no mention to any roles related to quality. It can be assumed that this person is solely responsible for quality assurance.

5. Software testing mechanisms

Unit Tests

This is the most basic testing mechanism at the developer level. This covers very narrow and well defined scope. We isolate the code from any outside interaction or any dependency on any module. Unit tests focus on very small unit of functionality. They cover the interaction of the code with memory only and do not cover any interaction with network, database or file systems. These dependencies are hard coded into the code while testing. They provide a simple way to check smallest units of code and prove that units can work perfectly in isolation. However, we need to check further that when these units are combined they work in a cohesive manner which leads us to further types of tests.