Test Plan

Text

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#### Version history

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| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| 0.1 | 30/04/2022 | Lars Kluijtmans | Start test plan | Finished |
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# Product analysis.

This project aims to create a digital marketplace for selling and buying used games.

# Testing strategy and objectives

The objective of the testing is to ensure that all the functionalities are covered and working as expected, verify that the GUI ensures the usability of the product.

The scope of testing will be the acceptance criteria described in the user stories. We will create a testing plan based on user needs and requirements using acceptance tests for each criteria descripted in the user stories.

The environment and required resources for the testing will be CI/CD and I will also develop our own tests for some requirements when it is needed.

Kindes of tests to do ///

# Test Approach

The project is using an agile approach, with weekly iterations based on user stories. The implementation of each user story may take a different time estimation depending on the complexity of the features. At the end of each iteration the requirements identified for that iteration will be tested.

# Test Cases

See specific document

# Risks

The following risks have been identified and the appropriate action to mitigate their impact on the project will be taken. The impact of the risk is based on how the project would be affected if the risk was triggered. The trigger is what event would cause the risk to become an issue to be dealt with.

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| # | Risk | Impact | Trigger | Mitigation Plan |
| 1 | Not experienced with Java. The time coding could be extended and consequently there could be a delay on testing. | High | Delays in implementation date | Each iteration will be closely monitored. Priorities are set and we will follow it. Since the driver is functionality and not time, it may be necessary to push the date out. |
| 2 | Changes to the functionality may negate the tests already written and we may loose test cases already written | High | Loss of test cases | Test when and only when the acceptance criteria is defined. |
| 3 | Weekly delivery is not possible because iterations are defined by functionalities | Medium | Product did not get delivered on schedule | Every user story has a time estimation measured in weeks. |