Game Market

Test planText

Description automatically generated with medium confidence

30/04/2022 Eindhoven

Version: 1.0

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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 | Just getting started |
| 0.2 | 13/05/2022 | Lars Kluijtmans | Add different test that will be done | Just getting started |
| 1.0 | 14/06/2022 | Lars Kluijtmans | Change risks | Finished |
|  |  |  |  |  |

# 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.

For the API unit tests and test cases will be used. Test coverage for unit tests will be minimum of 80%.

There are also unit, integration and end to end tests for the react front end.

# 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.

# 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 | Making many unnecessary tests | Medium | Delays in implementation date do to time wasted | Continually update and improve the unit tests |
| 2 | Changes to the functionality may negate the unit tests and test cases already written | High | Loss of unit tests and test cases | Test when and only when the acceptance criteria is defined. |