Master Test Plan

# Management Summary

The Testing component of the resource manager is potentially one of the most important aspects of ensuring that the application meets the requirements as well as meets usability requirements specified by our project sponsor. This document will outline how to cover at a high level how the document will be completed

## Test Objectives

The objectives of the testing component of the Resource Manager project is to ensure that the most common use cases can be completed in various flows without errors. If an error occurs it is meaningful enough that the person performing in the action should be able to understand what went wrong and why it went wrong to ensure that the desired outcome can be reached.

Current key use cases:

Users updating their skill profile

Project managers assigning resources

Project managers create projects

## Test Approach

The testing will begin to be performed toward the end of the construction phase this will allow any necessary last minute adjustments to occur before shipping the final release.

The Testing will consist of various unit, functional and user acceptance testing for each component, with a final complete product full functional testing to be completed before the product is completed.

All tests performed by the project team will be conducted to meet specific testing criteria to ensure the required functionality is tested before handing functional testing over to user acceptance.

## Results and Deliverables

From every test case we expect to have a signed off ‘test acceptance document’ from both the internal tester and the key stakeholder for user acceptance testing. This should include either logs from the application (if unit testing) or screenshots of the testing being performed for internal functional testing, for user acceptance testing an acceptance certificate is all that will be required.

## Test Environment

Testing by the team will be conducted using a variety of devices and technologies in order to best demonstrate the Resource Manager project’s functionality and ability to meet useability requirements.  
Unit and integration testing will be done using JUnit testing within Eclipse as this is the platform the project will be developed on and all team members are familiar with using this technology. User Acceptance testing will be done by the project team using available resources and by the client using their own system for testing. All team members will be using their own personal devices and testing the system using Google Chrome and Firefox. The full testing infrastructure in use is summarised below.

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| **Tools** | **Description** | **Version** |
| Eclipse/JUnit | Eclipse is used for writing/reading code, Junit to write test programs for Unit/Integration testing. | Eclipse Java IDE 2019-03 (may be updated as project proceeds)  Junit 5 |
| Windows OS | All testing devices will be running on Windows OS. | Windows 8/10 |
| Google Chrome/Mozilla Firefox | Primary web browsers used for testing. May also include Internet Explorer/Microsoft Edge. | Latest |