

SCRUM Project Management System Functional Test Plan

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Revision History

Name	Date	Reason for Changes	Version
Andrew Johnson	11/14/2011	initial draft	1.0 draft 1
Andrew Johnson and Max Warren	11/21/2011	changes after inspection with team	1.0 approved

1 System Startup and Login

1.1 System Startup

Function Being Tested	Initial State	Input	Expected Output
Login window appears on program startup	Program is off	Launch the program	Login window appears

1.2 Login

Function Being Tested	Initial State	Input	Expected Output
Client authenticates user	Program requesting user credentials	Enter valid credentials	Main program window will appear displaying a list of projects assigned to the user's team and a list of tasks assigned to the user
Client rejects invalid credentials	Program requesting user credentials	Enter invalid credentials	Error message will inform user of invalid credentials

2 View Project Information

Function Being Tested	Initial State	Input	Expected Output
User can view project information	Main window displays list of projects	User clicks on a project	The information on this project is displayed, including the list of sprints in the project
User can view project information	User is viewing something other than project information	User clicks on the project breadcrumb	The information on this project is displayed, including the list of sprints in the project

3 Change Project Information

Function Being Tested	Initial State	Input	Expected Output
User can change project information	User is viewing project information	User changes the fields that hold the project information and clicks the save button	Client should demonstrate that the changes were saved to the database
Client handles errors while saving changes	User is viewing project information	User changes the fields that hold the project information and clicks the save button	Client should inform the user of an error and give instructions on how to continue

4 Add New Project

Function Being Tested	Initial State	Input	Expected Output
User can add a new project	User is viewing the list of projects	User clicks the "Add project" button	Client displays a new window in which the user can enter the information about a new project
User can add a new project	User is viewing the "Add Project" window	User clicks the add button	Client demonstrates that the changes were saved to the database
Client handles errors while saving changes	User is viewing the "Add Project" window	User clicks the add button	Client should inform the user of an error and give instructions on how to continue

5 View Sprint Information

Function Being Tested	Initial State	Input	Expected Output
User can view sprint information	Main window displays list of sprints	User clicks on a sprint	The information on this sprint is displayed, including the list of stories in the sprint
User can view story information	User is viewing something other than sprint information	User clicks on the sprint breadcrumb	The information on this sprint is displayed, including the list of stories in the sprint

6 Change Sprint Information

Function Being Tested	Initial State	Input	Expected Output
User can change sprint information	User is viewing sprint information	User changes the fields that hold the sprint information and clicks the save button	Client should demonstrate that the changes were saved to the database
Client handles errors while saving changes	User is viewing sprint information	User changes the fields that hold the sprint information and clicks the save button	Client should inform the user of an error and give instructions on how to continue

7 Add New Sprint

Function Being Tested	Initial State	Input	Expected Output
User can add a new sprint	User is viewing the list of sprints	User clicks the "Add sprint" button	Client displays a new window in which the user can enter the information about a new sprint
User can add a new sprint	User is viewing the "Add Sprint" window	User clicks the add button	Client demonstrates that the changes were saved to the database
Client handles errors while saving changes	User is viewing the "Add Sprint" window	User clicks the add button	Client should inform the user of an error and give instructions on how to continue

8 View Sprint Burndown

Function Being Tested	Initial State	Input	Expected Output
User can view sprint burndown	User is viewing sprint information	User clicks the "View Burndown"	A graph of the sprint burndown is displayed in a new window

9 View Story Information

Function Being Tested	Initial State	Input	Expected Output
User can view story information	Main window displays list of stories	User clicks on a story	The information on this story is displayed, including the list of tasks in the story
User can view story information	User is viewing something other than story information	User clicks on the story breadcrumb	The information on this story is displayed, including the list of tasks in the story

10 Change Story Information

Function Being Tested	Initial State	Input	Expected Output
User can change story information	User is viewing story information	User changes the fields that hold the story information and clicks the save button	Client should demonstrate that the changes were saved to the database
Client handles errors while saving changes	User is viewing story information	User changes the fields that hold the story information and clicks the save button	Client should inform the user of an error and give instructions on how to continue

11 Add New Story

Function Being Tested	Initial State	Input	Expected Output
User can add a new story	User is viewing the list of stories	User clicks the "Add story" button	Client displays a new window in which the user can enter the information about a new story
User can add a new story	User is viewing the "Add Story" window	User clicks the add button	Client demonstrates that the changes were saved to the database
Client handles errors while saving changes	User is viewing the "Add Story" window	User clicks the add button	Client should inform the user of an error and give instructions on how to continue

12 View Task Information

Function Being Tested	Initial State	Input	Expected Output
User can view task information	Main window displays list of task	User clicks on a task	The information on this task is displayed
User can view task information	User is viewing something other than task information	User clicks on the task breadcrumb	The information on this task

13 Change Task Information

Function Being Tested	Initial State	Input	Expected Output
User can change task information	User is viewing task information	User changes the fields that hold the task information and clicks the save button	Client should demonstrate that the changes were saved to the database
Client handles errors while saving changes	User is viewing task information	User changes the fields that hold the task information and clicks the save button	Client should inform the user of an error and give instructions on how to continue

14 Add New Task

Function Being Tested	Initial State	Input	Expected Output
User can add a new task	User is viewing the list of task	User clicks the "Add task" button	Client displays a new window in which the user can enter the information about a new task
User can add a new task	User is viewing the "Add Task" window	User clicks the add button	Client demonstrates that the changes were saved to the database
Client handles errors while saving changes	User is viewing the "Add Task" window	User clicks the add button	Client should inform the user of an error and give instructions on how to continue

15 Historic Mode

Function Being Tested	Initial State	Input	Expected Output
Client can be switched into historic mode	Client is in normal mode	User clicks the "Historic Mode" menu item	Client enters historic mode and returns to the home screen, displaying a list of all projects and all tasks in the database
Client can be switched out of historic mode	Client is in historic mode	User clicks the "Historic Mode" menu item	Client returns to normal mode and returns the home screen, displaying a list of projects assigned to the user's team and a list of tasks assigned to that user

16 Add New Team

Function Being Tested	Initial State	Input	Expected Output
Manager can add a new team	User is a manager and the client is in normal mode	User clicks the "Add team" menu item	Client displays a new window in which the user can enter the information about a new team
User can add a new team	User is viewing the "Add Team" window	User clicks the add button	Client demonstrates that the changes were saved to the database
Client handles errors while saving changes	User is viewing the "Add Team" window	User clicks the add button	Client should inform the user of an error and give instructions on how to continue

17 Change Team Members

Function Being Tested	Initial State	Input	Expected Output
Manager can move users between teams	User is a manager and the client is in normal mode	User selects a team from the menu	Client displays a new window in which the user can add members to the selected team
Manager can move users between teams	User is viewing the "Add Users to Team" window	User double-clicks on a user	Client demonstrates that the changes were saved to the database
Client handles errors while saving changes	User is viewing the "Add Users to Team" window	User double-clicks on a user	Client should inform the user of an error and give instructions on how to continue