SCRUM Project Management System Functional Test Plan

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November 21, 2011

Contents

1	System Startup and Login	1
	1.1 System Startup	1
2	View Project Information	1
3	Change Project Information	2
1	Add New Project	2
5	View Sprint Information	2
6	Change Sprint Information	3
7	Add New Sprint	3
3	View Sprint Burndown	3
)	View Story Information	4
10	Change Story Information	4
11	Add New Story	4
12	View Task Information	5
13	Change Task Information	5
14	Add New Task	5
15	Historic Mode	6
16	Add New Team	6
17	Change Team Members	7

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 is off	Launch the pro-	Login window appears
program startup		gram	

1.2 Login

Function Being Tested	Initial State	Input	Expected Output
Client authenticates user	Program request- ing user creden- tials	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 request- ing user creden- tials	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 infor-	Main window	User clicks on a	The information on this
mation	displays list of	project	project is displayed, includ-
	projects		ing the list of sprints in the
			project
User can view project infor-	User is viewing	User clicks on	The information on this
mation	something other	the project bread-	project is displayed, includ-
	than project in-	crumb	ing the list of sprints in the
	formation		project

3 Change Project Information

Function Being Tested	Initial State	Input	Expected Output
User can change project in-	User is viewing	User changes the	Client should demonstrate
formation	project informa-	fields that hold	that the changes were saved
	tion	the project infor-	to the database
		mation and clicks	
		the save button	
Client handles errors while	User is viewing	User changes the	Client should inform the user
saving changes	project informa-	fields that hold	of an error and give instruc-
	tion	the project infor-	tions on how to continue
		mation and clicks	
		the save button	

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 infor-	Main window	User clicks on a	The information on this
mation	displays list of	sprint	sprint is displayed, including
	sprints		the list of stories in the sprint
User can view story informa-	User is viewing	User clicks on	The information on this
tion	something other	the sprint bread-	sprint is displayed, including
	than sprint infor-	crumb	the list of stories in the sprint
	mation		

6 Change Sprint Information

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

7 Add New Sprint

Function Being Tested	Initial State	Input	Expected Output
User can add a new sprint	User is viewing	User clicks the	1 5
	the list of sprints	"Add sprint"	dow in which the user can
		button	enter the information about a
			new sprint
User can add a new sprint	User is viewing	User clicks the	Client demonstrates that the
	the "Add Sprint"	add button	changes were saved to the
	window		database
Client handles errors while	User is viewing	User clicks the	Client should inform the user
saving changes	the "Add Sprint"	add button	of an error and give instruc-
	window		tions on how to continue

8 View Sprint Burndown

Function Being Tested	Initial State	Input	Expected Output
User can view sprint burn-	User is viewing	User clicks the	A graph of the sprint burn-
down	sprint informa-	"View Burn-	down is displayed in a new
	tion	down"	window

9 View Story Information

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

10 Change Story Information

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

11 Add New Story

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

12 View Task Information

Function Being Tested	Initial State	Input	Expected Output
			The information on this task
tion	displays list of task	task	is displayed
User can view task information	User is viewing something other than task information		The information on this task

13 Change Task Information

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

14 Add New Task

Function Being Tested	Initial State	Input	Expected Output
User can add a new task	User is viewing	User clicks the	Client displays a new win-
	the list of task	"Add task" but-	dow in which the user can
		ton	enter the information about a
			new task
User can add a new task	User is viewing	User clicks the	Client demonstrates that the
	the "Add Task"	add button	changes were saved to the
	window		database
Client handles errors while	User is viewing	User clicks the	Client should inform the user
saving changes	the "Add Task"	add button	of an error and give instruc-
	window		tions 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 nor- mal mode	User clicks the "Historic Mode" menu item	Client enters historic mode and returns to the home screen, displaying a list of all
Client can be switched out of historic mode	Client is in historicm ode	User clicks the "Historic Mode" menu item	projects and all tasks in the database 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 man-	User clicks the	Client displays a new win-
	ager and the	"Add team"	dow in which the user can
	client is in nor-	menu item	enter the information about a
	mal mode		new team
User can add a new team	User is viewing	User clicks the	Client demonstrates that the
	the "Add Team"	add button	changes were saved to the
	window		database
Client handles errors while	User is viewing	User clicks the	Client should inform the user
saving changes	the "Add Team"	add button	of an error and give instruc-
	window		tions on how to continue

17 Change Team Members

Function Being Tested	Initial State	Input	Expected Output
Manager can move users be-	User is a man-	User selects a	Client displays a new win-
tween teams	ager and the	team from the	dow in which the user can
	client is in nor-	menu	add members to the selected
	mal mode		team
Manager can move users be-	User is viewing	User double-	Client demonstrates that the
tween teams	the "Add Users	clicks on a user	changes were saved to the
	to Team" win-		database
	dow		
Client handles errors while	User is viewing	User double-	Client should inform the user
saving changes	the "Add Users	clicks on a user	of an error and give instruc-
	to Team" win-		tions on how to continue
	dow		