PegasOS Test Plan

Version 1.0.0

Plan Structure

Test 1 - Expected Usage

1. Select component to test.
2. List expected functionality in check-list for the selected component.
3. Attempt to use the functionality of each item on the list AS INTENDED.
4. If an item does not function as expected, write down the actual result and any relevant observations.
5. If an item functions as expected, check its box on the check-list and move to the next item.
6. When there are no more items, the test is complete. A 100% pass score is desired, a 90% pass score is acceptable.

Test 1 - Scoring

To score Test 1 results, each item is worth 5 pts. If it works as expected and there are no bugs, the item scores 5 pts. For every bug or unexpected behavior, deduct 1 pt from its score, to a minimum of 0 pts for that item. Tally up the total number of scored points, and divide it over the total number of possible points. If the percentage is between 90-99%, it passed with issues. 100% is a pass. <89% should be reevaluated and receive fixes.

Test 1 - Form

Component Name:
Tester Name:
Date Tested:

Function Name	Expected Functionality	Worked Correctly?	Actual Functionality	Observations	Bugs	Earned Score	Total Score

Test 2 - Unexpected Usage

1. Select component to test.
2. List functionality in check-list that allows for user input or has other variability.
3. Attempt to break each function on the list. Every time a break is attempted, write down what method was used to break/attempt to break the function. A function should have at least 3 break attempts.
4. If an item is broken, note which method(s) worked to break the function and any relevant observations. After the break and its cause is noted, attempt to run the function normally. If it does, continue with break attempts. If not, note that the break locked the function, restart the system and begin with other break attempts for that item.
5. If an item continues to function or responds appropriately to attempted breaks and did not lock, check its box on the check-list and move to the next item.
6. When there are no more items, the test is complete. A 100% pass score is desired, a 80% pass score is acceptable.

Test 2 - Scoring

To score Test 2 results, each item has a base point value of 3 pts. Every attempt to break an item adds one to its total score. If the attempt fails, award that point. If the attempt succeeds, do not award the point and only increase the item's total score. After a break, if the item does **not** continue to work, take away one of the item's points to a minimum of 0 pts. Tally up the total number of scored points, and divide it over the total number of possible points. If the percentage is between 80-99%, it passed with issues. 100% is a pass. <79% should be reevaluated and receive fixes.

Test 2 Form

Component Name:
Tester Name:
Date Tested:

Function Name:

Break Attempt	Survived Break?	Functioned Normally After Break?	Observations	Earned Score	Total Score