Test Plan

The testing phase of our project is vitally important in the production of a high-quality product as it enables us to detect and resolve various faults in a product and it also means we can deliver a product to our client knowing there is a minimal number of faults in the system. However, the testing phase will not guarantee that our product will be fully bug-free, it will only indicate most faults that exist in our product. We intend to maximise the test code coverage of our app program code during testing to ensure that the majority of faults within our app can be detected and fixed.

Could carry out black box tests with other people outside our team using the app

The team members responsible for testing (Titas Alvikas, Will Comber and Edward Phillips) will be required to keep the testing stage on schedule and make sure that testing is carried out to a high standard.

The testing stage in our project will be carried out from the time that we create our first prototype system until we submit our final system. This is to help diagnose any faults in our product during the implementation phase and any large errors will be detected at an early stage of the project lifecycle.

To complete our testing of the system we will require the use of a PC with Windows 10 OS, Android Studio version \_\_\_\_ and appropriate Android devices running Android 5.0. We plan to test on different screen sizes of phones to make sure the app looks and behaves similarly on a large variety of mobile phones.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Description | Expected Result | Actual Result | Improvements made |
| 1 | Download the app | App should be downloadable to an android device |  |  |
| 2 | Run the app | App should start, display a loading screen and then the home screen |  |  |
| 3 | Open side menu | Side menu should display by tapping on the hamburger icon or swiping from the left of the screen |  |  |
| 4 | Test dark mode functionality |  |  |  |
| 5 | Increase and decrease app text size | Text size in the app should be scaled appropriately |  |  |
| 6 | View application information and about the developers | Application information and about the developers should display |  |  |
| 7 | Load get directions screen for different tutors and rooms (using stairs and elevator) | Text of directions to a room/tutor should display |  |  |
| 8 | Get directions to a room after making an extended search for the room (select starting point from a drop-down menu) | Text of directions to the room should display on the same screen |  |  |
| 9 | Search for a tutor room using search button on the top right of a screen | Search results should display on screen in a list |  |  |
| 10 | Search for a tutor room from the levels screens | Search results should display on screen in a list |  |  |
| 11 | Find a room using search button on the top right of a screen | Search results should display on screen in a list |  |  |
| 12 | Find a room from the find a room screen | Search results should display on screen in a list |  |  |
| 13 | View enlarged floor maps on different floors | Floor plan with a darkened background of the screen should display |  |  |
| 14 | Load building information screen | Screen with building information should display |  |  |
| 15 | Run the app in the background | App should run in the background and be accessible after running in the background |  |  |
| 16 | Usability test | Test if the app is usable for existing university students and prospective students |  |  |
| 17 |  |  |  |  |
| 18 |  |  |  |  |
| 19 |  |  |  |  |
| 20 |  |  |  |  |
| 21 |  |  |  |  |
| 22 |  |  |  |  |
| 23 |  |  |  |  |
| 24 |  |  |  |  |
| 25 |  |  |  |  |
| 26 |  |  |  |  |
| 27 |  |  |  |  |
| 28 |  |  |  |  |
| 29 |  |  |  |  |
| 30 |  |  |  |  |
| 31 |  |  |  |  |
| 32 |  |  |  |  |
| 33 |  |  |  |  |
| 34 |  |  |  |  |