Regression Test Procedure: Nick

Regression Test (Prioritization Method): We will be using the Prioritization Method for Regression Testing because it allows us to pick the most important test cases based on time and criticality. This strategy is important to reduce “side-effects”(bugs). These regression tests will be run every time a major change is made to the software (priority).

We possibly will use a capture/playback tool to capture test cases following playback and comparison.

This regression test suite is determined by three different classes of test cases:

* A typical sample of tests that uses all software functions
* Additional tests on functions likely to be affected by the change
* Additional tests on components that have been changed.

High Priority:

* Integration Testing: Include only tests that address one or more classes of errors in each of the major program functions.

1. Game still integrates with feedback plug-in and live chat
2. Google Pay and security plug-in functions correctly

* Unit Testing:

1. Email verification and log-in access for all accounts functions correctly
2. Connection between accounts work properly
3. Adding/removing friends and track records act accordingly

Medium Priority:

* End-to-End System Testing

1. Loading time upon opening app should be smooth and fast
2. Workflow of the app should run smooth as well
3. Users cannot remove admin but admin can remove users
4. Validation of child account to still be performed by admin

Low Priority:

* UI Testing (can be regression tested right before major release)

1. Jeopardy Board and activity/question cards look normal and function properly
2. User log-in menu looks and behaves properly