Code Testing Plan: Growing Gamers

Table of Contents:

1.0 Scope and Assumptions

1.1 Assumptions
- a. The end user will be using a windows machine to run the app.
- b. The parent will most likely access the parent portal from their cell phone.
- c. Multiple users may make requests to the server simultaneously.

1.2 Environment
The testing environment will require:
- a. The server to be running with the terminal window in view of the tester.
- b. Overwolf to be installed and running with developer options enabled.
- c. Growing Gamers to be installed and enabled.
- d. The tester to have a cell number to receive SMS messages from the app.
- e. To have League of Legends installed and updated.
- f. To run the app on a windows 10 machine.

1.3 Within the Scope
Aspects of testing that are within the scope include:
- a. Navigation.
- b. Use cases.
- c. Data logging.
- d. Message generation and display.
- e. SMS messaging.
- f. Account system.
- g. Security.

1.4 Out of the Scope
Aspects of testing not within the scope include:
- a. Scalability.
- b. Optimization.

2.0 Testing Scenarios

2.1 Navigation
> Scenarios to be tested in regards to navigation include:
> a. Navigating to the parent portal from the app.
> b. Navigating to the parent portal from the URL.

2.2 Data Logging
> Scenarios to be tested in regards to data logging include:
> a. Logging of game data.
> b. Logging of settings data.
> c. Logging of rule violations.

2.3 Message Generation
> Scenarios to be tested in regards to message generation include:
> a. Rule violation message generation.
> b. General message generation.
> c. Competing message generation.

2.4 SMS Messaging
> Scenarios to be tested in regards to message generation include:
> a. Digests.
> b. Rule violations.
> c. Security codes.

2.5 Accounts and Security
> Scenarios to be tested in regards to accounts and security include:
> a. First login on the app.
> b. Subsequent launches of the app.
> c. First login in the parent portal.
> d. Subsequent logins on the parent portal.
> e. Cell authentication for access to the parent portal.
> f. Cell authentication for login on the app.

3.0 Execution Plan

3.1 Roles and Responsibilities

Testing scenarios will be divided as follows:
a. Shane Toma
  i.   2.1 Navigation
  ii. 2.2 Data Logging
  iii. 2.3 Message Generation
b. Bryden Trakalo
  i.   2.4 SMS messaging
  ii. 2.5 Accounts and Security

Each tester is responsible for:
a. Determining useful cases and edge cases to test their assigned scenarios thoroughly.
b. Designing and executing tests to cover the scope of the cases that were determined necessary.
c. Reviewing and providing feedback for the cases and tests designed by the other tester prior to execution of the tests.

3.2 Deliverables

There are four important components to the deliverables:
a. Cases to be tested.
b. Tests to satisfactorily cover the cases.
c. Results.
d. Remediation.

Only deliverables a, b, and c should be completed in the testing phase. Deliverable d should be completed post testing. Testers should follow the sample deliverable format at the start of section 4.0 Results.

3.3 Schedule

It is up to the discretion of the tester to determine an appropriate schedule. The strict parameters are:
a. The deliverable should be ready by 5:00 PM on March 29th to allow time for analysis and remediation.
b. Testing should not take place until feature freeze which is currently scheduled to be on March 26th. Exceptions may be made if unanimously agreed upon.

4.0 Results

Sample Testing Scenario Deliverable			
Case	Test	Result	Remediation
Case a	Test i	Result i	Remediation i
	Test ii	Result ii	Remediation ii
	Test iii	Result iii	Remediation iii
Case b	…	…	…
	…	…	…