Test Plan:

1. Test Plan Identifier:

Jumble Word Game

2. Introduction:

This test plan is designed to prescribe the scope, approach, resources, and schedule of all testing activities of Jumble Word Game.

The plan identified the items to be tested, the features to be tested, the types of testing to be performed, the personnel responsible for testing, the resources and schedule required to complete testing, and the risk associated with the plan.

3. Test Items:

Following are the items to be tested in the project –

1. Front-End consisting of Graphical User Interface

2. Back-End consisting of business logic

3. Environment compatibility

4. Requirement specification defined in SRS document

5. User Guides for Installation and Operation

4. Features to be tested:

Features	Applicable Roles	Description
All the features in the game	User	Features like predicting correct words, appearance of words step by step, etc.
Play the game	User	Play the Jumble Word Game as a player.
Score system	User	The point system.

All the features of Jumble Word Game which are defined in the software requirement specification are to be tested.

5. Features not to be tested:

These features are not to be tested because they are not included in the software requirement specification.

6. Approach:

The testing approach used for Jumble Word Game chat application is Master Test Plan or MTP which includes, a single high-level test plan for a project product that unifies all other test plans. It will give us birds eye view on key decision taken, the strategies to be implemented and the testing efforts applied by the people.

Testing Methods**:**

1) Testing will be performed manually using test cases.
2) White box code coverage testing and complexity testing will be performed.
3) Black box positive and negative testing will be performed to validate user controls

7. Item Pass/Fail Criteria:

Suspension criteria: If more than 40% test cases are failed then the team should suspend the testing and developers should start working on the Bugs found during the process.

Exit Criteria: Pass rate should be 85%**.**

8. Test Deliverables:

Following are the deliverables that will be delivered at the end of each phase of testing life cycle:

1) Test Plans
2) Test Specifications
3) Test Case Documents
4) Test Summary Reports
5) Bug Reports

9. Testing tasks:

Following is a list of testing tasks we need to complete in the current project:

1) Test environment should be ready prior to test execution phase.

2) Test summary report needs to be prepared.
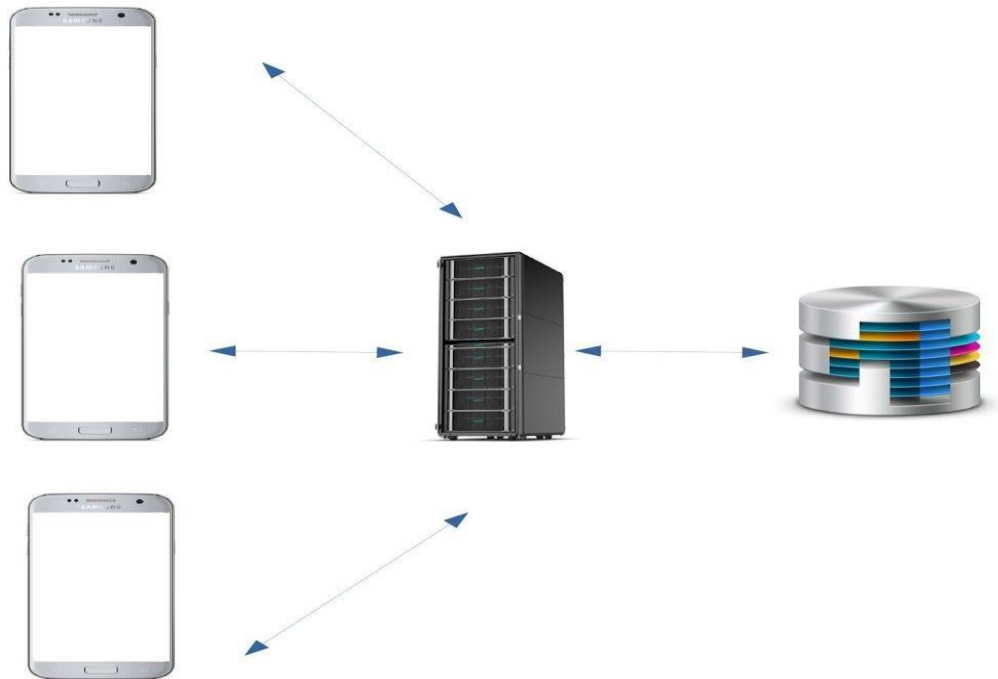
3) Effort, cost and size estimation.

10. Environmental Needs:

Following are the environmental needs:

1) Mobile Operating System – Android 4.0.3 +, iOS 9 or later

2) PC Operating System – Windows 8.1 or newer and macOS 10.10, Linux(Kali, Ubuntu)

11. Test Environment:

The test environment should be set up as figure below:

12. Staff and Training needs:

Special training sessions to improve the skills of the workforce to achieve desired goals in the project.

13. Schedule and Estimation:

Schedule identifies the high level schedule for each testing tasks. Establish specific milestones for initiating and completing each type of test activity, for the development of a comprehensive plan, for the receipt of each test input and for the delivery of test output. Estimate the time required to do each test activity.

Create test specification	Test Designer	2 man hour
Perform Test Execution	Tester, Test Administrator	1 man hour
Test Report	Tester	1 man hour
Total		4 man hour

14. Risks and contingencies:

Following are some of the project risks associated with Jumble Word game application which needs to be handled carefully:

Change in Schedule

Changes in requirements specification

15. Approvals:

The document is signed off and approved by the Project Manager.