

Bulk Club

Purpose

This document informs the process by which testing is conducted. This will outline what features will be tested, how we are going to test them, when they will be tested and how we guarantee the compliance of the project's requirements.

Scope

The scope of this test plan is limited to functionality defined in the application specification. Features and guarantees not outlined in the application specification will not be tested, such as performance and security.

Overall Testing Strategy

The majority of tests will be performed by a tester, either the developer or the product owner. Although, some unit tests will be performed outside of the final product such as the sales report. If, while testing, a tester encounters a scenario undefined in the story, that tester will notify the author of the story that there is ambiguity. After the author receives this message, they will update the story to resolve the ambiguity.

What features will be tested from a user's perspective

- First Time Setup
 - Creating the initial administrator account
- Login Page
 - Store Managers logging in
 - Administrators logging in
- Sales Report Page
- Member List
 - Adding or Deleting Members
 - Displaying Members by Month
 - Admins Creating Purchases
- Inventory List
 - Displaying The Total Purchases
 - Displaying Item Statistics (quantity sold and total revenue)

What features will not be tested from a user's perspective

- Creating the initial database structure

- GUI development

Entry Criteria

After a developer implements a feature, does their own local testing and proposes that this feature is complete, the product owner may begin testing.

Exit Criteria

A feature will be marked as complete and testing will stop after the product owner has determined that the feature meets its requirements.

Suspension Criteria

- If the product owner does find a bug or some other mistake, the developer will be notified and testing will be suspended.
- If a higher priority issue takes precedence, then that issue shall be taken care of first in order to proceed with testing as usual.

Roles and Responsibilities

Team Members:

- Daniel Navarro - Scrum Master
- Boogie Mikulec - Product Owner
- Naveed Orner
- Julian Lasting
- Jonathan Diep

Scrum Master

It is the Scrum Master's responsibility to ensure that the team follows the processes and practices of the Agile methodology.

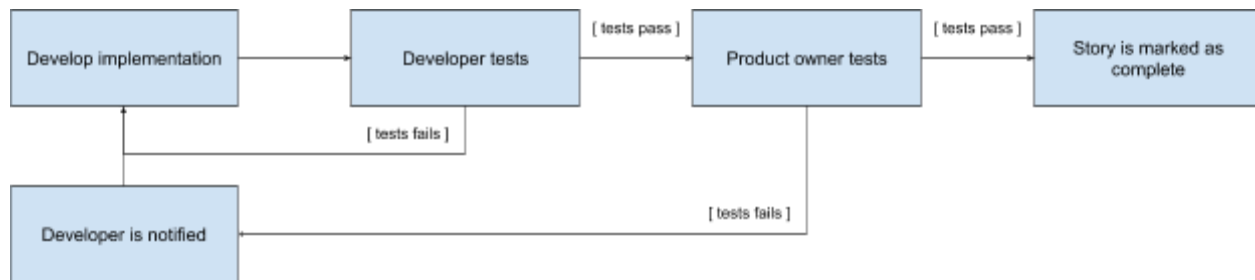
Product Owner

The product owner has the final say if a feature is complete or if a feature is needed in the first place. When a story is proposed to be complete, the product owner is to verify that it is fully functional and complete.

Team Member

Every team member is responsible for doing their share of work. This includes the Scrum Master and Product Owner.

Approval Process



1. Developer implements story's functionality
2. Developer tests the implementation in respect to the requirements
3. Developer puts the story in the "To Verify" section in our scrum board
4. The product owner goes through the "To Verify" section and tests that the implementation fulfills the requirements of the story
5. If the product owner concludes that the story is complete
 - a. The story is put into the "Done" section and is marked as complete
6. If the product owner finds bugs or concludes that the implementation does not fulfil the stories' requirements
 - a. The product owner notifies the developer of the story
 - b. The story is moved back to the backlog

Testing Method(black box testing)

All tests require no knowledge of the inner workings of the feature (black box testing). Tests should only pertain to the requirements of the feature not to the code itself. A tester will manually follow each Agile stories' definition of done and any extra tests described in the story. By going through this process, we ensure that the story is fully functional.

Schedule

Sprint #1

- First Time Setup
- Login Page
- Member List
- Inventory List

Sprint #2

- Sales Report
- Rebate Functionality
- Recommended conversions (executive to regular or regular to executive)

Sprint #3

All features should be complete at this time

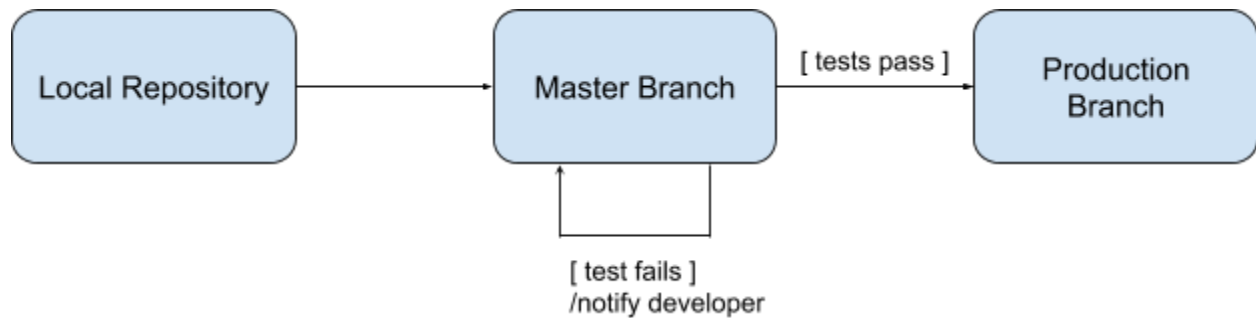
Environment Description

All tests require the following software:

1. A C++ compiler
2. QT
3. Windows
4. MacOS

Configuration Management

Branch structure



1. **Local repositories** - development of bug fixes, features, etc.
2. **Master branch** - once a developer is finished with their update, they will push the change to the master branch where the product owner will test.
3. **Production branch** - to ensure we always have a functional product while approaching a checkpoint, the product owner will merge the production branch with the master branch when all tests pass. This way developers may still push changes to the master branch to be tested while approaching a checkpoint.

Agile Management

All Agile management is contained within GitHub

- The scrum board is located within the projects tab on the GitHub.
- User stories are located within the issues tab on the GitHub.

Test Deliverables

1. UML diagrams
2. Agile stories
3. Coding standards

4. Team rules
5. Doxygen
6. Test plan
7. Scrum log

Glossary of Terms

- “User story”/”Agile story” is a feature that must be complete to complete the project
- “Sprint” is a time blocked segment of work
- “Black Box Testing” Tests should only pertain to the requirements of the feature not to the code itself