# Software Quality Assurance Plan

# Kid Educational Game App

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# Revision History

[GitHub Release Page](https://github.com/Seuss-MD/2024-03Fall-CSE474-CMLib-Sam.Evans/releases)

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# Purpose and Scope

The project scope is the development of an Educational Game App for Kids. The primary functions of the App will include user generated questions, and a game that tests the user’s knowledge. The purpose of this software is to help kids learn. This project will be done in React Native.

This project is governed by a contract titled “Educational Game Agreement,” which outlines the expectations, processes, deliverables, artifact, and quality standards for the software project.

This project is also governed by a Concept of Operations Document which further states the purpose, scope, background, and goals for this project.

The purpose of this Software Quality Assurance Plan (SQAP) is to:

* Define and outline the processes, responsibilities, and activities necessary to ensure the software product meets specified quality standards.
* Ensure that the final product fulfills stakeholder expectations in terms of functionality, performance, and usability.
* Establish clear procedures for quality control and assurance throughout the software development lifecycle.

# Definitions and Acronyms

* **Artifact:** Any item created during the software development lifecycle, including documents, diagrams, source code, and test cases.
* **Deliverables:** The tangible or intangible outcomes expected at the end of a project or development phase, such as the final software, documentation, or reports.
* **Processes:** A set of interrelated or interacting activities that transform inputs into outputs, supporting the achievement of policies and objectives. Processes often consist of specific procedures that guide how tasks should be carried out.
* **React Native:** This allows developers to write code once and deploy it on both Android and iOS devices.

# Reference Documents

Contract

Educational Game Agreement

Structure Chart

Structure\_Chart.docx

Flow Charts

Flow\_Chart1.docx

Flow\_Chart2.docx

# 4- SQA Plan Overview

## 4.1- Organization and Independence

## 4.2- Software Product Risk

## 4.3- Tools

## 4.4- Standards, Practices, and Conventions

## 4.5- Effort, Resources, and Schedule

# 5- Activities, Outcomes, and Schedule

## 5.1- Product Assurance

## 5.2- Process Assurance

# 6- Additional Considerations

## 6.1- Contract Review

## 6.2- Quality Measurement

## 6.3- Waivers and Deviations

## 6.4- Task Repetition

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## 6.6- Communications Strategy

## 6.7- Non-conformance Process

# 7- SQA Records

## 7.1- Analyze, Identify, Collect, File, Maintain and dispose

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