Dice Testing
Test Plan

Change Log

Version	Change Date	By	Description
Null	21 August 2022	Shariful Hoque	Test Plan

1 Introduction

Dice testing is a software testing technique that involves rolling a dice to determine the paths that will be followed in a program's code. It's a form of random testing where the idea is to explore various paths through the code without any specific plan, much like the random outcomes of rolling dice.

The main goal of this dice testing plan is to explore various paths through the code using random inputs, aiming to uncover unexpected bugs, edge cases, or vulnerabilities.

1.1 Scope

1.1.1 In Scope

The scope of this test plan covers the following features and functionality of the Dice:

- Module Testing
- Boundary Testing
- Error Handling
- Unpredictable Inputs
- Concurrency and Multithreading
- Edge Cases
- Security Vulnerabilities
- Exploratory Testing
- Integration Testing
- Performance Testing
- Usability Testing

1.1.2 Out of Scope

The scope of this test plan not covers the following features and functionality of the Dice:

- Regression Testing
- Test Automation
- Security Penetration Testing

1.2 Quality Objective

The main goal of this dice testing plan is to explore various paths through the code using random inputs, aiming to uncover unexpected bugs, edge cases, or vulnerabilities. Ensure that the dice performs efficiently and effectively under various conditions and scenarios

1.3 Roles and Responsibilities

Testers:

- Develop test cases based on project requirements and specifications.
- Execute tests to verify that the system functions as expected.
- Log defects and issues and track their status through to resolution.
- Report test results and findings to the Test Manager and other stakeholders.

NB[This is just an example, and the specific roles and responsibilities will vary depending on the project requirements and team structure. The key is to ensure that everyone involved in the testing process understands their roles and responsibilities and is working together effectively to ensure that the system functions as expected.]

2 Test Methodology

2.1 Overview

The testing methodology for the Dice testing will be Agile. Agile methodologies, such as Scrum or Kanban, encourage adaptability and collaboration. Dice testing can fit well within Agile because it allows for quick exploration of different scenarios and frequent feedback. You can incorporate dice testing during sprint cycles to uncover unexpected issues or edge cases.

2.1 Test Type

Test Types: The testing process will include the following these of testing:

Unit testing: This type of testing will focus on individual components or modules of the Dice to verify that they function as intended.
Functionality Testing: This type of testing focuses on the Plan Selection Testing, rolling the dice to determine paths, inputs, or scenarios to test. Moreover functions are working as expected.

3 Test Deliverables

Here are all the Test Artifacts that will be delivered during different phases of the testing lifecycle. And the sample deliverables are:

- Test Plan
- Test Cases
- Bug Reports
- Test Summary
- Test Metrics

4 Resource & Environment Needs

4.1 Test Environment

The test environment for the Dice Testing will include the following hardware and software configurations:

- Test devices: windows pc
- Browsers: Chrome, Firefox, Safari, Edge
- Test network: Wi-Fi
- Test Software: A Six sided Dice
- Test Cases: The test cases section should detail the test cases that will be executed, including steps for each test case and expected outcomes.