Week 1 Learning Activity

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The purpose of this paper is to compile a list of functional and non-functional requirements in response to the probing questions asked in the discussion posts. As best that I can determine, the majority of the questions that were posed, including mine, are for the most part non-functional in relation to the base system, though many are functional requirements to the system as a whole or as sub-functions to a base functionality. Additionally, we will want to program everything as agnostically as we can, so only minor changes will need to be made to adapt to various platforms for applications other than web based. The lists of both the functional and non-functional requirements can also change as development progresses, either by the client, or as a result of discovery while developing.

The base functionality, as best as I can determine, for having a working system is comprised of the following items as functional requirements.

* Users enter a search in the search bar.
* Users select one of the search options that is displayed.
* Users apply filters to the option they selected.
* Users are provided items related to the filtered request with images and descriptions of the products from the product database(s) and inventory management system.
* Users select the item they are interested in and add it to their cart.
* Users choose to continue looking for other items or to proceed to the check out.
* The users go to the cart and check out.

Everything else will either be a part of one of those items, outside functions that interact with them, or non-functional requirements. Obviously, this alone is not going to be enough for the full site, unless all you want is guest users. So, in addition, the client is going to require a customer database(s) with a registration and login interface.

Some of the non-functional requirements involved will include, but are not limited to, the following list of items.

* The interface layout and design.
* Regulatory or legislative requirements that may result in legal or liability issues.
* Security for the network, inventory systems, payment systems, and customer data.
* Scalability to contend with a growing or shrinking customer base or product base.
* Push notifications or chat service.

As stated in the first paragraph, requirements may be added, removed, or changed during the development process, so I will not suggest these lists are conclusive by any means. Any of the probing questions that I did not directly cover here is because I feel they are parts of the requirements I listed above. For example, the questions that James asked concerning discount codes and using multiple payment types on one purchase, would be functions of the check out and payment processing function of the site. Another example would be Brady’s questions on traffic would fall under scalability and products/brands would involve both scalability and inventory management. Jeremy’s question about accessibility options for disabilities would come in under the interface layout and design.

As for designing test plans for the system, one would not want to waste time and resources of the testing team on each sub-function individually, but as a part of the function it is a part of. After all of the primary functions pass their tests, then final testing of the whole system would be required to ensure all of the primary functions work together as intended. When the final tests are completed, the client is satisfied the project meets expectations and approves everything, then the system can be implemented in a Go Live. Afterwards, it is on to the next project for the development team and the maintenance team takes over. The maintenance team might be responsible for just providing technical support if issues arrive, or may be required to provide updates periodically if required in the contract of the project.