

# **Test Plan**

Project: Playvera website

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## **1. Test tools & Environment needs**

### Required tools to test:

- 3 Different user types
- Game objects
- MSQL DB access key

### Test Environment

- Windows 8 and above
- Chrome or any other internet browser
- Linux (optional)

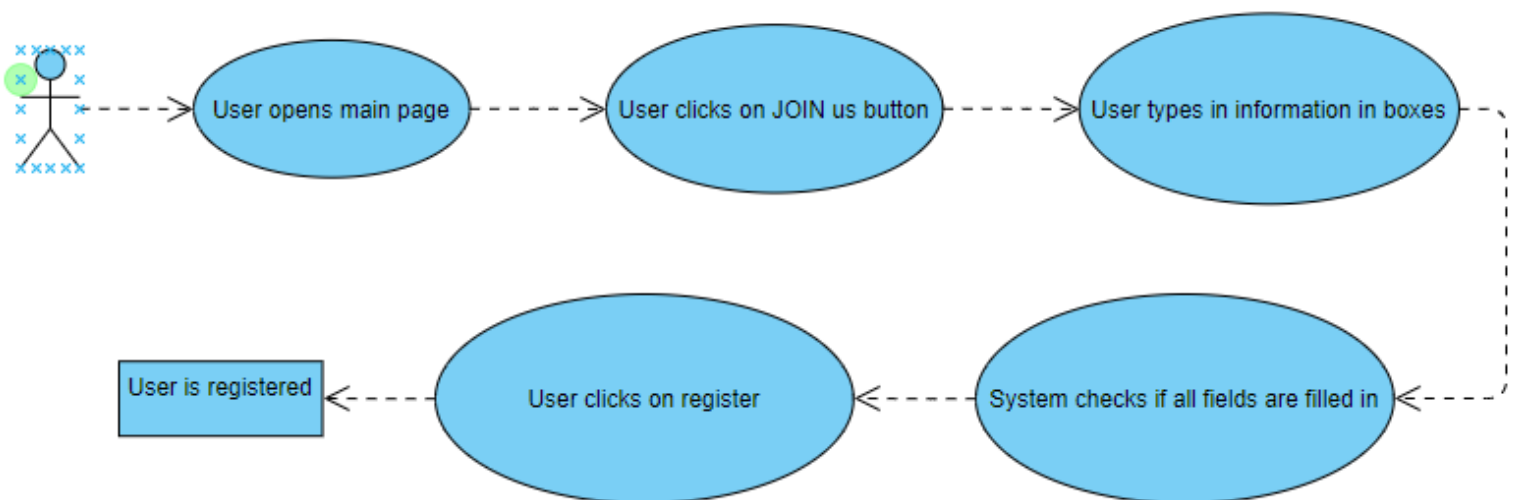
## 2. Test cases

### What are use cases?

*A use case is a written description of how users will perform tasks on your website. It outlines, from a user's point of view, a system's behavior as it responds to a request. Each use case is represented as a sequence of simple steps, beginning with a user's goal and ending when that goal is fulfilled.*

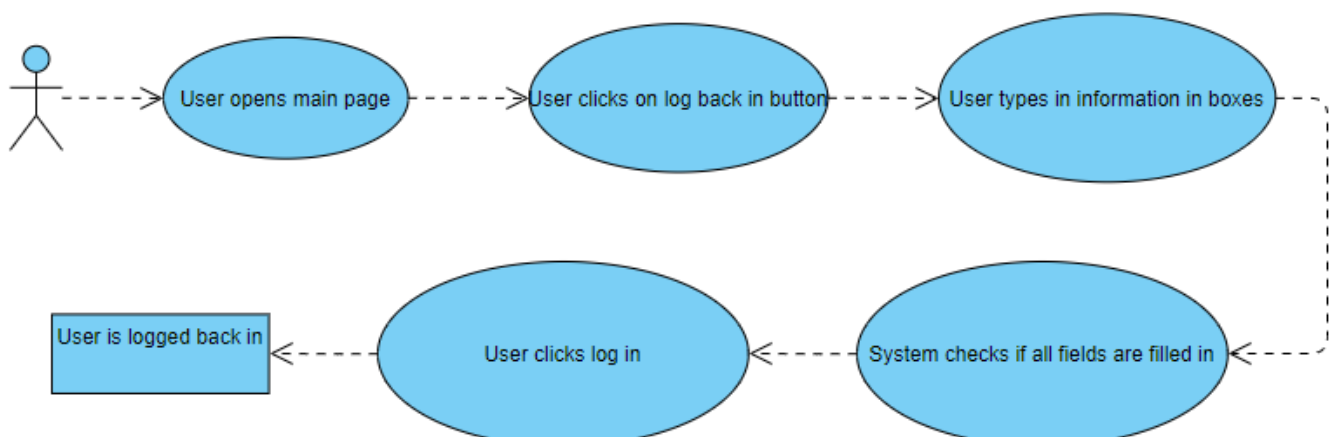
### 1. User registers to the system

- Actor: *User*



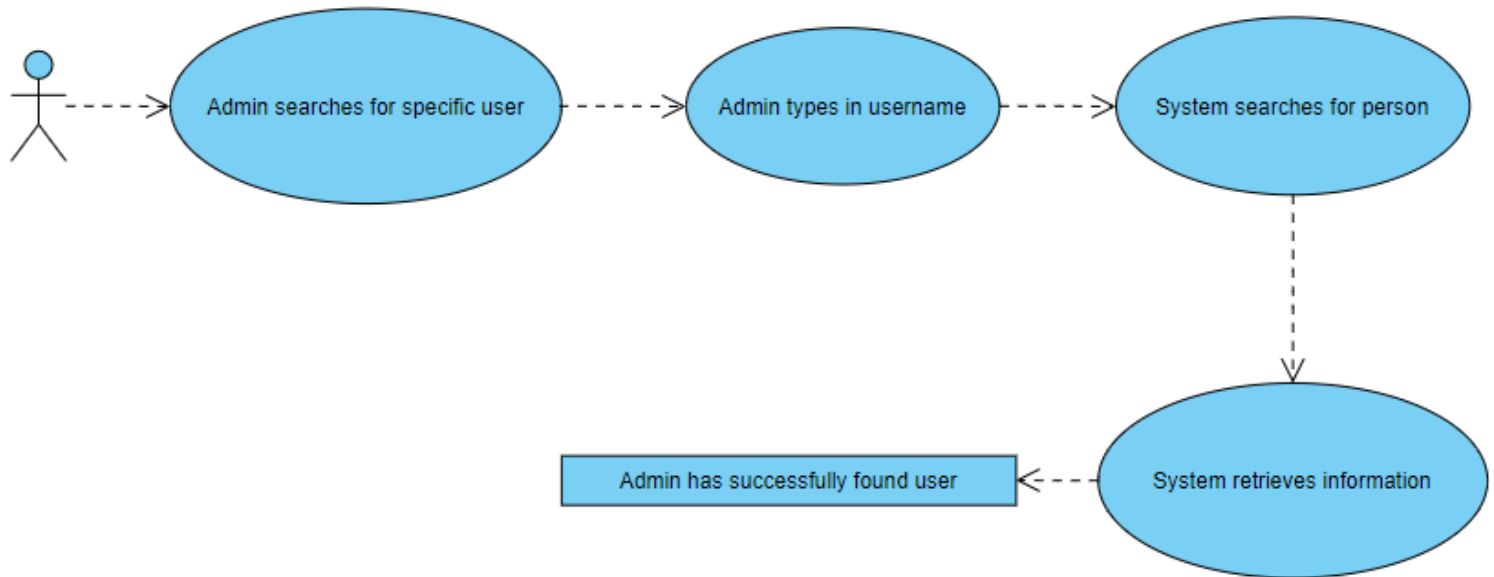
### 2. User logs back into system

- Actor: *User*



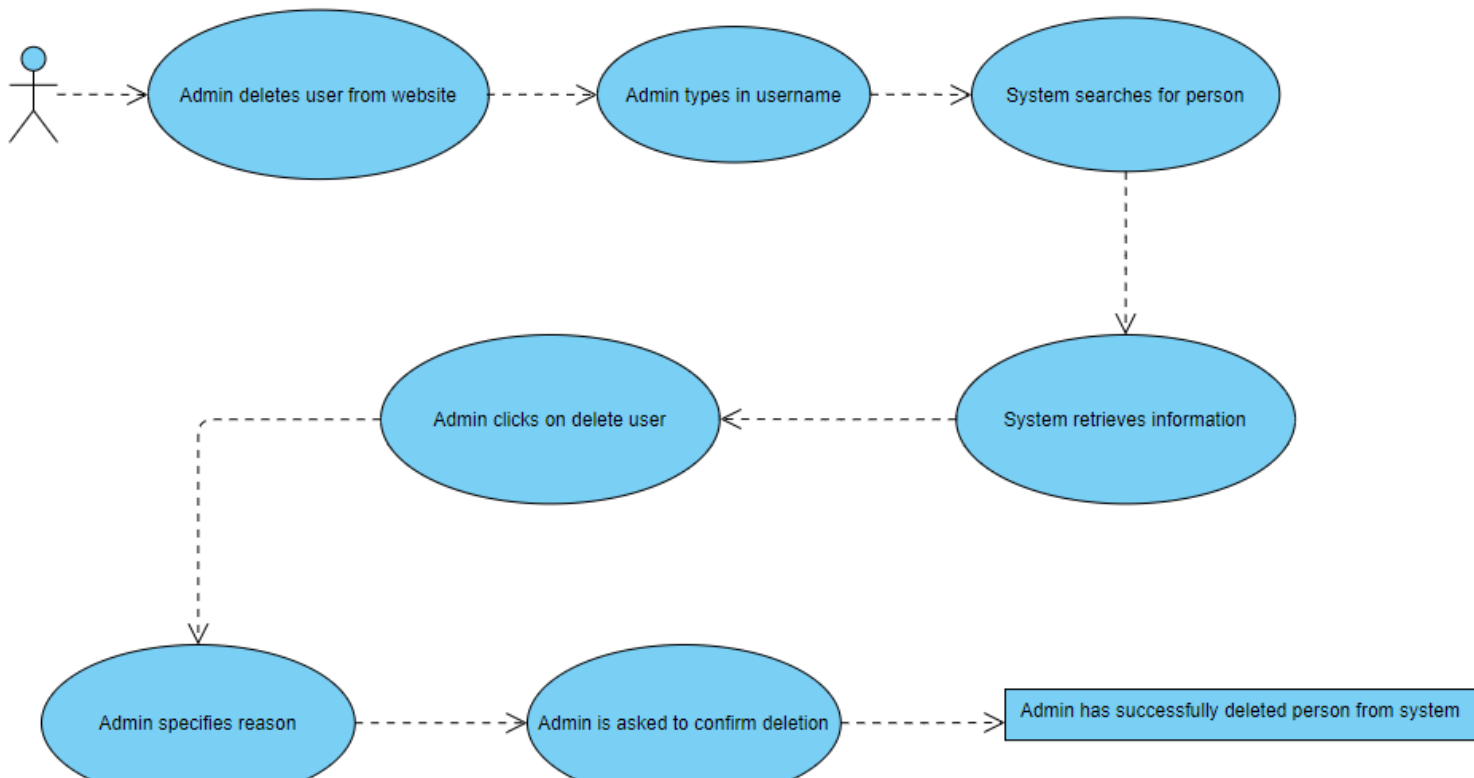
### 3. Admin searches for user through username

- Actor: *Admin*



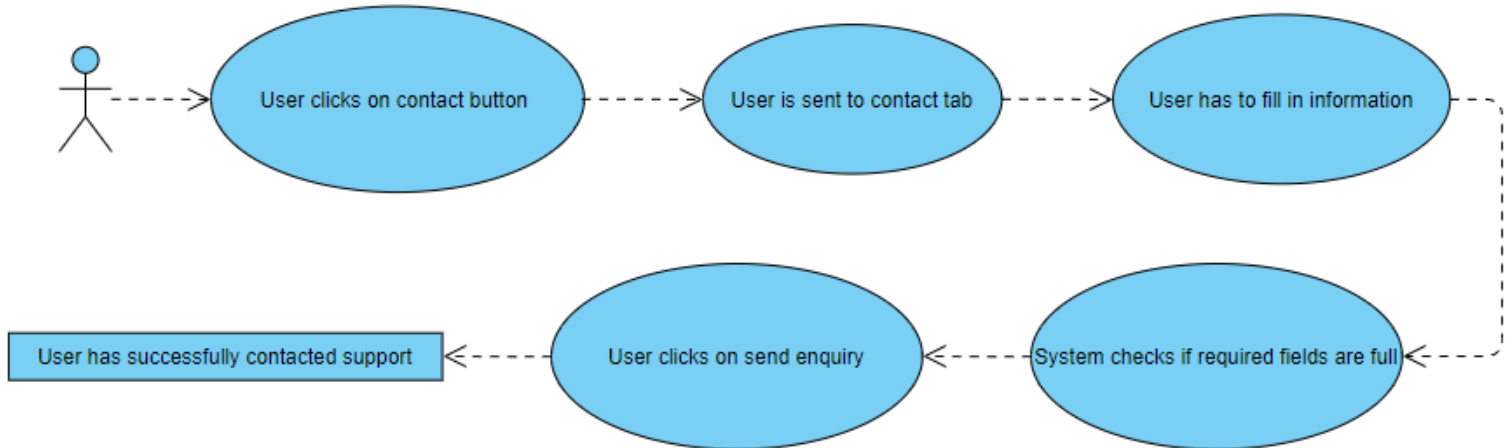
### 4. Admin deletes user from system

- Actor: Admin



## 5. User uses contact page

- Actor: *User*



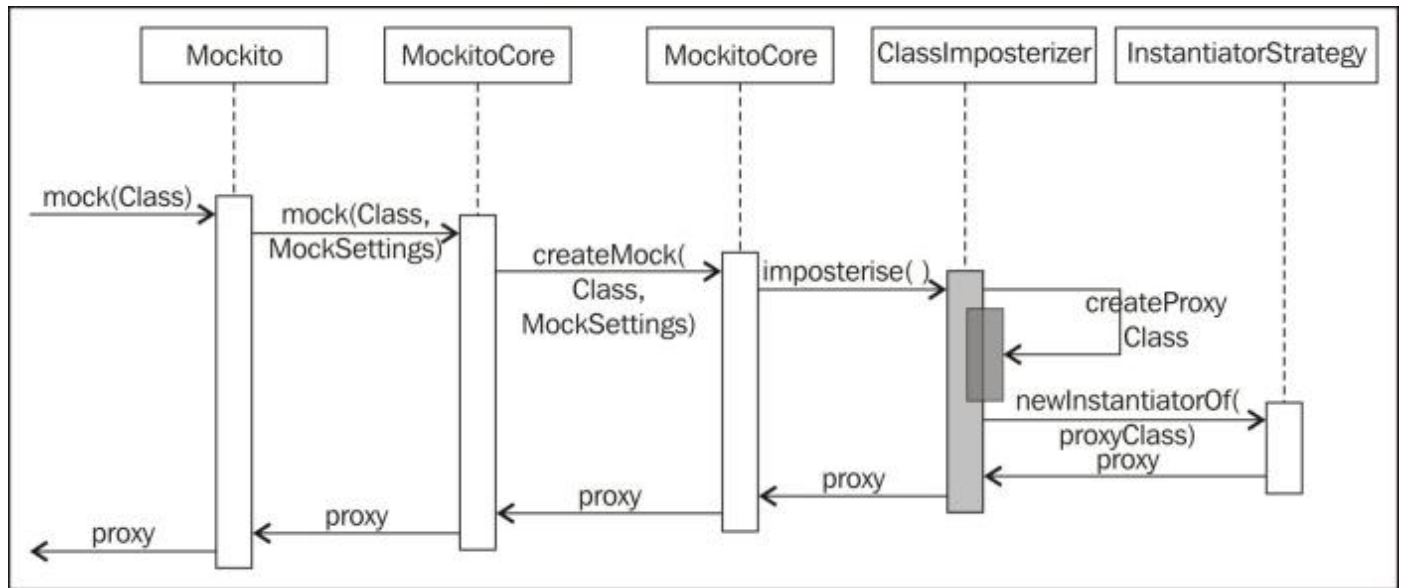
## 3. Unit Testing

*UNIT TESTING is a type of software testing where individual units or components of a software are tested. The purpose is to validate that each unit of the software code performs as expected. Unit Testing is done during the development (coding phase) of an application by the developers. Unit Tests isolate a section of code and verify its correctness. A unit may be an individual function, method, procedure, module, or object.*

Since Playvera is a cloud based web application, testing its functionality must be done through a series of so called “Mock” tests. Mock tests are usually targeted around a fake data storage and “mock” the data that each of the technical services return back.

To use such unit tests, we need to look at the *Mockito* library in Java. It gives us a set of tools that allow mocking of different layers of an application.





(Mockito structure, fig 1.)