Test Plan

Draft your product test plan and have discussions with your colleagues.
Revise the plan as needed according to the discussions.
 (___/2%) Summarize the inputs from the discussions and mention the names of the person(s) who you discussed with.
You can use materials you already have from the previous reports.
   ● Ankith & Akhil: Suggested to use Postman for testing the backend during the development phase. Selenium for automation

 Keep in mind that your product needs to be robust and foolproof in addition to fully functional and run-time efficient.

Grading Scheme:

The grading of this assignments may not be completed until the product is finished.

 (___/3%) Clarity of testing instructions for expert users to carry out the tests.(So better check your partner team first)
   ● Need internet connection and browser installed to navigate through the app.

List requirements for hardware, software and/or password key.
Point deduction for any missing steps.
(___/3%) Automation (complexity) of testing instructions.
   ● Tools to be used - Selenium and PyTest.

The time and effort to set up the test plan for execution.

The effective usage of the testing tools.
list the testing tools you use.
 (___/1%) Amount of the time to finish the tests.
   ● Would take ~5-10min to test all the features manually.

Report the expected execution time to complete the test.

Point deductions for the excessive/unreasonable time for the tests to finish.

 (___/3%) Coverage of the tests:

Feature	Test Case	Expected Result	Time
Home Page	Tester loads the home page.	Expected to view the landing page with the nav bar and login form	<1min
Sign in Page	Tester Enters details to login	If account exists, the tester gets logged in and can play the game. If not, sees an error. If the credentials are wrong, sees an error. If the credentials are correct, the user is redirected to the game page.	<2min
Sign Up Page	Tester Enters Details to Sign up	If the account already exists, message shows up that the user already exists. If the fields are invalid, the tester gets a message that fields are invalid. If the sign up is success, the user gets a success message and redirects to the login page.	<2min
Game Page	Tester can enter letters in the input fields	If the word is invalid, the word is not submitted. If the word is valid, the word is submitted, and users sees the correct letters, incorrect letters and misplaced letters.	<1min
Profile Page	Tester can update password	Tester enters the current password. If it matches, the tester updates password.	<1min