[USTORIA]

**Test Plan**

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# Overview

## Purpose

The purpose of this document is to define the test scope, focus areas, test responsibilities, entry and exit criteria, test schedule, test deliverables and any potential risks.

## Scope

This document details the testing that will be performed by the project team for Ustoria. It defines the overall testing requirements and provides an integrated view of the project test activities. Its purpose is to document:

* What will be tested;
* How testing will be performed

# Testing Summary

## Scope of Testing

### In scope

* Functional Testing
* Integration testing
* UI Testing

### Out of scope

* Performance and Stress testing
* Security Testing
* Usability Testing
* Regression Tests
* Volume Testing
* Connectivity Testing
* Disaster/Backup Testing

# Analysis of Scope and Test Focus Areas

## Regression Testing

Regression testing is not required at this stage because the product is in the initial development phase. Regression testing can be considered at a later stage.

## Platform Testing

Hardware: computer with 1 GB RAM, Input Device.

Software: Windows or Mac Operating System, Internet connection, Web Browser

# Test Objectives

| Ref | Function | Test Steps | Evaluation Criteria | Result |
| --- | --- | --- | --- | --- |
| Test reference #1 | Login | 1. Login to the website with a registered user ID and password. | User should be able to log in through the admin account as well as a regular user account | User is successfully logged in to the application. |
| Test reference #2 | Registration | 1. Enter an unregistered email address and password in the registration section. 2. Click on the activation link that is sent to the email address. | User account should be registered and activated. User should be able to log in using the registered credentials. | User is able to log in with the newly registered credentials. |
| Test reference #3 | Create New Story | 1. Login to the application. 2. Create new story by clicking on the ‘New’ button and entering a story name and description | A new story with the mentioned details should be created. | The story name should be displayed as a clickable link, which, when the user will click on, redirects to the summary page for that story. |
| Test Reference #4 | Edit and delete story | 1. Login 2. Create new story 3. Enter story name and description and save 4. Click on ‘Edit’ button to edit story name and description 5. Changes made must be reflected in the ‘List of stories’ page. 6. Click on the ‘Delete’ button 7. The story must be deleted from the application.. | 1. User must be able to edit the story name and description of a story created, by clicking on the ‘Edit’ button on the List of stories page. 2. User must be able to completely delete a created story by clicking on the ‘Delete’ button in the ‘List of Stories’ page | User is able to edit the story name and description, and also delete the entire story from the application. |
| Test Reference #5 | Download story XML | 1. Login 2. Create a new story 3. Create a few characters and scenes for the story 4. Navigate to ‘List of Stories’ and click on Download XML’ button corresponding to the story created’ | 1. An XML file encapsulating all aspects of the story created my be generated and downloaded | XML file encapsulating the story must be generated |
| Test Reference #6 | Create New Summary | 1. Login 2. Create a new story 3. Enter summary for the story 4. Navigate to ‘Playground’ and ‘Character’ page | User should be able to create a summary for each story.  List of summary created must be visible in the playground page | User must be able to create summary for the story and view the summary sections in the playground and character page |
| Test Reference #7 | Create Summary Sections | 1. Login 2. Create a new story 3. Enter summary for the story 4. Select a section of the summary text 5. Click on ‘Create new’ 6. Enter a name for the ‘Summary section’ | Summary Sections are successfully created |  |
| Test Reference #8 | Edit and Delete Summary Sections | 1. Click on the edit button for selected text 2. Edit the selected section 3. Click on save | Summary should have the newly edited section. |  |
| Test Reference #9 | Create new Characters (Add name, description, model number) | 1. Login, create a new story 2. Navigate to the character page 3. Click on create new, enter the new character name, description, select an attribute and upload an image for the character 4. Create 2 – 3 new characters | New characters with the entered values, image must be created and visible on the menu to the left, as well as the list of characters on the right.  Image uploaded must also be visible to the right of the screen. |  |
| Test Reference #10 | Upload image for character | 1. Create a new character 2. Upload an image for the characters 3. Navigate to another page, and come back to the character page | Newly uploaded images should be visible in the character list on the right of the screen.  When navigating back to the character page, all character attributes must be visible. |  |
| Test Reference #11 | Create new Scene, add and connect characters to the scene | 1. Login 2. Select a story 3. Create summary sections 4. Create characters 5. Navigate to playground page 6. Create a new scene 7. Drag and drop characters to the scene 8. Connect characters with relationships 9. Create 2 or 3 more scenes and repeat the same steps as above. | New scenes with all the associated characters and connections must be created. |  |
| Test Reference #12 | Add summary to scenes | 1. Repeat the same steps as test reference #11 2. Associate summary sections to each scene | New scenes with all the associated summary sections must be created.  These summary sections must be visible as an added tab |  |
| Test Reference #13 | Add scene to timeline, drag and drop scenes within the timeline | 1. Repeat the same steps as test reference #11 2. Drag and drop scenes to the timeline 3. Move scenes to different position in the timeline | The newly created scenes must also be automatically added to the timelines, when dragged  User must also be able to change the position of the scenes in the timeline |  |
| Test Reference #14 | Test Dialog functionality | 1. Repeat the same steps as test reference #11 2. Click on the dialog button associated with the scene 3. Enter dialogs for different characters | Dialogs entered must be correctly associated with the desired scene along with all entered properties.  Dialogs must appear in the form of a graph allowing for branching of dialogs. |  |
| Test Reference #15 | Test Timeline functionality | 1. Repeat all steps from test reference #11 2. Add scenes to timeline | The timeline must be visible in the form of a graph, thus allowing for branching |  |

# Other Testing

Any sections not required will be indicated as N/A.

## Security

For the purpose of this project, a basic security featureof login validation will be implemented.

## Stress & Volume Testing (S&V)

Not in the scope of this project.

## Connectivity Testing (CT)

Not in the scope of this project.

## Disaster Recovery/Back Up

Not in the scope of this project

# Test Environment Plan

## Test Environment Details

### Hardware and Firmware

A dual core processor with a minimum of 1 Gb RAM, internet connection, input device.

### Software

Windows, Linux, Android or IOS operating system, Mozilla, Chrome or Safari browser installed in the system.

### Interfaces

GIT

# Assumptions and Dependencies

## Assumptions

* Software is installed in the system
* Hardware and Software requirements are met

## Dependencies

* Servers should be up and running