

# System Verification and Validation Plan for ProgName

Team #, Team Name

Student 1 name

Student 2 name

Student 3 name

Student 4 name

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## Revision History

Date	Version	Notes
Oct 24	Alvin	System test functional requirements

[The intention of the VnV plan is to increase confidence in the software. However, this does not mean listing every verification and validation technique that has ever been devised. The VnV plan should also be a **feasible** plan. Execution of the plan should be possible with the time and team available. If the full plan cannot be completed during the time available, it can either be modified to “fake it”, or a better solution is to add a section describing what work has been completed and what work is still planned for the future. —SS]

[The VnV plan is typically started after the requirements stage, but before the design stage. This means that the sections related to unit testing cannot initially be completed. The sections will be filled in after the design stage is complete. the final version of the VnV plan should have all sections filled in. —SS]

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[Remove this section if it isn't needed —SS]

## List of Figures

[Remove this section if it isn't needed —SS]

# 1 Symbols, Abbreviations, and Acronyms

---

symbol	description
T	Test

---

[symbols, abbreviations, or acronyms — you can simply reference the SRS  
([Author, 2019](#)) tables, if appropriate —SS]  
[Remove this section if it isn't needed —SS]

This document ... [provide an introductory blurb and roadmap of the Verification and Validation plan —SS]

## 2 General Information

### 2.1 Summary

[Say what software is being tested. Give its name and a brief overview of its general functions. —SS]

### 2.2 Objectives

[State what is intended to be accomplished. The objective will be around the qualities that are most important for your project. You might have something like: “build confidence in the software correctness,” “demonstrate adequate usability.” etc. You won’t list all of the qualities, just those that are most important. —SS]

[You should also list the objectives that are out of scope. You don’t have the resources to do everything, so what will you be leaving out. For instance, if you are not going to verify the quality of usability, state this. It is also worthwhile to justify why the objectives are left out. —SS]

[The objectives are important because they highlight that you are aware of limitations in your resources for verification and validation. You can’t do everything, so what are you going to prioritize? As an example, if your system depends on an external library, you can explicitly state that you will assume that external library has already been verified by its implementation team. —SS]

### 2.3 Challenge Level and Extras

[State the challenge level (advanced, general, basic) for your project. Your challenge level should exactly match what is included in your problem statement. This should be the challenge level agreed on between you and the course instructor. You can use a pull request to update your challenge level (in TeamComposition.csv or Repos.csv) if your plan changes as a result of the VnV planning exercise. —SS]

[Summarize the extras (if any) that were tackled by this project. Extras can include usability testing, code walkthroughs, user documentation, formal proof, GenderMag personas, Design Thinking, etc. Extras should have already been approved by the course instructor as included in your problem statement. You can use a pull request to update your extras (in TeamComposition.csv or Repos.csv) if your plan changes as a result of the VnV planning exercise. —SS]

## 2.4 Relevant Documentation

[Reference relevant documentation. This will definitely include your SRS and your other project documents (design documents, like MG, MIS, etc). You can include these even before they are written, since by the time the project is done, they will be written. You can create BibTeX entries for your documents and within those entries include a hyperlink to the documents. —SS]

[Author \(2019\)](#)

[Don't just list the other documents. You should explain why they are relevant and how they relate to your VnV efforts. —SS]

## 3 Plan

This section details the comprehensive, multi-phase plan for the verification and validation (V&V) of the "The Crazy Eights" educational card game, an application designed to teach the Dozenal (base-12) number system through a variant of the Crazy Eights card game. It establishes the V&V-related responsibilities of the development team, the processes for verifying all key project artifacts (Software Requirements Specification, System Design, Implementation), the specific tools to be leveraged for automation, and the validation strategy to ensure the final product meets its core educational and functional objectives.

### 3.1 Verification and Validation Team

Table 1: Verification and Validation Team Roles and Responsibilities

Name	Responsibilities
Ruida Chen	Owns SRS checklist and requirement traceability; leads ambiguity inspections; opens and triages SRS issues on GitHub.
Ammar Sharbat	Conducts MG/MIS walkthroughs; checks FR/NFR coverage; verifies pre/post-conditions in design.
Alvin Qian	Develops unit and integration tests; maintains CI coverage metrics; triages static analysis warnings.
Jiaming Li	Organizes stakeholder playtests and usability sessions; aligns validation with personas and client expectations.

### 3.2 SRS Verification

**Objective:** To ensure the Software Requirements Specification (SRS) is complete, consistent, verifiable, and aligns with the project goals and constraints defined by the client and supervisor.

**Scope:** This verification applies to all functional and non-functional requirements described in the SRS. It covers requirement clarity, consistency, completeness, and testability.

**Supervisor Involvement:** The SRS verification process will be conducted under the supervision of **Dr. Paul Rapoport**. Dr. Rapoport will act as the primary reviewer and domain expert, ensuring that the documented requirements correctly reflect the intended educational goals and gameplay design. He will provide written and verbal feedback during the SRS review meeting and confirm whether the requirements meet the course expectations. Any clarifications or corrections raised by Dr. Rapoport will be recorded in the SRS issue tracker and addressed.

**Verification Techniques:**

- **Checklist-based inspection:** Each requirement will be reviewed using a formal checklist to ensure it is unambiguous, measurable, and testable.



- **Cross-traceability review:** Every functional requirement (FR) will be linked to at least one design component and one planned test case.
- **Peer review:** Team members who did not author the section will perform independent reviews to prevent bias.
- **Supervisor review:** Dr. Rapoport will conduct a targeted review session to evaluate correctness, completeness, and educational intent.

**Supervisor Involvement:** The SRS verification process will be formally reviewed under the supervision of **Dr. Paul Rapoport**. The review will take the form of a scheduled meeting lasting approximately 30–45 minutes during the week following the internal peer review.

- **Meeting preparation:** Before the meeting, the team will prepare and send Dr. Rapoport a concise review package containing:
  1. The finalized SRS document (PDF);
  2. A one-page summary of critical or ambiguous requirements;
  3. The SRS verification checklist used in internal inspection;
  4. The traceability matrix linking requirements to design/test artifacts.
- **Structured discussion topics:** During the meeting, the team will:
  1. Present how each major functional area (Game, Scoring, Educational Support, User Management) meets the educational and usability goals;
  2. Ask Dr. Rapoport to identify unclear, incomplete, or pedagogically inconsistent requirements;
  3. Confirm mutual understanding of success criteria and measurable outcomes (e.g., gameplay flow, scoring accuracy, base conversion learning intent).
- **Feedback capture and follow-up:** Comments and action items from the meeting will be recorded in the GitHub Issue Tracker under the tag **SRS-Review**, each with an assigned owner and deadline. The SRS Lead (Ruida Chen) will ensure all feedback is incorporated into the updated SRS before sign-off.

- **Supervisor:** After corrections, Dr. Rapoport will be provided with a change summary.

## Checklist

Table 2: SRS Verification Checklist

Checklist Item ID	Category	Verification Question
SRS-C-01	Completeness	Have all Open Issues been resolved and their resolutions integrated?
SRS-C-02	Completeness	Has all placeholder content been replaced with substantive text?
SRS-C-03	Testability	Does every functional requirement have a unique identifier?
SRS-C-04	Testability	Does every requirement now have a specific, measurable, and unambiguous Fit Criterion?
SRS-C-05	Consistency	Are the game rules consistent? (e.g., Is FR-3 consistent with PUC-5?)
SRS-C-06	Consistency	Is the technology stack (React, Node.js, Postgres) consistent across Sec 3.1, 13.2, and 26.1?
SRS-C-07	Correctness	Do all requirements trace back to a stated Project Goal or Stakeholder?
SRS-C-08	Traceability	Is the scope unambiguous?
SRS-C-09	Feasibility	Can all requirements be realistically implemented within the project constraints?

### 3.3 Design Verification

**Objective:** To verify that the system design is a correct, complete, and feasible implementation of the verified SRS

**Process:** Design Walkthroughs & Peer Review

- The team will create design artifacts such as UML diagram, database Entity-Relationship-Diagram (ERD), etc.
- Schedule formal review meetings
- In these meetings, the team will "walk through" the design, explaining how it fulfills specific requirements from the SRS.
- The team will use the checklist below to challenge the design and ensure full traceability from requirements to design.
- All identified defects will be logged as GitHub Issues.

#### Checklist

Table 3: Design Verification Checklist

Checklist Item ID	Category	Verification Question
DS-C-01	Traceability	Does every component in the architecture map to one or more Functional Requirements?
DS-C-02	Completeness	Does the design for the "Game Manager" (Sec 9.1) component explicitly implement all rules)?
DS-C-03	NFR-Performance	Does the architecture (Sec 26.1) support the 200 concurrent user requirement?
DS-C-04	NFR-Security	Does the design explicitly address all security requirements, including "server-authoritative game state" ?
DS-C-05	NFR-Maintain.	Does the design adhere to the mandated stack (React, Node.js)?[1] Is it modular and extensible ?
DS-C-06	NFR-Usability	Does the UI/UX design explicitly address Accessibility and Learning?
DS-C-07	Interface	Are all API endpoints clearly defined?
DS-C-08	Data	Does the database schema (ERD) correctly model the Business Data Model (Sec 7.1) and Data Dictionary (Sec 7.2)?

### 3.4 Verification and Validation Plan Verification

**Objective:** To verify this VnVPlan for completeness, feasibility, internal consistency, and adherence to all course rubrics.

**Process:** Formal Peer Review

- The entire team shall conduct one full read-through of this document before submitting it.
- The team will use the checklist below, which is directly derived from the course grading rubric, to ensure all requirements have been met.
- After the team review, the plan shall be informally presented to the course supervisor to get a "feasibility check" before implementation begins, mitigating project risk.

:Checklist

Table 4: V&V Plan Verification Checklist

Checklist Item ID	Verification Question
VVP-C-01	Are team roles for V&V clear, specific, and feasible?
VVP-C-02	Is the SRS verification plan clear, specific, and feasible?
VVP-C-03	Is the Design verification plan clear, specific, and feasible?
VVP-C-04	Is the Implementation verification plan clear, specific, and feasible?
VVP-C-05	Are the automated testing and verification tools specific?
VVP-C-06	Is the software validation plan clear, specific, and feasible?
VVP-C-08	Is the plan feasible given the team size and academic term timeline?

### 3.5 Implementation Verification

**Objective:** To verify that the source code artifacts correctly implement the verified design, adhere to all coding standards, are free of common defects, and meet all non-functional requirements.

#### Unit testing

- **Frontend:** All UI components, verifying correct rendering and user-interaction behavior.

- **Backend:** All API endpoints, authentication logic, and data models.
- **Game Logic:** This is the most critical module to unit test. Tests will cover every game rule, include happy path + all edge cases.

### Integration testing

- **Frontend:** API + DB (login/session/history), engine + UI interaction (play card → rule check → UI update).

**Static Verification:** In addition to dynamic testing, static verification activities will include:

- **Code walk-throughs:** Weekly peer reviews where presents newly developed code to the team, explaining logic and verifying alignment with design contracts.
- **Code inspection:** Checklist-based inspections for coding-standard compliance (naming, commenting, error handling).
- **Static analyzers:** Use of TypeScript’s `--strict` mode, ESLint rules, and CodeQL analysis for detecting unused variables, type mismatches, and security issues.
- **Continuous Integration enforcement:** The CI pipeline will fail automatically if linting, type checking, or static analysis errors occur.

## 3.6 Automated Testing and Verification Tools

**Objective:** To ensure that software verification activities are repeatable, efficient, and integrated with the development workflow.

**Tools and Automation:**

- **Jest** — used for unit and integration testing of both frontend and backend components.
- **Playwright** — performs automated end-to-end testing of the user interface.
- **ESLint & Prettier** — automatically enforce coding style and detect syntax or logical issues.

- **GitHub Actions CI/CD** — runs all tests automatically on each push or pull request; generates coverage and linting reports.
- **Codecov** — collects and visualizes code coverage results from CI.

**Automation Outcome:** Automated testing ensures that every commit is verified for correctness, code quality, and integration stability before merging into the main branch.

### 3.7 Software Validation

**Objective:** To confirm that the final system meets user needs, project goals, and the expectations of the client and supervisor.

**Scope:** Validation focuses on ensuring that the software behaves as intended by users and stakeholders, not only that it was built correctly.

**Validation Methods:**

- **Stakeholder Review:** Conduct a demonstration of the working prototype for Dr. Paul Rapoport. Feedback will be collected and documented for any changes before final submission.
- **Task-based User Testing:** Team members and sample users will perform core gameplay tasks (e.g., joining a lobby, playing a round, viewing results). Observations will be recorded to identify usability or clarity issues.
- **Survey and Feedback:** A short questionnaire will be used to gather feedback on ease of use, performance, and enjoyment.

**Success Criteria:**

- All core gameplay and scoring functions work as described in the SRS.
- Supervisor and users confirm that the software meets educational and functional goals.
- No critical usability or stability issues remain unresolved.

**Deliverables:** Validation summary report including stakeholder feedback, test logs, and any final fixes implemented before release.

## 4 System Tests

This section defines end to end system tests that validate the software against the SRS Functional Requirements (FR-1..FR-9) for the MVP implementation state. Tests are grouped by related functionality to improve traceability and reuse of fixtures. Unless stated otherwise, tests assume a deterministic deck seed, two authenticated test users, and a clean database. All expected results are observable via the UI and server state exposed to the test harness.

### 4.1 Tests for Functional Requirements

The subsections below cover: (1) game flow, rule validation, special cards, and end conditions (SRS Game Manager: FR-1..FR-5) and (2) scoring and education features including dual-base display, hints, and valid move highlighting (SRS Score Manager and Education Support: FR-6..FR-9). Where tests rely on input constraints, they use the card value and move legality definitions in the SRS.

#### 4.1.1 Game Manager: Start, Turn, Rules, Specials, End (FR-1..FR-5)

This area verifies new game initialization, turn sequencing, rule validation for same suit or same value or sum equals 12 (base-12), handling of wild eights, and detecting the end of a game. It directly traces to FR-1 Start new game, FR-2 Turn management, FR-3 Rule validation, FR-4 Special cards, FR-5 End of game.

##### **Start new game initializes state (ST-GM-01)**

###### 1. ST-GM-01

Control: Automatic

Initial State: No active sessions. Two users are authenticated and in the lobby. Deterministic deck seed S is configured.

Input: User A clicks New Game and invites User B. User B accepts.

Output: A new session is created with a shuffled deck using seed S, a discard starter card is placed, each player receives the configured hand size H, and the UI shows turn = User A.



Test Case Derivation: From FR-1 and SRS deck initialization semantics. With a fixed seed S, the initial state is uniquely determined.

How test will be performed: Run a Node console harness that calls `initGame('S')`, then logs and checks via simple equality that hands have size H, `discard.length == 1`, and `turn == UserA`. No browser, no sockets.

### **Legal move: same suit (ST-GM-02)**

#### 1. ST-GM-02

Control: Automatic

Initial State: Active session. Discard top =  $5\heartsuit$ . User A hand contains  $K\heartsuit$  and others. Turn = User A.

Input: User A plays  $K\heartsuit$ .

Output: Move is accepted. Discard top becomes  $K\heartsuit$ . Turn advances to User B.

Test Case Derivation: FR-3 allows a move when suits match.

How test will be performed: In the console harness set `discard = [suit:'H',v:5]` and handA contains  $K\heartsuit$ . Call `canPlay()` then `playCard()`. Log PASS if top becomes  $K\heartsuit$  and turn flips to UserB.

### **Legal move: sum equals 12 (base-12) (ST-GM-03)**

#### 1. ST-GM-03

Control: Automatic

Initial State: Discard top =  $5\diamondsuit$  (value 5). User A hand contains  $7\spadesuit$  (value 7). Turn = User A.

Input: User A plays  $7\spadesuit$ .

Output: Move is accepted. Discard top becomes  $7\spadesuit$ . Turn advances to User B.

Test Case Derivation: In base-12,  $5 + 7 = 10_{12}$  which equals 12 in decimal. FR-3 permits play when values sum to 12 base-12.

How test will be performed: Set top to value 5 then attempt to play value 7. Use `canPlay()` to assert true and log PASS.

### **Special card: wild eight suit selection (ST-GM-04)**

#### 1. ST-GM-04

Control: Automatic

Initial State: Discard top =  $K\clubsuit$ . User A hand contains  $8\heartsuit$ . Turn = User A.

Input: User A plays  $8\heartsuit$  and selects Spades as the new suit.

Output: Move is accepted. Discard shows 8 with chosen suit indicator = Spades. Only Spades or otherwise legal responses are allowed for the next player.

Test Case Derivation: FR-4 specifies 8s are wild and allow the player to declare a suit.

How test will be performed: Give A an 8, play with `playCard(state,'A',eight,chooseSuit:'S')`, then check `chosenSuit == 'S'` and `turn == 'B'` via console logs.

### **Illegal move is rejected with guidance (ST-GM-05)**

#### 1. ST-GM-05

Control: Automatic

Initial State: Discard top =  $9\diamondsuit$ . User A hand contains  $Q\clubsuit$  and no other legal card.

Input: User A attempts to play  $Q\clubsuit$ .

Output: Move is rejected. UI shows polite message explaining why the move is invalid and highlights available actions: draw or play a legal card if any.

Test Case Derivation: FR-3 rejects moves that are not same suit, not same value, and do not sum to 12 base-12.

How test will be performed: Call `canPlay()` on an invalid card and expect false. For now we just assert the engine rejects the move; UI message will be verified later in UI tests.

## **End of game detection (ST-GM-06)**

### **1. ST-GM-06**

Control: Automatic

Initial State: User A has 1 card, which is legal to play. User B has multiple cards.

Input: User A plays the last card.

Output: Game ends. Winner = User A. System transitions to score calculation and displays results.

Test Case Derivation: FR-5 requires ending the game when a player has no cards left.

How test will be performed: Have a script a state where A has one legal card, call playCard(), then log PASS if state.status == 'Completed' and winner == 'A'.

## **4.1.2 Score and Education Features: Dual-base, Hints, Highlights (FR-6..FR-9)**

This area validates round scoring in decimal and Dozenal, correct conversion and display, context explanations for Dozenal arithmetic, and visual highlighting of valid moves. It traces to FR-6 Calculate score, FR-7 Display score, FR-8 Hints, FR-9 Highlight valid moves.

## **Score calculated and shown in decimal and Dozenal (ST-SC-01)**

### **1. ST-SC-01**

Control: Automatic

Initial State: Game just ended. Opponent remaining cards have numeric values 2, 4, 6 (per SRS value function).

Input: Trigger score calculation screen.

Output: Decimal total = 12. Dozenal total =  $10_{12}$ . Both are displayed side by side.

Test Case Derivation:  $2 + 4 + 6 = 12$  decimal which equals 10 in base-12.

How test will be performed: Call `calculateScore(B:[2,4,6])` and expect decimal:12, dozenal:'10' . Log PASS/FAIL.

### **Dozenal explanation for sum equals 12 move (ST-SC-02)**

#### 1. ST-SC-02

Control: Automatic

Initial State: Discard top = 5. Hover help is enabled. Input: Player hovers a 7 in hand and then selects it.

Output: Hint appears: explanation that  $5 + 7 = 10_{12}$  which equals 12 decimal, therefore the move is valid.

Test Case Derivation: FR-8 requires on demand guidance for Dozenal arithmetic.

How test will be performed: For MVP engine tests, only assert the explanation function returns a string containing  $5 + 7 = 10_{12}$ . UI tooltip will be covered later.

### **Valid moves highlighted exactly (ST-SC-03)**

#### 1. ST-SC-03

Control: Automatic

Initial State: Discard top =  $4\spadesuit$ . Hand contains  $4\clubsuit, 8\diamond, 7\heartsuit, Q\spadesuit, 6\clubsuit$ .

Input: None beyond rendering the hand.

Output: Highlighted cards are exactly  $\{4\clubsuit, Q\spadesuit, 8\diamond\}$ .  $7\heartsuit$  and  $6\clubsuit$  are not highlighted.

Test Case Derivation: Same value (4), same suit (Spades), and wild eight are valid. Others are invalid because  $7 + 4 = 11$  decimal which is not  $10_{12}$  and  $6 + 4 = 10$  decimal which is not  $10_{12}$ .

How test will be performed: Call an exported `listValidMoves(state, hand)` and assert it returns exactly the IDs for same value, same suit, and wild eight. Log PASS/FAIL.

## Primary base toggle affects labeling only (ST-SC-04)

### 1. ST-SC-04

Control: Automatic

Initial State: Score view shows decimal on the left and Dozenal on the right with decimal as primary.

Input: Toggle primary base to Dozenal.

Output: Labels and prominence swap, but numeric values remain identical pair  $\{12, 10_{12}\}$ . No recomputation changes total values.

Test Case Derivation: FR-7 specifies dual display; the toggle is a presentation choice.

How test will be performed: For MVP engine tests, verify the conversion outputs are stable. The UI toggle is deferred; assert that conversion of 12 dec remains  $10_{12}$  before and after calling a `setPrimaryBase()` no-op stub.

...

## 4.2 Tests for Nonfunctional Requirements

[The nonfunctional requirements for accuracy will likely just reference the appropriate functional tests from above. The test cases should mention reporting the relative error for these tests. Not all projects will necessarily have nonfunctional requirements related to accuracy. —SS]

[For some nonfunctional tests, you won't be setting a target threshold for passing the test, but rather describing the experiment you will do to measure the quality for different inputs. For instance, you could measure speed versus the problem size. The output of the test isn't pass/fail, but rather a summary table or graph. —SS]

[Tests related to usability could include conducting a usability test and survey. The survey will be in the Appendix. —SS]

[Static tests, review, inspections, and walkthroughs, will not follow the format for the tests given below. —SS]

[If you introduce static tests in your plan, you need to provide details. How will they be done? In cases like code (or document) walkthroughs, who will be involved? Be specific. —SS]

#### **4.2.1 Area of Testing1**

##### **Title for Test**

1. test-id1

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input/Condition:

Output/Result:

How test will be performed:

2. test-id2

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

#### **4.2.2 Area of Testing2**

...

### **4.3 Traceability Between Test Cases and Requirements**

[Provide a table that shows which test cases are supporting which requirements. —SS]

## **5 Unit Test Description**

[This section should not be filled in until after the MIS (detailed design document) has been completed. —SS]

[Reference your MIS (detailed design document) and explain your overall philosophy for test case selection. —SS]

[To save space and time, it may be an option to provide less detail in this section. For the unit tests you can potentially layout your testing strategy here. That is, you can explain how tests will be selected for each module. For instance, your test building approach could be test cases for each access program, including one test for normal behaviour and as many tests as needed for edge cases. Rather than create the details of the input and output here, you could point to the unit testing code. For this to work, your code needs to be well-documented, with meaningful names for all of the tests. —SS]

## 5.1 Unit Testing Scope

[What modules are outside of the scope. If there are modules that are developed by someone else, then you would say here if you aren't planning on verifying them. There may also be modules that are part of your software, but have a lower priority for verification than others. If this is the case, explain your rationale for the ranking of module importance. —SS]

## 5.2 Tests for Functional Requirements

[Most of the verification will be through automated unit testing. If appropriate specific modules can be verified by a non-testing based technique. That can also be documented in this section. —SS]

### 5.2.1 Module 1

[Include a blurb here to explain why the subsections below cover the module. References to the MIS would be good. You will want tests from a black box perspective and from a white box perspective. Explain to the reader how the tests were selected. —SS]

#### 1. test-id1

Type: [Functional, Dynamic, Manual, Automatic, Static etc. Most will be automatic —SS]

Initial State:

Input:

Output: [The expected result for the given inputs —SS]

Test Case Derivation: [Justify the expected value given in the Output field —SS]

How test will be performed:

## 2. test-id2

Type: [Functional, Dynamic, Manual, Automatic, Static etc. Most will be automatic —SS]

Initial State:

Input:

Output: [The expected result for the given inputs —SS]

Test Case Derivation: [Justify the expected value given in the Output field —SS]

How test will be performed:

## 3. ...

### 5.2.2 Module 2

...

## 5.3 Tests for Nonfunctional Requirements

[If there is a module that needs to be independently assessed for performance, those test cases can go here. In some projects, planning for nonfunctional tests of units will not be that relevant. —SS]

[These tests may involve collecting performance data from previously mentioned functional tests. —SS]

### 5.3.1 Module ?

#### 1. test-id1

Type: [Functional, Dynamic, Manual, Automatic, Static etc. Most will be automatic —SS]



Initial State:

Input/Condition:

Output/Result:

How test will be performed:

2. test-id2

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

### 5.3.2 Module ?

...

## 5.4 Traceability Between Test Cases and Modules

[Provide evidence that all of the modules have been considered. —SS]

## References

Author Author. System requirements specification. <https://github.com/...>, 2019.

## 6 Appendix

This is where you can place additional information.

### 6.1 Symbolic Parameters

The definition of the test cases will call for SYMBOLIC\_CONSTANTS. Their values are defined in this section for easy maintenance.

### 6.2 Usability Survey Questions?

[This is a section that would be appropriate for some projects. —SS]

## Appendix — Reflection

[This section is not required for CAS 741 —SS]

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning.

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
3. What knowledge and skills will the team collectively need to acquire to successfully complete the verification and validation of your project? Examples of possible knowledge and skills include dynamic testing knowledge, static testing knowledge, specific tool usage, Valgrind etc. You should look to identify at least one item for each team member.
4. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?