**Test plan for**

**<<Dawg Barks>>**

*ChangeLog*

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| --- | --- | --- | --- |
| **Version** | **Change Date** | **By** | **Description** |
| version number | Date of Change | Name of person who made changes | Description of the changes made |
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1 Introduction 2

1.1 Scope 2

1.1.1 In-Scope 2

1.1.2 Out-of-Scope 2

1.2 Quality Objective 2

1.3 Roles and Responsibilities 2

2 Test Methodology 3

2.1 Overview 3

2.2 Test Levels 3

2.3 Bug Triage 3

2.4 Suspension Criteria and Resumption Requirements 4

2.5 Test Completeness 4

3 Test Deliverables 4

4 Resource & Environment Needs 4

4.1 Testing Tools 4

4.2 Test Environment 5

5 Terms/Acronyms 5

# Introduction

Brief introduction of the test strategies, process, workflow and methodologies used for the project

## Scope

### In-Scope

* A user should be able to login into his account to be able to connect with his friends and access their timeline.
* A user should be able to compose, edit and post status on his/her timeline.
* A user should be able to send and accept friend requests from others which will allow them to be friends with others and enable them to interact with them.
* A user should be able to like, comment and share the status/timeline post of their friends.

### Out-of-Scope

* Layout of the website will be aesthetically pleasing
* User will be able to easily navigate the site

## Quality Objective

* Ensure the Application Under Test conforms to functional and non-functional requirements
* Ensure the AUT meets the quality specifications defined by the client
* Bugs/issues are identified and fixed before go live

## Roles and Responsibilities

* Team lead – Responsible for coordinating the responsibilities in the project
* Developer – Responsible for developing code assigned by team lead

Amongst others.

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Net ID** | **GitHub username** | **Role** |
| LaMaya Newsome | Ljn72 | LaMayaNewsome | Developer |
| Thomas Stockstill | Tes192 | ThomasE77 | Team lead |
| Dylan Johnson | Dsj182 | Dylanj010 | Developer |
| Shawqi Basoodan | Skb415 | Shawqi1010 | Developer |

# Test Methodology

## Overview

We are using the agile testing approach for our project. We have adopted this methodology because there was no set plan for what the end product would look like. While we do have a general idea of some of the main features we would like to have in our app there are many new ideas for smaller details and features we could implement. This testing method allows us to be creative with our work.

## Test Levels

The level of testing we used was Unit Test

## Bug Triage

The goal of the triage is to

* To define the type of resolution for each bug
* To prioritize bugs and determine a schedule for all “To Be Fixed Bugs’.

## Suspension Criteria and Resumption Requirements

Suspension criteria

* The server crashes
* Functionality is lost

Resumption criteria

* The server is running
* All functions work

## Test Completeness

* 100% test coverage
* All Manual & Automated Test cases executed
* All open bugs are fixed or will be fixed in next release

# Test Deliverables

Here mention all the Test Artifacts that will be delivered during different phases of the testing lifecycle.

|  |
| --- |
| * Test Plan * Test Cases * Bug Reports * Test Strategy * Test Metrics * Customer Sign Off |

# Resource & Environment Needs

## Testing Tools

Make a list of Tools like

* Dango testing
* Circleci

## Test Environment

It mentions the minimum **hardware** requirements that will be used to test the Application.

Following **software’s** are required in addition to client-specific software.

1. Windows 10 and above
2. Python
3. Django
4. Pillow
5. Virtualenvwrapper

# Terms/Acronyms

Make a mention of any terms or acronyms used in the project

| TERM/ACRONYM | DEFINITION |
| --- | --- |
| API | Application Program Interface |
| AUT | Application Under Test |