TGPlayer Mobile Application Test Plan

Intro:

The Test Plan identifies the items and features to be tested as well as the types of testing, human resource requirements, and risks associated with the plan.

1 Test Strategy

* 1. Scope of Testing
     1. Features to be tested

-Scan functionality

* + 1. Features not to be tested

-All other features

* 1. Test Type
     1. -Unit Testing
  2. Test Cases ordered by priority
     1. -Scan feature meets UI requirements
     2. -App scan feature is enabled
     3. -User scan conduct scan functionality
     4. -Scan is uploaded to server and card value is returned
     5. -List entry options contains correct options

1.4 Risk and Issues

* + 1. -Members unfamiliar with app
    2. -Project schedule too short
  1. Test Logistics
     1. Who will test?

-Victor

* + 1. When will test occur?

-Upon approval of this Test Plan

2 Test Objective

-To verify the scan functionality of the mobile application

3 Test Criteria

3.1 Suspension Criteria

-Tester reports >=40% of test cases failed

3.2 Exit Criteria

-Run rate is 100%, pass rate is 90%

4 Resource Planning

4.1 System Resource

-Database server

-Test tool

-Network

-Computer

-Mobile device compatible with the application

4.2 Human Resource

-Test Manager: Manage the project

-Tester: complete testing

-Developer: make enhancements and fixes

5 Test Environment

-User has mobile emulator to simulate application>internet>access to application server

6 Schedule & Estimation

6.1 Project tasks and estimation

-Installation of mobile app: 10 minutes

-Verification of app version: 5 minutes

-Scan cards: 10 minutes

-Database updates: 1 hour

6.2 Schedule to complete tasks

-Monday

7 Test Deliverables

7.1 Before testing phase

-Test documents

-Test design

7.2 During the testing

-Test tool

-Emulator

-Error logs

7.3 After the testing cycles are complete

-Test results and reports

-Testing guidelines

-Defect reports

-Release notes