TESTING PLAN FOR ANONYMOUS

1 Introduction

This document describes the testing plan for team Anonymous's GamersNet project. Processes, workflows and methodologies will be described.

1.1 Scope

1.1.1 In-Scope

In scope testing will involve account interaction (create account, sign in, modify account details), post interaction (creation, modifications, deletion and searching) and chat interaction (message passing, message initialization) among others.

1.1.2 Out-of-Scope

Out of scope will involve dynamic frontend component resizing. Browser differences are also out of scope.

1.2 Quality Objective

The objective here is to ensure that:

- The project is able to run with minimal need for patches
- Ensure bugs and edge cases are caught before going to the master branch

1.3 Roles and Responsibilities

Name	**GitHub Username**	**Role**
Adam Azarov	AydemSavage	Developer
Jay Khakhariya	jayKhakhariya	Developer
Lucas Huynh	itslupus	Developer
Humayra Anjum Rafi	Humayra98	Developer

2 Test Methodology

2.1 Overview

Our project follows an Agile workflow. This workflow will give the team the ability to iterate constantly, reacting to any potential bugs and issues.

2.2 Test Levels

The backend will undergo unit and integration testing. Due to the nature of the program containing dynamically generated content, most if not all testing on the frontend will be system or integration testing.

2.3 Test Completeness

Testing will be complete when:

- All automated and manual test cases executed successfully
- All open bugs are resolved or acknowledged before release

3 Test Deliverables

These are the following deliverables:

- This Test Plan
- Test cases in backend and frontend
- Bug reports on GitHub (when applicable)

4 Resource and Environment Needs

4.1 Testing Tools

Testing running will be done using jest through using Node JS. The frontend will test using React's testing tools. The backend will test API endpoints using supertest.

All automatic testing will be done on GitHub Actions using an Ubuntu Docker image. Testing will be done using Node 14 or higher. Testing is operating system agnostic and can be run on any system as long as said system is capable of installing Node JS and the project requirements.

4.2 Test Environment

This project will be targeting modern web browsers that support at least ES6. Google Chrome and Mozilla Firefox are such browsers.