Test Planner and Tracker

29 Aabhas Majumdar, Aayush Saxena and Sa

Test No. ID	Related Use case	Pre-conditions	Test Description (steps)	Expected Outcome	R1 Outcome (color code cell background)	Comments (if test case failed)	R2 Outcome (color code cell background)	Comments (if test case failed)
1	Create user account	Not registered previously	The concerned person selects 'create account'.He fills in the details.Clicks on submit.	His account is created.		if he cancels or there are some errors in the form, his account is not created.		
2	User login	Has an account.	The user will select login option and will provide username and password.	He will be logged in and will be redirected to his homepage.		If he provides wrong information, then he wont be logged in.		
3	Place order	Customer should be logged in and there should be a dealer with source and destination location.	Logged in customer will select 'Place Order' option.He will then provide the details of the related consignment like name, source, destination, dealer etc.	His order will be booked.		If there are errors in the form then he will be given an error message.		
4	View previous consignments	There should be a record which keeps track of previous consignments made by the customer and customer should be logged in.	Logged in customer will select 'History' option on his homepage.	His previous consignments will be visible to him.		If there are no consignments ordered by the customer, then he will get a null result.		
5	Track consignment	Customer is logged in and he sees the 'track' option besides each one of his consignment entity.	Customer clicks on 'track' option of one of his consignment.	He will get the current location of the concerned consignment.				
6	Update user account	User should be logged in.	User selects 'Update Account' option.He fills in the new values in the corresponding fields and submits the values.	He will see a message regarding updation of account.		If the new values that he provides are inconsistent with other values, then his account wont be updated and he will get an error message.		
7	Estimate the cost	The dealer shoud provide the estimated cost of his consignment and the customer should be logged in.	The customer will select 'estimated cost' option and fills in the details of the consignment whose cost he wants to see and clicks on submit.	The estimated cost of the consignment will be displayed				If the details provided by the customer are incorrect, then he will get an error message.
8	Search nearby dealers	The customer should be logged in	Customer selects 'search dealers' option, enters his current location and submits.	A list of nearby dealers will be displayed				If he cancels the request in between, then he wont be able to see nearby dealers.
9	Cancel booking	The customer should be logged in and there should be some active consignment which is under the process of delivery.	Customer selects 'cancel booking' option, provides the details of the consignment which he wants to cancel nad clicks on submit.	His consignment will be cancelled and a relevant message will be displayed.				If he enters wrong details of the consignment, then he will get an error message and the consignment wont be cancelled.
10	Manage users	The user account, which the administrator wants to delete or update, must be present and there should be some unacceptable entity in the user's account.	The administrator selects the user account which he wants to modify, he selects edit/delete. If he selects delete option, then the user account is deleted. If he selects edit option, then he fills in the updated values and clicks submit.	The user account will be deleted or updated depending upon the option chosen by the administrator.				If the administrator cancels the option, then the account is not deleted or not updated. If he provides wrong details of the user account, then he will get an error message.
11	Update consignment details	The concerned consignment whose details are to be updated should be present.	The administrator selects 'Update consignment details' option, selects the concerned consignment, fills in the details and clicks on submit.	The consignment details will be updated.				If he cancels the option, then the details are not updated.
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Test plan Instructions

It is particularly important that you create a substantial set of Acceptance Tests. These are tests based on the requirements document. Each acceptance test should describe an operation to be performed by the user, and the expected outcomes from that operation. The objective is to define a comprehensive set of tests that between them cover all the features in the requirements document. The tests should preferably cover all the frequent "normal use" scenarios, as well as commonly occurring exception scenarios. Each acceptance test must be described as a set of user instructions for performing the test, much like a user manual. The outcomes description specifies how the user knows whether the test succeeded or failed. The reason for defining acceptance tests early in the life-cycle is to facilitate "test-driven development". Developers can look at the acceptance tests that their module must satisfy, and thereby know exactly what behavior is expected from their module. Make sure to update these if/when requirements change. Make sure to follow the suggested format.

Monopoly Test Planner and Tracker (example)

Game in test mode implies that the tester can control the outcome of the dice
Note that some of the test cases require previous test cases to be completed

Acceptance tests

Test No.	User Story covered	Preconditions	Test Description
1	Move Player	Game is in test mode. Game is in initial state. Number of Players: 1 Player 1 Name: Tester1	Player 1 Dice Roll Total : 5 Player 1 End Turn
2	Move Player	Test 1 completed	Player 1 Dice Roll Total : 5 Player 1 End Turn
3	Move Players in Turns	Game is in test mode. Game is in initial state. Number of Players: 2 Player 1 Name: Tester1 Player 2 Name: Tester2	Player 1 Dice Roll: 5 Player 1 End Turn
			Player 2 Dice Roll: 3 Player 2 End Turn
4	Pass Go	Game is in test mode. Game is in initial state. Number of Players: 1 Player 1 Name: Tester 1	Player 1 Dice Roll: 39 Player 1 End Turn
			Verify Player 1 bank balance
5	Pass Go	Game is in test mode Game is in initial state. Number of Players: 1 Player 1 Name: Tester 1	Player 1 Dice Roll: 40 Player 1 End Turn
			Verify Player 1 bank balance
6	Pass Go	Game is in test mode. Game is in initial state. Number of Players: 1 Player 1 Name: Tester 1	Player 1 Dice Roll: 41 Player 1 End Turn
			Verify Player 1 bank balance

roll - assume dice roll can exceed 12 for testing.
as a precondition.

Expected Outcome	R1 Outcome	R2 Outcome
Player 1 is located at Reading Railroad cell.	■	
Player 1 is located on Jail cell.	■	
Player 1 is located at Reading Railroad Player 2 is located at Baltic Avenue		
Player 1 is located at Boardwalk Player 1 has $1500	■	
Player 1 is located on GO cell Player 1 has $1700	Go money paid out only after passing GO, not when it is reached.	
Player 1 is located at Mediterranean Avenue Player 1 has $1700	■	