Indian Institute Of Technology, Kharagpur

Department of Computer Science and Engineering

Cricket Tournament Management System (CTMS)

Test Plan Document

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Group 11

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Contents:

1. Test Plan Identifier:

CTMS-TP-001

2. References:

The only document that is referenced here is the **Software Requirement Specification (SRS)** document.

3. Introduction:

The testing process for the Cricket Tournament Management System will be performed to ensure that the system is functioning correctly and that all of the use cases specified in the project description are implemented properly.

3.1 Overall strategy:

The testing process will involve several steps, including unit testing, and system testing.

1. In unit testing, each module or component of the system will be tested independently to ensure that it functions correctly.
2. And, in system testing, the entire system will be tested as a whole to ensure that it meets the requirements and specifications. The testing process will involve just manual testing.

The testing process will be documented in a test plan document, which will outline the testing strategies, testing schedule, and the expected outcomes of each testing phase.

4. Features to be tested (Test Items):

4.1 Use-case based testing:

The purpose of unit testing is to validate that each unit of the software works as intended and meets the requirements.

- Test the functionality of generating random player and team details.
- Test the functionality of generating a random match schedule.
- Test the functionality of generating random match details for a particular match.
- Test the accuracy and completeness of player statistics displayed, including runs scored, strike rate, average, and wickets taken.
- Test the accuracy and completeness of team statistics displayed, including matches played, total matches won, highest run scorer, highest wicket-taker, and last 5 match results.
- Test the accuracy and completeness of match scorecards displayed.
- Test the optional functionality of displaying tournament statistics, including the five highest wicket-takers and five highest run-scorers.
- Test the system's ability to store and retrieve player, team, and match details accurately and securely.
- Test the system's ability to handle various inputs and scenarios, including unexpected user inputs and errors.

4.2 Performance testing:

- Verify the time it takes to run functionalities such as match and match details generation with large number of teams
- Verify the generation of statistics in cases of large number of teams

5. Features not to be tested:

- Editing randomly generated player and team details (unnecessary to do once the details have been generated).
- Editing randomly generated match schedule (unnecessary to do once the schedule has been generated).
- Editing randomly match details for a particular match (unnecessary to do once the details have been generated).

- Editing player statistics including runs scored, strike rate, average, and wickets taken (unnecessary to do once the statistics has been generated).
- Edit the tournament statistics, including the five highest wicket-takers and five highest run-scorers (unnecessary to do once the statistics has been generated).

6. Item pass/fail criteria:

7.1 Suspension Criteria:

On encountering any of the following cases, the test may be considered suspended:

1. software produces garbage/incorrect output

2. software doesn't respond/produce any output

3. software crashes

4. software takes long to respond/produce valid output

7.2 Approval Criteria

The test case will be regarded as **'approved'** if the software produces accurate/expected results in expected time.

7. Glossary

CTMS: Cricket Tournament Management System

SRS: Software Requirement Specification