Test Strategy

**The objectives of the test**

This document describes the plan for testing the Drinks2You prototype. It will support the following objectives:

* Identifying the software that will be tested.
* Recommending the testing techniques that will be used.
* Using the different levels of software testing requirements.
* Listing the elements that will be tested.
* Determining appropriate outcomes with the necessary input

**Context of the test**

The user/development team will be testing the mobile application Drinks2You.

**Scope**

The applications interface and functions will be tested. Testing of the source code will help determine how well integrated the system is. The login system will be tested separately from the rest of the app. Navigation system as well as the finance system will be the interfaces which will be tested.

This will be a high level of testing which includes:

**Unit Testing:** This is the first level of testing. Each unit of the code will be tested to see if it performs correctly. Inputs being tested with a desired output and how often errors will occur.

**Integration Testing:** The flow of data from each screen in the app will be tested. Checking if user data is stored correctly. Testing if the code for the billing and payment modules operates correctly as a whole.

**System Testing:** Application is tested and whether it is functional or not as a user. The GUI is tested on whether the buttons operate correctly as planned. If the application works according to the functional and non-functional requirements.

**Acceptance testing:** The users and testers will confirm if the system is ready to use. Once the test is compared to the initial requirements, and if expectations are met then feedback from the user is given. This allows the software to receive more corrections.

**Techniques**

The testing will follow the black-box and white-box testing methodology. Techniques include :

* Boundary Value Analysis (BVA)
* Cause-Effect testing
* State Transition:

**Key performance Indicators (KPIs)**

The KPIs that we will be using to measure the growth of the product will mainly be the growth of monthly users who make use of the application.