

Test Strategy and Plan

Ceros Ski

Introduction

1.1 Objectives

This is a Test Plan to test the following features of the Ceros Ski Game:

- The game options (game start/menu selection, hints, game pause, pause menu options, and scrolling, i.e. skiing through the available options on the screen, etc.)
- The event/object triggers, and the scoring.
- New Feature: Jump , with the below acceptance criteria;

Acceptance Criteria

- Have the skier jump by pressing a key
- Have the skier jump whenever he hits a ramp.
- The skier should be able to jump over some obstacles while in the air.
 - Rocks can be jumped over
 - Trees can NOT be jumped over

Team Members

Resource Name	Role
Example Name 1	Test Strategy Author
Example Name 2	QA Analyst

2 Scope

These are requirements I am including in the tests:

1. Create a manual test with as many steps as necessary
2. Save it
3. Retrieve it and have the ability to view it when running the test
4. Enter results and appropriate comments
5. View results

Load testing will not be considered part of this project since the user base is known and not an issue.

3 Assumptions / Risks

3.1 Risks

The following risks have been identified and the appropriate action identified to mitigate their impact on the project. The impact (or severity) of the risk is based on how the project would be affected if the risk was triggered. The trigger is what milestone or event would cause the risk to become an issue to be dealt with.

#	Risk	Impact	Trigger	Mitigation Plan
1	Scope Creep – as testers become more familiar with the tool, they will want more functionality	High	Delays in implementation date	Each iteration, functionality will be closely monitored. Priorities will be set and discussed by stakeholders. Since the driver is functionality and not time, it may be necessary to push the date out
2	Changes to the functionality may negate the tests already written and we may lose test cases already written	High – to schedule and quality	Loss of all test cases	Export data prior to any upgrade, massage as necessary and re-import after upgrade.

4 Test Approach

Exploratory testing will play a large part Tests for planned functionality.

4.1 Test Automation

Basic JavaScript/Protractor framework Protractor framework has been used to procure the automated tests for SwagLabs

5 Test Environment

A new server is required for the web server, the application and the database.

6 Milestones / Deliverables

6.1 Test Schedule

The initial test schedule is as follows

Task Name	Start	Finish	Effort	Comments
Test Planning				
Review Requirements documents				
Create initial test estimates				
Staff and train new test resources				
First deploy to QA test environment				
Functional testing – Iteration 1				
Iteration 2 deploy to QA test environment				
Functional testing – Iteration 2				
System testing				
Regression testing				
UAT				
Resolution of final defects and final build testing				
Deploy to Staging environment				
Performance testing				
Release to Production				

6.2 Deliverables

Deliverable	For	Date / Milestone
Test Plan	Project Manager; QA Director; Test Team	
Traceability Matrix	Project Manager; QA Director	

Test Results	Project Manager	
Test Status report	QA Manager, QA Director	
Metrics	All team members	

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Version History

Version #	Date	Author	Changes Summary	Review Comments Location
1.0	03/04/2021	Tester1	Initial test case	

Number	Action	Comments
1	General	
2	Access Ceros Ski on internet explorer	
3	Access Ceros Ski on Chrome	
4	Access Ceros Ski on Mozilla	

Object: Access via explorer, chrome, Mozilla in Interactions in game “**Ceros Ski**”

Testing type: Functional testing

Pre-requirements: Browser

Pre-conditions: human-tester

Test cases

Number	Action	Expected result	Test result
1	General		
1.1	Open game		
	Pre steps: 1. Kill the process of game on browser 2. Launch game		
1.1.1	Steps: 1. Check that splash screen "Ceros Ski" is loaded	N/A	
1.1.2	Steps: 1. Check that splash screen "Ceros Ski" is loaded	N/A	
1.1.3	Steps: 1. Check that Start view is loaded	Start view is loaded	
1.2	View changing (forward back)		
1.2.1	Steps: 1. Click on Back Button "←" 2. Check that Start view is loaded	Start View is loaded	
1.2.2			
1.2.3			
1.3			
1.3.1			
1.3.2			
1.3.3			
2			
2.1			
2.1.1			
2.1.2			