**Test Specification**

**For**

**QuirkBoard**

|  |  |
| --- | --- |
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| **Cycle:** CI 103 |  |
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**Grading Rubric – Test Specification**

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Achievement** | **Minimal** | **Exemplary** | **Pts** | **Score** |
| **Content** | Section(s) missing, not useful, inconsistent, or wrong. | Provides all relevant information correctly and with appropriate detail |  |  |
| Introduction |  |  | 5 |  |
| Test Specs |  |  |  |  |
| Selection | Aspects tested are trivial | Tests clearly address core system functions | 20 |  |
| Organization | Tests are disorganized, IDs or Objectives are not meaningful | Tests are well-organized with structured IDs and clear objectives | 20 |  |
| Set-up | Steps are unclear or incomplete | Complete, easy to follow conditions and steps | 20 |  |
| Results | Unclear or incomplete | Complete and clear | 20 |  |
| **Grammar and Spelling** | Many serious mistakes in grammar or spelling | Grammar, punctuation, and spelling all correct | 5 |  |
| **Expression** | Hard to follow or poor word choices | Clear and concise. A pleasure to read | 5 |  |
| **Tone** | Tone not appropriate for technical writing | Tone is consistently professional |  |  |
| **Organization** | Information difficult to locate | All information is easy to find and important points stand out | 5 |  |
| **Layout** | Layout is inconsistent, visually distracting, or hinders use | Layout is attractive, consistent, and helps guide the reader |  |  |
| **Late Submission** |  |  |  |  |
| **Total** |  |  | 100 |  |

**Introduction**

This document is an overview that defines our testing strategy for the Quirkboard Application. The objective is to communicate standards and procedures for project testing. The testers will work closely with the developers to ensure that the project’s components are up to project standards and completeness. Our test plan will allow us to find and report as many bugs as we can to maintain the standards of our application.

**Test Specifications**

## **sp**lash **-** Splash Screen

**splashT1 - Open Application (ck, jp)**

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| --- | --- |
| **Objective** | The test will prove that the application opens properly in a reasonable amount of time. |
| **Set-up** | The tester will press the QuirkBoard application icon. |
| **Expected Results** | The application will open quickly, displaying the QuirkBoard splash screen. |
| **Actual Results** |  |

## globe - Global QuirkBoard

**globeT1 - Display Global QuirkBoard (ck)**

|  |  |
| --- | --- |
| **Objective** | The test will prove that the application opens properly in a reasonable amount of time and displays the global QuirkBoard. |
| **Set-up** | The tester will press the QuirkBoard application, the splash screen will be displayed. |
| **Expected Results** | After the splash screen is displayed, the Global QuirkBoard will be displayed. |
| **Actual Results** |  |

**globeT2 - Zoom/Move around QuirkBoard (jp)**

|  |  |
| --- | --- |
| **Objective** | This test will have a user attempt to navigate the global QuirkBoard. |
| **Set-up** | The tester will open the app, let it load the globe, and then try to move about and zoom in and out. |
| **Expected Results** | The user can move around and zoom in and out the global QuirkBoard. |
| **Actual Results** |  |

**globeT3 - View posts on global QuirkBoard (ck)**

|  |  |
| --- | --- |
| **Objective** | The test will prove that a tester can view Sticky Notes, posted by other users. |
| **Set-up** | Sticky Notes will be created. The tester will open the app, load in the global QuirkBoard, |
| **Expected Results** | The user can zoom in or out to view the content of Sticky Notes. |
| **Actual Results** |  |

**globeT4 - View comments on global QuirkBoard (ck)**

|  |  |
| --- | --- |
| **Objective** | The test will prove that a tester can view comments made on Sticky Notes, posted by other users. |
| **Set-up** | The tester will open the app, let it load the globe, and then try to move about. |
| **Expected Results** | The user press a Sticky Note, which will then flip over, allowing the user to view and scroll through comments. |
| **Actual Results** |  |

**globeT5 - Test Stretch Algorithm on global QuirkBoard (ck)**

|  |  |
| --- | --- |
| **Objective** | The test will prove that the stretch algorithm works properly to spread out or bring together posts based on post density. |
| **Set-up** | The tester will scrolll around the global Quirkboard. |
| **Expected Results** | There will be no large gaps between posts that a user will have to scroll through, and the posts will not be sitting on top of each other. |
| **Actual Results** |  |

## post - Posts

**postT1 - Create a new post (ck)**

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| --- | --- |
| **Objective** | The test will prove that a tester can create and submit a new Sticky Note |
| **Set-up** | The tester will select the “create post” button (Sticky Note with a plus sign in the bottom right hand corner). |
| **Expected Results** | A large blank Sticky Note will appear on the user’s screen. The user can enter text into the Sticky Note and press the “submit” button. The post will be saved on the global Quirkboard to the corresponding location at which the user is. |
| **Actual Results** |  |

**postT2 - Create a new comment on a post (jp)**

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| --- | --- |
| **Objective** | The user will test the ability to comment on existing post on the globe. |
| **Set-up** | The app will be opened, the globe will load, and the user will select several posts and attempt to comment on them. |
| **Expected Results** | The user will be able to comment on post and see the comments. |
| **Actual Results** |  |

## account **-** Account Screen

**accountT1 - View Account Screen (ck)**

|  |  |
| --- | --- |
| **Objective** | The test will prove that the tester can view the statistics/settings page. |
| **Set-up** | The tester will press the settings button in the top middle of the screen. The account screen will be opened. |
| **Expected Results** | The user will be able to view their personal statistics, as well as view the rules of QuirkBoard and about and contact QuirkBoard. |
| **Actual Results** |  |

## button - Button Functionality

**buttonT1 - Home Button (ck)**

|  |  |
| --- | --- |
| **Objective** | The test will prove that the tester can return to their current location on the global QuirkBoard. |
| **Set-up** | The tester will scroll around the global QuirkBoard. The tester will then press the home button, located in the bottom left hand corner. |
| **Expected Results** | The user’s view of the global QuirkBoard will return to their current location. |
| **Actual Results** |  |

**buttonT2 - Return to Globe Button (jp)**

|  |  |
| --- | --- |
| **Objective** | The test will demonstrate that the user can return to the globe from the settings screen. |
| **Set-up** | With the user already on the settings screen, the tester will click the globe button and attempt to return to the globe. |
| **Expected Results** | The user will return to the globe from the settings screen. |
| **Actual Results** |  |