The Legend of Zelda Mean Stack App
Test Plan

Version *1.5*
06/13/2017

VERSION HISTORY

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
1.0	*Evan*	*04/20*	*Evan, Camren, Jason*	*04/20*	Test Plan draft
1.5	Evan	06/13	*Evan, Camren, Jason*	*06/13*	Test Plan Final

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1 Introduction

1.1 Purpose of The Test Plan Document

The Test Plan document documents and tracks the necessary information required to effectively define the approach to be used in the testing of the project's product. The Test Plan document is created during the Planning Phase of the project. Its intended audience is the project manager, project team, and testing team. Some portions of this document may on occasion be shared with the client/user and other stakeholder whose input/approval into the testing process is needed. The purpose of the test plan document is to test user input with our app.

2 COMPATIBILITY Testing

2.1 Test Risks / Issues

The risks in the compatibility testing is that we might have a bug that doesn't allow the app to work cleanly on certain devices and/or browsers.

2.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility
Desktop to Mobile	Test to see how all the functions work of both mobile and desktop versions		
Browsers	Test to see if the app functions on IE (or edge), Firefox, and Chrome	6/13	

2.3 Test Approach(s)

Test the app on all main browsers and do a desktop to mobile view test.

2.4 Test Regulatory / Mandate Criteria

The system should be tested against the W3C for accessibility and google.com for mobile friendly.

2.5 Test Pass / Fail Criteria

The sites (google and W3C) will tell us if the test passes or fails.

2.6 Test Entry / Exit Criteria

The test will continue throughout development of the application.

2.7 Test Deliverables

The delivery will be a mobile, and accessible app.

2.8 Test Suspension / Resumption Criteria

The test will be suspended during the APi implementation and will resume when done.

2.9 Test Environmental / Staffing / Training Needs

3 Conformance Testing

3.1 Test Risks / Issues

3.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility
The application	Test to see if the app lines up with our SRS	6/13	

3.3 Test Approach(s)

Cross-reference the app with the SRS

3.4 Test Regulatory / Mandate Criteria

3.5 Test Pass / Fail Criteria

3.6 Test Entry / Exit Criteria

3.7 Test Deliverables

The test will end when it passes.

3.8 Test Suspension / Resumption Criteria

3.9 Test Environmental / Staffing / Training Needs

4 Functional Testing

4.1 Test Risks / Issues

4.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility
Neo4j Item Matcher	Test to make sure the item to enemy is functioning		
Timeline interaction	Test to make sure the timeline interaction is functioning.	6/13	

4.3 Test Approach(s)

The approach for this test will be to manual test the functions in the app and to run test cases in mocha and supertests.

4.4 Test Regulatory / Mandate Criteria

4.5 Test Pass / Fail Criteria

The test will pass/ fail based on the on the manual and mocha case tests.

4.6 Test Entry / Exit Criteria

We will test throughout the development of the app, but the main test will be at the end of development.

4.7 Test Deliverables

The deliverable will be that all the tests pass.

4.8 Test Suspension / Resumption Criteria

4.9 Test Environmental / Staffing / Training Need

5 Load Testing

5.1 Test Risks / Issues

5.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility
Timeline Map	Test to see the loading times of the interactions on this page	6/13	
Town/location Map	Test to see the loading times of the interactions on this page	6/13	

5.3 Test Approach(s)

The approach for this test will be to manual test the loading times in the app and to run test cases in mocha and supertests.

5.4 Test Regulatory / Mandate Criteria

5.5 Test Pass / Fail Criteria

The test will pass/fail according to the loading rate given in the mocha tests.

5.6 Test Entry / Exit Criteria

5.7 Test Deliverables

The deliverable will be that all the tests pass.

5.8 Test Suspension / Resumption Criteria

5.9 Test Environmental / Staffing / Training Needs

6 Performance Testing

6.1 Test Risks / Issues

6.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility
The app	Test to see the loading times of the interactions on this page	6/13	
Item to enemy counter	The neo4j side should be tested to produce fast results on the item to enemy counter		

6.3 Test Approach(s)

The performance test will be a manual test to see how well the application does with loadability and interactions.

6.4 Test Regulatory / Mandate Criteria

6.5 Test Pass / Fail Criteria

The pass/fail criteria will be based on how well the app handles the load and interactions.

6.6 Test Entry / Exit Criteria

The tests will start near the end of development and continue until completion.

6.7 Test Deliverables

The deliverable will be that all the tests pass.

6.8 Test Suspension / Resumption Criteria

6.9 Test Environmental / Staffing / Training Needs

7 Regression Testing

7.1 Test Risks / Issues

7.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility
Counter system	Test to see how well the items match up against the enemies		

7.3 Test Approach(s)

We will use the Breath of the Wild guidebook to double check the numbers and make sure that each weapon is being matched correctly with the enemies.

7.4 Test Regulatory / Mandate Criteria

7.5 Test Pass / Fail Criteria

7.6 Test Entry / Exit Criteria

7.7 Test Deliverables

The deliverable will be when all tests pass.

7.8 Test Suspension / Resumption Criteria

7.9 Test Environmental / Staffing / Training Needs

8 Stress Testing

8.1 Test Risks / Issues

8.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility
Neo4j Enemy to Item counter	Test the stress of several user inputs to the neo4j system.		

8.3 Test Approach(s)

The approach for this test will be to manual test the stress levels of the app and to run test cases in mocha and supertests.

8.4 Test Regulatory / Mandate Criteria

8.5 Test Pass / Fail Criteria

To determine if the test will pass/fail, we will be looking at how the app held up during the stress testing.

8.6 Test Entry / Exit Criteria

8.7 Test Deliverables

The deliverable will be that all the tests pass.

8.8 Test Suspension / Resumption Criteria

8.9 Test Environmental / Staffing / Training Needs

9 System Testing

9.1 Test Risks / Issues

9.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility
Features of the app	Test all the main features of the app including, neo4j side.		

9.3 Test Approach(s)

The approach for this test will be to manual test the neo4j and main features in the app and to run test cases in mocha and supertests.

9.4 Test Regulatory / Mandate Criteria

9.5 Test Pass / Fail Criteria

9.6 Test Entry / Exit Criteria

9.7 Test Deliverables

The deliverable will be that all the tests pass.

9.8 Test Suspension / Resumption Criteria

9.9 Test Environmental / Staffing / Training Needs

10 Unit Testing

10.1 Test Risks / Issues

10.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility

10.3 Test Approach(s)

10.4 Test Regulatory / Mandate Criteria

10.5 Test Pass / Fail Criteria

10.6 Test Entry / Exit Criteria

10.7 Test Deliverables

10.8 Test Suspension / Resumption Criteria

10.9 Test Environmental / Staffing / Training Needs

11 User Acceptance Testing

11.1 Test Risks / Issues

11.2 Items to be Tested / Not Tested

Item to Test	Test Description	Test Date	Responsibility
Overall App	This test will be on the overall look and feel of the app		

11.3 Test Approach(s)

We will have users check the design and layout of the app and report what they think of it.

11.4 Test Regulatory / Mandate Criteria

11.5 Test Pass / Fail Criteria

If the app has a 80% acceptance rate then we will call it a pass, if not we will consider revising the recommended changes.

11.6 Test Entry / Exit Criteria

11.7 Test Deliverables

The deliverable is all tests passing or almost passing.

11.8 Test Suspension / Resumption Criteria

11.9 Test Environmental / Staffing / Training Needs

Test Plan Approval

Signature:		Date:	
Print Name:	Evan Kenney	6/13	
Title:			
Role:			

Signature:		Date:	
Print Name:	Jason Costi	6/13	
Title:			
Role:			

Signature:		Date:	
Print Name:	Camren Prater	6/13	
Title:			
Role:			

Appendix A: References

The following table summarizes the documents referenced in this document.

Document Name and Version	Description	Location

Appendix B: Key Terms

The following table provides definitions for terms relevant to this document.

Term	Definition