**Phase One Testing Plan for Chinese Checkers**

**Prepared By:**

Saajid Mohammed

January 20th, 2014.

**Revised And Edited By:**

Ben Stitt

January 23rd, 2014

**Table of Contents:**

1. – Introduction
2. – Objectives
3. – Testing Phases
   1. - Unit Testing
   2. - Integration Testing
   3. - Performance and Stress Testing
   4. - Regression Testing
   5. - Ease of Use Testing
   6. - Acceptance Testing
4. – Testing Feedback Procedure
5. – Features To Be Tested
6. – Features Not To Be Tested
7. – Dependencies
8. – Tools
9. – Approvals
10. **– Introduction**

The program to be tested is a framed out version of a Chinese checkers game for android. It contains three activities, the first with a button leading to the second, the second activity is a configuration screen for the game you wish to play it contains the options to set the number of players and their names it then launches the game activity which for the current phase contains a canvas with the game board drawn on it and buttons to confirm a players move and undo a move.

1. **– Objectives**

Verify the current phase programming is functional and works consistently.

1. **– Testing Phases**
   1. **- Unit Testing**

Each activity shall be tested separately

* MainActivity
  + hotseatConfigurationActivityButton
    - Verify isClickable
    - Verify proper methods are being called
* HotSeatSetupActivity
  + hotseatTwoPlayerButton
    - Verify isClickable
    - Verify proper methods are being called
    - Verify 2 input fields are presented
  + hotseatThreePlayerButton
    - Verify isClickable
    - Verify proper methods are being called
    - Verify 3 input fields are presented
  + hotseatFourPlayerButton
    - Verify isClickable
    - Verify proper methods are being called
    - Verify 4 input fields are presented
  + hotseatSixPlayerButton
    - Verify isClickable
    - Verify proper methods are being called
    - Verify 6 input fields are presented
  + hotseatRedPlayerNameEditText
    - Verify accepts text
  + hotseatGreenPlayerNameEditText
    - Verify accepts text
  + hotseatPurplePlayerNameEditText
    - Verify accepts text
  + hotseatBluePlayerNameEditText
    - Verify accepts text
  + hotseatYellowPlayerNameEditText
    - Verify accepts text
  + hotseatOrangePlayerNameEditText
    - Verify accepts text
  + hotseatGameActivityButton
    - Verify isClickable
    - Verify proper methods are being called
    - Verify player name variables are being bundled to be passed
    - Verify intent is being generated and intent is being destroyed
* GameBoardActivity
  + Verify variables are being unwrapped from bundle
  + hotseatMoveResetButton
    - Verify isClickable
    - Verify proper methods are being called
  + hotseatMoveDoneButton
    - Verify isClickable
    - Verify proper methods are being called
  1. **- Integration Testing**
* Home Activity and Hot Seat Configuration Activity Joined
  + Unit Tests are redone
  + Verify transition between activities are functional
* Home Activity and Hot Seat Configuration Activity and Hot Seat Game Joined
  + Unit Tests are redone on each activity
  + Verify transitions between activities are functional
  1. **- Performance and Stress Testing** 
     1. **Performance**
* Home Activity and Hot Seat Configuration Activity and Hot Seat Game
  + Under < 50ms response time for buttons
  + Under <150ms response time for activity transition
    1. **Stress Test**
* Home Activity and Hot Seat Configuration Activity and Hot Seat Game
  + Verify constant switching between activities does not cause instability
  + Verify multiple button clicks does not cause instability
  + Verify repetitive button clicks does not cause instability
  1. **- Regression Testing**

N/A

* 1. **- Ease of Use Testing**

A focus group shall be assembled and given access to the functioning application they will also be given a set of tasks to accomplish. Each member of the focus group shall then fill out an Ease of Use Testing Form (Appendix B) . The forms will then be tallied and actions shall be taken in accordance with the results.

* 1. **- Acceptance Testing**

Team Leader to be determine.

1. **– Testing Feedback Procedure**

At the end of each test phase or immediately following a failure of an in phase test, a Test Feedback Form (Appendix A) shall be generated. The form shall then be delivered by the tester directly to the test leader, whose responsibility will then be to bring the matter to the project leader’s attention. Actions after escalation shall be left to the discretion of the project leader.

1. **– Features To Be Tested**

* MainActivity
  + Button Functionality
  + Transition To Hot Seat Configuration Activity
* HotSeatSetupActivity
  + Buttons Functionality
  + EditText Functionality
  + Transition To Hot Seat Game Activity
* GameBoardActivity
  + Buttons Functionality

1. **– Features Not To Be Tested**

N/A

1. **– Dependencies**

Availability of classes and modules for current phase.

1. **– Tools**

Eclipse

JUnit API

Android Testing API

1. **- Approvals**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Project Role | Signature | Date |
| 1. Curtis Smith | Project Lead | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | \_\_\_\_\_\_\_\_\_ |
| 2. Peter Pobojewski | Deputy Lead | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | \_\_\_\_\_\_\_\_\_ |
| 3. Ben Stitt | Documentation Lead | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | \_\_\_\_\_\_\_\_\_ |
| 4. Saajid Mohammed | Test Lead | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | \_\_\_\_\_\_\_\_\_ |

**APPENDICES**

**APPENDIX A: Test Feedback Form**

**Test Feedback Form**

**Project: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Project Phase: \_\_\_\_\_\_\_\_\_\_\_\_\_ Test Phase: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_**

**Tester: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Pass\Fail\Extra Consideration Required: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Test Output (If Applicable): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Action Taken: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Tester Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_ Project Lead Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Test Lead Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ Project Lead Name:\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Test Lead Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**APPENDIX B: Ease of Use Testing Form Phase One**

Give each of the task a rating from 0 to 10 based on the difficulty of accomplishing relevant tasks.

**Task One: \_\_\_\_\_**

**Task Two: \_\_\_\_\_**

**Task Three: \_\_\_\_\_**

**Task Four: \_\_\_\_\_**

**Task Five: \_\_\_\_\_**

**Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**