Master Test Plan

9/03/2018

# **Version Information**

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Authors | Description |
| 0.1 |  | Michelle Vinall | Initial draft of Master Test Plan |
|  |  |  |  |
|  |  |  |  |

# **Distribution List**

|  |  |
| --- | --- |
| Name | Function |
| Aaron Peachey | Team Member |
| Charnes Nell | Team Member |
| Collin Mckeahnie | Team Member |
| Michelle Vinall | Team Member |

# **Management Summary**

|  |
| --- |
| Project Objective  The project objective is to create an online quiz game capable of single and multiplayer modes that have integration with Facebook and Google Play Services to allow features such as sharing, challenging, viewing leader boards and achievements. |
| Test Objective and Assignment  This test plan will implement the following objectives:   * To provide test coverage for 100% of the documented requirements * To provide a testing guide for the development of all functionality and performance testing required * To execute 100% of the test cases during User Acceptance Testing * To execute 100% of the test cases during Unit Testing * To execute 100% of the test cases during Integration Testing * Provide a schedule of all proposed tests   Assigned to   * Aaron Peachey-Tester * Charnes Nell-Tester * Collin Mckeahnie-Reviewer and Tester * Michelle Vinall-Author and Tester |
| Short Description of the Test Approach  The test approach of this document is to test the software user interface and functionality via several testing techniques. |
| Results to be Realised   |  |  |  | | --- | --- | --- | | Result | Document | Delivery Date | |
| Qualitative Objectives |
| Estimated Completion |
|  |
|  |

Table of Contents

[**Version Information** 1](#_Toc510087813)

[**Distribution List** 1](#_Toc510087814)

[**Management Summary** 1](#_Toc510087815)

[1. Introduction 5](#_Toc510087816)

[1.1 Project Objective 5](#_Toc510087817)

[1.2 Objective 5](#_Toc510087818)

[1.3 Involved in Creating the Master Test Plan 5](#_Toc510087819)

[2. Assignment Formulation 5](#_Toc510087820)

[2.1 Client 5](#_Toc510087821)

[2.2 Supplier 5](#_Toc510087822)

[2.3 Assignment 5](#_Toc510087823)

[2.4 Scope 5](#_Toc510087824)

[2.4.1 Functions to be tested. 5](#_Toc510087825)

[2.4.2 Functions not to be tested. 6](#_Toc510087826)

[2.5 Preconditions and Assumptions 6](#_Toc510087827)

[2.6 Acceptors and Acceptance Criteria 6](#_Toc510087828)

[2.6.1 Acceptants 6](#_Toc510087829)

[2.6.2 Acceptation criteria 6](#_Toc510087830)

[3. Documentation 7](#_Toc510087831)

[3.1 Basis for the Master Test Plan 7](#_Toc510087832)

[3.2 Standards 7](#_Toc510087833)

[3.3 Test basis 7](#_Toc510087834)

[4. Test Strategy 7](#_Toc510087835)

[4.1 Product Risk Analysis 7](#_Toc510087836)

[5. Approach 8](#_Toc510087837)

[5.1 Test Levels 8](#_Toc510087838)

[5.2 The Unit Testing 8](#_Toc510087839)

[5.2.1 Goal 8](#_Toc510087840)

[5.2.2 Short Description 8](#_Toc510087841)

[5.2.3 Responsible 8](#_Toc510087842)

[5.3 The Integration Testing 8](#_Toc510087843)

[5.3.1 Goal 8](#_Toc510087844)

[5.3.2 Short Description 8](#_Toc510087845)

[5.3.3 Responsible 8](#_Toc510087846)

[5.4 The User Acceptance Testing 8](#_Toc510087847)

[5.4.1 Goal 8](#_Toc510087848)

[5.4.2 Short Description 8](#_Toc510087849)

[5.4.3 Responsible 8](#_Toc510087850)

[5.5 Phasing Per Test Level 8](#_Toc510087851)

[5.6 Entrance and Exit Criteria for Each Test Level 9](#_Toc510087852)

[5.6.1 Functional Acceptance Test 9](#_Toc510087853)

[5.6.2 User Acceptance Test 9](#_Toc510087854)

[6. Organization 9](#_Toc510087855)

[6.1 Organization structure 9](#_Toc510087856)

[6.2 Roles, tasks and responsibilities 9](#_Toc510087857)

[6.3 Structure of meetings 10](#_Toc510087858)

[6.4 Structure of reporting 10](#_Toc510087859)

[6.5 Completion 10](#_Toc510087860)

[7. Infrastructure 10](#_Toc510087861)

[7.1 Test environments 10](#_Toc510087862)

[7.2 Test tools 10](#_Toc510087863)

[7.3 Office setup 10](#_Toc510087864)

[8. Management 10](#_Toc510087865)

[8.1 Test process management 10](#_Toc510087866)

[8.2 Test infrastructure management 10](#_Toc510087867)

[8.3 Test product management 10](#_Toc510087868)

[8.4 Defects procedure 10](#_Toc510087869)

[9. Test Process Risks and Countermeasures 10](#_Toc510087870)

[10. Global Estimation & Planning 10](#_Toc510087871)

[10.1 Estimation 10](#_Toc510087872)

[10.2 Planning 10](#_Toc510087873)

[10.3 Milestones 10](#_Toc510087874)

[11. Glossary 10](#_Toc510087875)

# 1. Introduction

## Project Objective

The project objective is to create an online quiz game capable of single and multiplayer modes that have integration with Facebook and Google Play Services to allow features such as sharing, challenging, viewing leader boards and achievements.

## 1.2 Objective

This test plan will implement the following objectives:

* To provide test coverage for 100% of the documented requirements
* To provide a testing guide for the development of all Functionality and Performance Testing required
* To execute 100% of the test cases during Unit Testing
* To execute 100% of the test cases during Integration Testing
* To execute 100% of the test cases during User Acceptance Testing
* Provide a schedule of all proposed tests

## 1.3 Involved in Creating the Master Test Plan

|  |  |  |
| --- | --- | --- |
| Name | Function | Responsibility |
| Michelle Vinall | Team Member | Writing the document |
| Collin Mckeahnie | Team Member | Reviewer |
|  |  |  |

# 2. Assignment Formulation

## 2.1 Client

CSU Lecturer Jim Tulip

## 2.2 Supplier

Online Question Game Group

## 2.3 Assignment

The client wants an on-line Quiz game with multi and single player mode that can integrate with Facebook and Google Play Services. The tests outlined will be testing the functional and non-functional requirements set out in in the Initial Requirements Model document. The results from these test should show full use case realisation.

## 2.4 Scope

### 2.4.1 Functions to be tested.

* Testing the gaming environment
* Verify all game elements do what is required of them
* User interface
* User interactions
* Menus and their functions
* Readable text
* Game flow
* Scoring and timing
* Multi-player testing/load testing
* Testing for integration and compatibility of external SDKs/databases

### 2.4.2 Functions not to be tested.

* Localization testing will not be performed in this version
* Actual testing of SDK components as these are externally tested by the companies supplying the packages

## 2.5 Preconditions and Assumptions

Preconditions

* Test plan must be completed by 9th of April.
* Testing must be completed by 4th of April.
* The prevailing project plan is boundary for this master test plan and the execution of the test project is based on this.

Assumptions

* The application will run on Android and IOS operating systems

## 2.6 Acceptors and Acceptance Criteria

### 2.6.1 Acceptants

The table below states the acceptants of the Let’s Quiz application

|  |  |  |
| --- | --- | --- |
| Name | Function | Department |
| Jim Tulip | Lecturer | IT303 Lecturer CSU |
|  |  |  |
|  |  |  |

### 2.6.2 Acceptation criteria

The table below states which acceptance criteria there are for the Let’s Quiz application and to which standard they should apply:

|  |  |
| --- | --- |
| Description | Standard |
| Game must be playable on different operating systems. | High |
| The game should allow 1/multiple players. | High |
| The game must display a login scene to the user. | High |
| Menu screen must allow player to start a game. | High |
| Menu screen should allow players to invite, share and like on Facebook. | Medium |
| Menu screen must allow player to enter settings menu. | Medium |
| Menu screen must allow player to access high scores. | Medium |
| Questions must be presented to the player. | High |
| User must be able to choose an answer. | High |
| The application must be able to determine if the player has selected the correct answer. | High |
| The score of each player must be recorded. | High |
| The application must have the ability to determine the winner. | High |
| A congratulatory message should be displayed to the winning player. | Medium |
| A list of correct answers will be displayed to the user when the game is over. | Medium |
| When the game ends the program should ask the player if a new game should be started. | High |
| A timer should limit the amount of time of each round. | High |
| Application must meet the subject outline criteria | High |

# 3. Documentation

## 3.1 Basis for the Master Test Plan

The following documents are used as basis for this master test plan.

|  |  |  |  |
| --- | --- | --- | --- |
| **Document name** | **Version** | **Date** | **Author** |
| Initial Requirements Model | 0.3 |  | Michelle Vinall |
| Project Plan | 0.1 |  | Charnes Nell |

## 3.2 Standards

The following conventions and standards are applied for this test plan.

|  |  |  |  |
| --- | --- | --- | --- |
| **Document name** | **Version** | **Date** | **Author** |
|  |  |  |  |
|  |  |  |  |

## 3.3 Test basis

The test basis contains the documentation that serves as basis for the tests that have to be executed. The overview below describes the documentation that is the starting point for testing.

|  |  |  |  |
| --- | --- | --- | --- |
| **Document name** | **Version** | **Date** | **Author** |
| Master Test Plan | 0.1 |  |  |
| Initial Requirement Model | 0.2 |  |  |
| Project Plan | 0.1 |  |  |

# 4. Test Strategy

## 4.1 Product Risk Analysis

During the risk assessment the test goals were also formulated. These can be found together with the corresponding characteristics in table below.

|  |  |  |
| --- | --- | --- |
| Test goal | Description | Characteristic |
| Functionality | To ensure the application works as intended | Game progress, |
| OS compatibility | To ensure game works in all intended operating systems |  |
| Multi-Player | To verify that game resources are distributed evenly between all players |  |
| Performance |  |  |
| Error | Verify code is bug/error free |  |

# 5. Approach

## 5.1 Test Levels

For this MTP the following test levels are acknowledged:

|  |  |
| --- | --- |
| Test Level | Goal |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## 5.2 The Unit Testing

### 5.2.1 Goal

### 5.2.2 Short Description

### 5.2.3 Responsible

## 5.3 The Integration Testing

### 5.3.1 Goal

### 5.3.2 Short Description

### 5.3.3 Responsible

## 5.4 The User Acceptance Testing

### 5.4.1 Goal

### 5.4.2 Short Description

### 5.4.3 Responsible

## 5.5 Phasing Per Test Level

Phases to plan, execute and complete testing of each testing level

* Analysis of testing requirements
* Planning of tests to be used
* Development of tests
* Execution of tests
* Reporting of test results
* Analysing test results
* Documentation of test results
* Test closure

## 5.6 Entrance and Exit Criteria for Each Test Level

### 5.6.1 Functional Acceptance Test

### 5.6.2 User Acceptance Test

# 6. Organization

## 6.1 Organization structure

The team consists of five members:

Aaron Peachey Team Member

Charnes Nell Team Member

Collin Mckeahnie Team Member

Michelle Vinall Team Member

Jim Tulip Assessor

## 6.2 Roles, tasks and responsibilities

|  |  |  |
| --- | --- | --- |
| Name | Function | Responsibility |
| Aaron Peachey | Team Member | Observer |
| Charnes Nell | Team Member | Observer |
| Collin Mckeahnie | Team Member | Reviewer of MTP |
| Michelle Vinall | Team Member | Author of MTP |
| Jim Tulip | Assessor | Approval of MTP |

## 6.3 Structure of meetings

## 

## 6.4 Structure of reporting

## 6.5 Completion

# 7. Infrastructure

## 7.1 Test environments

## 7.2 Test tools

## 7.3 Office setup

# 8. Management

## 8.1 Test process management

## 8.2 Test infrastructure management

## 8.3 Test product management

## 8.4 Defects procedure

# 9. Test Process Risks and Countermeasures

# 10. Global Estimation & Planning

## 10.1 Estimation

## 10.2 Planning

## 10.3 Milestones

# 11. Glossary