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| Software Development Team |
| Let’s Quiz |
| UAT Test Report |

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| Michelle Vinall |

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# Introduction

The aim of this report is to report on the UAT tests conducted on the Let’s Quiz application for launch application, login, register, play game, submit question and check leader board to show the fulfillment of the CCRD architecture and get team sign off for all tests. It also explains the number of tests and statistics for passed, failed, and fixed percentages, the average time to repair defects and first run fail rates.

# Test Reports

## Launch Application

### Report

Two tests were completed, these can be seen on the Launch App UAT test script, these tests plus accompanied screen shots show that the application launches as expected starting with display of the splash screen and that it then opens login / register screen. The other test shows that the application buttons for register and login act as expected and open their corresponding screens.

### Analysis Tracking

#### Passed test cases percentage

Number of tests 2

Passed tests 2

Failed tests 0

100% passed

#### Failed test cases percentage

Number of tests 2

Failed tests 0

Passed tests 2

0% failed

#### Fixed Defects percentage

No defects found

#### Average time to repair defects

No defects found

#### First run fail rate

No fails 0/2

### Analysis Effort

#### Number of tests run during time period

100%

#### Executed percentage of tests run

100%

## Register

### Report

Nine tests were conducted and can be seen in the Register Account UAT test scripts, with seven running as expected and two failing on first run but passing after implementation was redone. Tests checked that fields were editable, error messages occurred with incorrect input that users can register or skip registration.

### Analysis Tracking

#### Passed test cases percentage

Number of tests 9

Passed tests 7 first run, 9 second run

Failed tests 2 first run, 0 second run

77.78 % first run, 100% passed second run

#### Failed test cases percentage

22%

#### Fixed Defects percentage

100%

#### Average time to repair defects

2 hrs

#### First run fail rate

22% or 2/9

### Analysis Effort

Number of tests run during time period

11

Executed percentage of tests run

100%

## Login

### Report

Seven tests were conducted and can be seen in the Login UAT test scripts, with six running as expected and one failing on first run but passing after implementation was redone. Tests checked that fields were editable, error messages occurred with incorrect input, that users can login or skip login.

### Analysis Tracking

#### Passed test cases percentage

Number of tests 7

Passed tests 6 first run, 7 second run

Failed tests 1, first run, 0 second run

85.71 % first run, 100% passed second run

#### Failed test cases percentage

14.29%

#### Fixed Defects percentage

100%

#### Average time to repair defects

1 hr

#### First run fail rate

14.29% or 1/7

### Analysis Effort

#### Number of tests run during time period

8

#### Executed percentage of tests run

100%

## Play Game

### Report

Six tests were conducted and can be seen in the Play Game UAT test scripts, with six running as expected. Tests checked that users can play a game by answering questions, that a round ended when time ran out, correct answers turned green and added 10 to users score also that wrong answers turned red and subtracted 5 points from the users score and that there score added and subtracted correctly.

### Analysis Tracking

#### Passed test cases percentage

Number of tests 6

Passed tests 6

Failed tests 0

100% passed

#### Failed test cases percentage

0%

#### Fixed Defects percentage

No defects found

#### Average time to repair defects

No defects found

#### First run fail rate

0% or 0/6

### Analysis Effort

#### Number of tests run during time period

6

#### Executed percentage of tests run

100%

## Submit Question

### Report

Three tests were conducted and can be seen in the Submit question UAT test scripts, with three running as expected. Tests checked that users can play a Submit questions that fields are editable and Error messages display when necessary.

### Analysis Tracking

#### Passed test cases percentage

Number of tests 3

Passed tests 3

Failed tests 0

100% passed

#### Failed test cases percentage

0%

#### Fixed Defects percentage

No defects found

#### Average time to repair defects

No defects found

#### First run fail rate

0% or 0/3

### Analysis Effort

#### Number of tests run during time period

3

#### Executed percentage of tests run

100%

## Check Leader Board

### Report

One test was run as can be seen by test script and screenshots seen in Check Leader board UATs. This test ran as expected and showed that the leader board button opened the leader board screen.

### Analysis Tracking

#### Passed test cases percentage

Number of tests 1

Passed tests 1

Failed tests 0

100% passed

#### Failed test cases percentage

0%

#### Fixed Defects percentage

No defects found

#### Average time to repair defects

No defects found

#### First run fail rate

0% or 0/1

### Analysis Effort

#### Number of tests run during time period

1

#### Executed percentage of tests run

100%

# Over All

#### Passed test cases percentage

Number of tests 28

Passed tests 25

Failed tests 3

89.29% passed

#### Failed test cases percentage

10.71%

#### Fixed Defects percentage

100%

#### Average time to repair defects

3hrs

#### First run fail rate

10.71%

#### Number of tests run during time period

31

#### Executed percentage of tests run

100%

# Sign Off

|  |  |
| --- | --- |
| Name | Yes or No |
| Aaron Peachey |  |
| Charnes Nell |  |
| Collin Mckeahnie |  |
| Michelle Vinall |  |