Test Plan Template

Blizzard Test Engineer Interview

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# Scope

In this section, you should identify what testing will be covered by this test plan, what will be covered elsewhere, and what will not be tested. Please indicate why you have scoped the test plan as you did. After reading this section, readers should be able to clearly indicate the components for which the test engineer will be responsible.

The test checks the WoW Web API’s Item Set and associated items in the set. The test also checks the individual stats of an item.

The test will only check the data for the Item Set and Individual stats of an item that is associated to that set. It will not check for bad data outside of the Item set and Item.

# Test Strategy

In this section, you should describe your approach of testing. Please include the types of tests to be performed, and base your strategy on project goals and assessed risk. After reading this section, readers should have a clear understanding of the types of tests to be performed.

The test will test all the data in item set 1060. The test will also test all the items that make up the set for set 1060.

After retrieving an Item Set, the test will then query the Web API for the items declared within the item set. The test will then look through the data for eat item to make sure that they are consistent with the data declared in the Item Set. The test will also check the descriptions and bonuses are consistent across all items with the Item Set.

After retrieving an Item Set, the test will then query the Web API for the Items declared within the Item Set. The test will then look through each Item to make sure that the data in the Item is consistent with the data declared in the Item Set. It will check IDs to make sure items exist and ensure that Items acknowledge they are within the Item Set. The test will also check that Items acknowledge all other Items within the Item Set, and that set bonus thresholds and descriptions are consistent across all Items within the Item Set.

# Entry and Exit Criteria

In this section, you should identify the criteria for test entry as well as the criteria that identify when to stop testing. Be as specific as possible. After reading this section, readers should be able to identify when the product is ready to be tested and when enough testing has been performed.

The test should only be run if there have been changes to an item set or if the items within the item set have been changed. It will ensure that the data in the Item Sets and Items are consistent.

This test is unnecessary if no changes have been made to previously verified Item Sets or the Items within them.

# Test Cases

In this section, you should include a list of test cases for each test type defined in the Test Strategy section. Test cases should include input values, conditions, and expected results. After reading this section, readers should know precisely what is to be tested and the expected results of each test case.

* Using the World of Warcraft Item Set Web API, retrieve the item ids for all items in the “Deep Earth Vestments” set and verify that the item id for each item matches that which is returned by the Item Web API.
* After retrieving the “Deep Earth Vestments” set, verify that the Item Set ID for each Item matches the given Item Set.
* After retrieving the “Deep Earth Vestments”, verify each Item within the Set only recognizes other Items within the Set.
* After retrieving the “Deep Earth Vestments”, verify that the Threshold required for the Set Bonus is equal to or lower than the total number of Items within the Set.
* After retrieving the “Deep Earth Vestments” Items, verify each Item within the Set shares the same Item Set name.
* After retrieving the “Deep Earth Vestments” Items, verify each Item within the Set shares the same Set Bonus Thresholds.
* After retrieving the “Deep Earth Vestments” Items, verify each Item within the Set shares the same Set Bonus descriptions.

# Dependencies

In this section, you should identify any significant constraints on testing as well as identify any tools on which your test cases will be dependent.

This program will not work without internet connection and access to the WoW Web API. No other known significant constraints.

This program requires C#, .NET 4.0, and the Json.NET package and was compiled in Visual Studio 2013.