Project Backlog System Test Plan

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Introduction: Each of these tests are meant to test the 5 major functionalities of Product Backlog. Those functionalities are Startup, Managing State, Products, Tasks, and Shutdown. In total there are 13 tests and most of them test the different paths when editing tasks. However, some of the test require the use of managing the state so if a test for fails to pass then the rest won't either. Some of these tests may continue after another so it's best to try again do all of them at once. But it's still possible to do them one by one. In general if a test has something for preconditions then it will mostly likely mean that the tests will uses the previous tests or it needs that previous test to pass in order to do the current test. The user should follow what the description for each test says and then look at the expected to see if they did the test correctly. If the user wants to easily restart a test they can either close the GUI or use the clear function to remove all products and tasks.

	an either close the GUI or use the cl				
Test ID	Description	Expecte	ed Results	Actual R	
Test 1:	Preconditions: None	•	ProductBacklogGUI	•	ProductBacklogGUI
Startup			loads		loads
and Load	1. Run ProductBacklogGUI				
Valid File:		•	ProductBacklog is	•	The GUI is loaded with
(Daniel	2. On the top left Click File and		currently empty with		no products are tasks.
Avisse)	then load.		no products or tasks		
				•	Once the file is loaded
	3. Select task1.txt	•	Once the file is loaded		two products are added
			a list of products should		with tasks associated
	4. Check Results		be available with task		with each product.
			also available once a		Match Expected
		1	product is selected.	(Success	•
Test 2:	Preconditions: Test 1	•	ProductBacklogGUI	•	ProductBacklogGUI
Quit			loads		loads
(Daniel	1. Run ProductBacklogGUI				
Avisse)		•	ProductBacklog is	•	The GUI is loaded with
	2. On the top left Click File and		currently empty with		no products are tasks.
	then load.		no products or tasks		
				•	Once the file is loaded
	3. Select task1.txt	•	Once the file is loaded		two products are added
	4 On the ten left Clieb File and		a list of products should		with tasks associated
	4. On the top left Click File and		be available with task also available once a		with each product.
	then quit				The quit button is
	5. Enter the file name		product is selected.	•	The quit button is pressed and a popup
	ProductBacklog_QuitTest.txt.		ProductBacklogGUI is		asking for file name
	Productbacklog_Quit lest.txt.	•	closed once quit is click		shows up.
	6. Check Results		and a new file is		snows up.
	o. Check Results		created.		The file name
			cicatca.		ProductBacklog_QuitTe
					st.txt is inputted and a
				1	new file is created
					matching the original
				1	file that was used to
				1	load the products.
				Results I	Match Expected
				(Success	-
Test 3:	Preconditions: None	•	ProductBacklogGUI	•	ProductBacklogGUI

Add, Edit,	I		loads		loads
Select,	1. Run ProductBacklogGUI		loads		loaus
and		•	ProductBacklog is	•	The GUI is loaded with
Remove	2. Click Add Product		currently empty with		no products are tasks.
Product			no products are tasks.		·
(Daniel	3. Enter the name Calculator		•		
Avisse)		•	A new product is	•	The add product button
	4. Check Results		created called		is pressed and the
			Calculator with no		name Calculator is
	5. Click Edit Product		tasks.		typed. The current
					product is now
	6. Change the name to Scientific	•	The name of the		Calculator.
	Calculator		product is edited and		The state of the state of the state of
	7. Chook Bookles		now displays Scientific Calculator.	•	The edit product button
	7. Check Results		Calculator.		is pressed and the name of Calculator is
	8. Select Scientific Calculator	•	The product is then		changed to Scientific
	8. Select Scientific Calculator	•	selected and then		Calculator.
	9. Click Delete Product		removed.		Calculator.
	2.3.0.0			•	The delete product is
	10. Check Results	•	ProductBacklog now		then pressed and
			has no products or task.		Scientific Calculator is
					no longer listed.
					Match Expected
				(Success	•
Test 4:	Preconditions: Test 1 has passed	•	ProductBacklogGUI	•	ProductBacklogGUI
Add Task,	1.5.5.1.5.11.6.11		loads		loads
Delete	1. Run ProductBacklogGUI		Book appeal to the		The Court Leaded Silver
Task, and	2. On the ten left Cliek File and	•	ProductBacklog is	•	The GUI is loaded with
Save File (Daniel	2. On the top left Click File and then load.		currently empty with no products or tasks		no products are tasks.
Avisse)	theirioau.	•	Once the file is loaded		
Avissej	3. Select task1.txt		a list of products should	•	Once the file is loaded
			be available with task		two products are added
	4. Check Results		also available once a		with tasks associated
			product is selected.		with each product.
	5. Select the product Shopping Cart		•		·
	Simulation.	•	The product Shopping	•	The add task button is
			Cart Simulation is		then pressed and the
	6. Click Add Task		selected and the		information is added.
			associated tasks load.		The new task titled
	7. Add the following information		- 1		Double Basket
	for task.	•	The new task titled		Shopping Carts is listed
	Title: Double Basket Shopping Carts		Double Basket		with the other tasks and the current State is
	Shopping Carts Task Type: Feature		Shopping Cart is listed in ProductBacklog and		Backlog.
	Task Type: Feature Task Creator: Daniel		the current state is		Dackiog.
	Task Notes: - [Backlog]		"Backlog."		
	Double Basket allow for		- 200.	•	The task titled Special
	the shopper to hold more	•	The task titled Special		Carts is selected and
	items.		Carts is removed and		then removed. The task
	8. Click Add Task to Backlog		no longer listed.		is no longer listed.
				1	
	9. Check Results	•	A new file called	•	The product backlog is
	9. Check Results	•	A new file called STP_ProductBacklog.txt	•	The product backlog is then saved and a new

	Carts.		task Double Basket	STP_ProductBacklog.txt
	Curts.		Shopping Cart included	is created with Double
	11. Click Delete Task.		and the Special Cart task removed.	Basket Shopping Carts added and Special Carts
	12. Check Results			removed. Results Match Expected
	13. Click File and then Save.			(Success)
	14. Enter the name			
	STP_ProductBacklog.txt			
	15. Check Results.			
Test 5:	Preconditions: Test 1 and Test 4	•	ProductBacklogGUI	ProductBacklogGUI
Edit Task In Backlog	have passed		loads	loads
to Rejected	1. Run ProductBacklogGUI	•	ProductBacklog is currently empty with	 The GUI is loaded with no products are tasks.
(Daniel	2. On the top left Click File and		no products or tasks	p. ou do to a co to
Avisse)	then load.		•	 Once the file is loaded
		•	Once the file is loaded	two products are added
	3. Select task1.txt		a list of products should	with tasks associated
			be available with task	with each product.
	4. Check Results		also available once a	
	Colort the grand set Champing Cout		product is selected.	The add task button is
	5. Select the product Shopping Cart Simulation.	•	The product Shopping	then pressed and the information is added.
	Simulation.		Cart Simulation is	The new task titled
	6. Click Add Task		selected and the	Shopping Cart Hero is
			associated tasks load.	listed with the other
	7. Add the following information			tasks and the current
	for task.	•	The new task titled	State is Backlog.
	 Title: Shopping Cart Hero 		Shopping Cart Hero is	
	Task Type: Feature		listed in ProductBacklog	The edit task button is
	Task Creator: Daniel Task Natasa (Basklas) A		and the current State is	pressed and the GUI
	 Task Notes: - [Backlog] A game where you can see 		"Backlog."	changes with three buttons saying claim
	how far you can fly with a			task, reject task, and
	shopping cart.	•	In the edit task option,	cancel. The note is
	8. Click Add Task to Backlog		the GUI should change	added and reject task is
			with the information of	pressed.
	9. Check Results		the task listed and then	
			three buttons on the	The task titled
	10. Select the task Shopping Cart		bottom saying claim	Shopping Cart Hero is
	Hero and click edit Task		task, reject task, and cancel.	now displayed with it being in the Rejected
	11. Enter the following for the		Carleet.	state.
	note.	•	Once the new note is	
	 -[Rejected] Rejected. 		added and the reject	 Clicking the edit task
	Shopping Cart Simulation		task button is pressed	button again all the
	is supposed to be a		the Shopping Cart Hero	notes that were added
	realistic simulation of		task should now be	for the task appear and
	shopping carts. We are		listed with the state "Rejected."	the owner is set to unowned.
	not creating a game. 12. Click Reject Task		nejected.	Results Match Expected
	12. Click reject tusk	•	All the added notes	(Success)
	13. Check Results		should appear when	, ,
		·	L.L. sana	l.

econditions: Test 1 and Test 4 ve passed Run ProductBacklogGUI	•	ProductBacklogGUI		
_		loads	•	ProductBacklogGUI loads
On the top left Click File and en load. Select task1.txt Check Results Select the product Shopping Cart mulation. Click Add Task Add the following information	•	ProductBacklog is currently empty with no products or tasks Once the file is loaded a list of products should be available with task also available once a product is selected. The product Shopping Cart Simulation is selected and the associated tasks load.	•	The GUI is loaded with no products are tasks. Once the file is loaded two products are added with tasks associated with each product. The add task button is then pressed and the information is added. The new task titled Double Basket Shopping Carts is listed with the other tasks and the current State is
r task. Title: Double Basket Shopping Carts Task Type: Feature Task Creator: Daniel Task Notes: - [Backlog] Double Basket allows for the shopper to hold more items. Click Add Task to Backlog Check Results Select the task Double Basket topping Carts and click edit Task Enter the following.	•	The new task titled Double Basket Shopping Carts is listed in ProductBacklog and the current State is "Backlog." In the edit task option, the GUI should change with the information of the task listed and then three buttons on the bottom saying claim task, reject task, and cancel.	•	and the current State is Backlog. The edit task button is pressed and the GUI changes to have three buttons that say claim task, reject task, and cancel. The information is added and the claim task button is pressed. The task titled Double Basket Shopping Carts is now displayed with it being in the Owned state.
Note: -[Owned] Adding Joe to the owner of this task. Click Claim Task Check Results Check Res	•	Once the new note is added and the claim task button is pressed the Double Basket Shopping Carts task should now be listed with the state "Owned." In the edit task option, the GUI should change with the information of the task listed and then	•	The edit task button is pressed again and the GUI changes to have four buttons that say process task, reject task, Backlog task, and cancel. The note is added and process task is pressed. The task titled Double Basket Shopping Carts is now displayed with it being in the Processing
). .).	Joe to the owner of this task. Click Claim Task Check Results Select the task Double Basket pping Carts and click edit Task Enter the following note: • -[Processing] Creating designs for Double Basket	Note: -[Owned] Adding Joe to the owner of this task. Click Claim Task Check Results Select the task Double Basket pping Carts and click edit Task Enter the following note: -[Processing] Creating designs for Double Basket Shopping Cart.	 Note: -[Owned] Adding Joe to the owner of this task. Click Claim Task Check Results Check Results Select the task Double Basket pping Carts and click edit Task Enter the following note: -[Processing] Creating designs for Double Basket Shopping Cart. Once the new note is added and the claim task button is pressed the Double Basket Shopping Carts task should now be listed with the state "Owned." In the edit task option, the GUI should change with the information of the task listed and then	 Note: -[Owned] Adding Joe to the owner of this task. Click Claim Task Check Results Check Results Select the task Double Basket pping Carts and click edit Task Enter the following note: -[Processing] Creating designs for Double Basket Shopping Cart. In the edit task option, the GUI should change with the information of the task listed and then four buttons on the

- 17. Check Results
- 18. Select the task Double Basket Shopping Carts and click edit Task
- 19. Enter the following note:
 - -[Verifying] Designs are complete. Ready for inspection.
- 20. Click Verify Task
- 21. Check Results
- 22. Select the task Double Basket Shopping Carts and click edit Task
- 21. Enter the following note:
 - -[Done] Designs are good and complete.
- 22. Click Task Verified
- 23. Check Results

- task, reject task, Backlog task, and cancel.
- Once the new note is added and the process task button is pressed the Double Basket Shopping Carts task should now be listed with the state "Processing."
- In the edit task option, the GUI should change with the information of the task listed and then five buttons on the bottom saying add note, verify task, complete task, Backlog task, and cancel.
- Once the new note is added and the verify task button is pressed the Double Basket Shopping Carts task should now be listed with the state "Verifying."
- In the edit task option, the GUI should change with the information of the task listed and then three buttons on the bottom saying return task to owner, task verified, and cancel.
- Once the new note is added and the task verified button is pressed the Double Basket Shopping Carts task should now be listed with the state "Done."
- All the added notes should appear when you try to edit the task again and the task

- The edit task button is pressed again and the GUI changes to have five buttons that say add note, verify task, complete task, Backlog task, and cancel. The note is added and the verify task button is pressed.
- The task titled Double Basket Shopping carts is now displayed with it being in the Verifying state.
- The edit task button is pressed again the GUI changes to have three buttons that say return task to owner, task verified, and cancel.
 The note is added and the task verified button is pressed.
- The task titled Double Basket Shopping Carts is now displayed with it being in the Done State.
- Clicking the edit task button again all the notes that were added for the task appear and Joe is still the current owner.

Results Match Expected (Success)

		shoi	uld still have Joe as		
			owner.		
Test 7: Edit Task from Done to Backlog (Daniel Avisse)	Preconditions: Test 1, Test 4, and Test 6 have passed 1. Using the task from the previous task select the task Double Basket Shopping Carts and click edit Task 2 Enter the following note. • -[Backlog] Moving to Backlog for further implementation. 3. Click Backlog Task 4. Check Results	 In the with the with the bott task task Once added task the Shop show with "Back All t show you agai 	ne edit task option, GUI should change In the information of task listed and then the buttons on the tom saying return to owner, backlog I, and cancel. The the new note is the dand the Backlog button is pressed Double Basket poping Carts task and now be listed the state taklog." The added notes and appear when try to edit the task In and the task	•	The edit task button is pressed and the GUI changes to have three buttons that say return task to owner, backlog task, and cancel. The note is added and the backlog task button is pressed. The task titled Double Basket Shopping carts is now displayed with it being in the Backlog state. Clicking the edit task again the notes that were added for the task appear and the owner of the task is set to unowned.
		shou	uld have no owner.		Match Expected
Test 8:	Preconditions: Test 1 and Test 4	a Dros	ductBacklogGLII	(Success	•
Test 8: Edit Task from	Preconditions: Test 1 and Test 4 have passed	• Proc load	ductBacklogGUI Is	•	ProductBacklogGUI loads
Backlog to Owned to Backlog (Daniel Avisse)	 Run ProductBacklogGUI On the top left Click File and then load. Select task1.txt Check Results Select the product Shopping Cart Simulation. Click Add Task Add the following information for task. Title: Tiny Shopping Carts Task Type: Feature Task Creator: Landon Task Notes: - [Backlog] Smaller shopping carts for people who don't need a regular one. Click Add Task to Backlog 	 Curr no p Onc a list be a also prod The Cart sele asso The Shop in Prothe "Bac In the with the sele with the selection of th	ductBacklog is ently empty with products or tasks e the file is loaded t of products should vailable with task available once a duct is selected. product Shopping Simulation is cted and the poiated tasks load. new task titled Tiny pping Carts is listed roductBacklog and current State is cklog." ne edit task option, GUI should change the information of task listed and then the buttons on the	•	The GUI is loaded with no products are tasks. Once the file is loaded two products are added with tasks associated with each product. The add task button is then pressed and the information is added. The new task titled Tiny Shopping Carts is listed with the other tasks and the current State is Backlog. The edit task button is pressed and the GUI changes to have three buttons that say claim task, reject task, and cancel. The information is added and the claim task button is pressed.

	10. Select the task Tiny Shopping Carts and click edit Task 11. Enter the following.		task, reject task, and cancel.		Shopping Carts is now displayed with it being in the Owned state.
	 Owner: Joe Note: -[Owned] Adding Joe to the owner of this task. Click Claim Task Check Results 		Once the new note is added and the claim task button is pressed the Tiny Shopping Carts task should now be listed with the state "Owned."	•	The edit task button is pressed again and the GUI changes to have four buttons that say process task, reject task, backlog task, and cancel. The note is added and backlog task
	14. Select the task Tiny Shopping Carts and click edit Task 15. Enter the following note: • -[Backlog] Removing Joe from this Joe. 16. Click Backlog Task 17. Check Results	•	In the edit task option, the GUI should change with the information of the task listed and then four buttons on the bottom saying process task, reject task, Backlog task, and cancel. Once the new note is added and the Backlog task button is pressed the Tiny Shopping Carts task should now be listed with the state "Backlog." All the added notes should appear when you try to edit the task again and the task should have no owner.	• Results (Success	is pressed. The task titled Tiny Shopping Carts is now displayed with it being in the Backlog state. Clicking the edit task button again all the notes that were added appear showing that Joe was once the owner of the task but currently the task is unowned. Match Expected
Test 9: Edit Task from Backlog to	Preconditions: Test 1, Test 3, and Test 8 have passed 1. Using the task from the previous		In the edit task option, the GUI should change with the information of the task listed and then	•	The edit task button is pressed and the GUI changes to have three buttons that say claim
Processing and Process Multiple Times	test select the task Tiny Shopping Carts and click edit Task 2. Enter the following. Owner: Sarah		three buttons on the bottom saying claim task, reject task, and cancel.		task, reject task, and cancel. The information is added and the claim task button is pressed.
(Daniel Avisse)	 Note: -[Owned] Adding Sarah to the owner of this task. Click Claim Task 		Once the new note is added and the claim task button is pressed the Tiny Shopping Carts	•	The task titled Tiny Shopping Carts is now displayed with it being in the Owned state.
	4. Check Results 5. Select the task Tiny Shopping Carts and click edit Task		task should now be listed with the state "Owned."	•	The edit task button is pressed again and the GUI changes to have four buttons that say
		•	In the edit task option,		process task, reject

6. Enter the following note: the GUI should change task, backlog task, and -[Processing] Deciding on with the information of cancel. The note is the task listed and then added and process task specific size measurements for Tiny four buttons on the is pressed. **Shopping Carts** bottom saying process The task titled Tiny 7. Click Process Task task, reject task, Backlog task, and Shopping Carts is now 8. Check Results cancel. displayed with it being in the Processing state. 9. Select the task Tiny Shopping Carts and click edit Task Once the new note is The edit task button is added and the process pressed again and the 10. Enter the following note: task button is pressed GUI changes to have -[Processing] Comparing the Tiny Shopping Carts five buttons that say Tiny Shopping Cart size to task should now be add note, verify task, other carts listed with the state complete task, Backlog 11. Click Add Note "Processing." task, and cancel. The note is added and the 12. Check Results In the edit task option, add note button is the GUI should change pressed. 13. Select the task Tiny Shopping with the information of Carts and click edit Task the task listed and then The task titled Tiny five buttons on the Shopping Carts is now 14. Enter the following note: bottom saying add displayed with it being -[Processing] Creating note, verify task, in the Processing State. model for Tiny Shopping complete task, Backlog Cart task, and cancel. The edit task button is 15. Click Add Note pressed again and the Once the new note is GUI remains the same 16. Check Results added and the add with the same 5 note button is pressed buttons. The note is the Tiny Shopping Carts added and add note is pressed. The process is task should stay in the state "Processing." This then repeated one more time. should happen every time we click add note in the processing state. The task titled Tiny **Shopping Carts is** All the added notes displayed with it still should appear when staying in the you try to edit the task Processing State. again and the task should have Sarah as Clicking the edit task the owner. button again all the notes that were added appear showing that Joe was once the owner of the task and that Sarah is currently the owner working on the task.

Test 10:

Edit Task

from

Preconditions: Test 1, Test 3, Test

8, and Test 9 have passed

In the edit task option, the GUI should change with the information of (Success)

• The edit task button is pressed again and the GUI changes to have

Results Match Expected

		•		1	
Processing to Verifying to Processing (Daniel Avisse)	1. Using the task from the previous test select the task Tiny Shopping Carts and click edit Task 2. Enter the following note. • Note: -[Verifying] Models are complete. Waiting for verification. 3. Click Verify Task 4. Check Results 5. Select the task Tiny Shopping Carts and click edit Task 6. Enter the following note: • -[Processing] Verification failed. Models too big. 7. Click Return to owner 8. Check Results	•	the task listed and then five buttons on the bottom saying add note, verify task, complete task, Backlog task, and cancel. Once the new note is added and the verify task button is pressed the Tiny Shopping Carts task should now be listed with the state "Verifying." In the edit task option, the GUI should change with the information of the task listed and then three buttons on the bottom saying return task to owner, task verified, and cancel. Once the new note is added and the return to owner button is pressed the Tiny Shopping Carts task should return to the state "Processing." All the added notes should appear when you try to edit the task again and the task chould have Sarah as	•	five buttons that say add note, verify task, complete task, Backlog task, and cancel. The note is added and the verify task button is pressed. The task titled Tiny Shopping Carts is now displayed with it being in the Verifying State. The edit task button is pressed again and the GUI changes to have three buttons that say return task to owner, task verified, and cancel. The note is added and the return to owner buttons is pressed. The task titled Tiny Shopping Carts is displayed with it going back to the Processing State. Clicking the edit task button again all the notes that were added appear showing that Joe was once the owner of the task and that Sarah is currently
			should have Sarah as the owner.		the owner working on the task. Match Expected
				(Success	•
Test 11: Edit Task from Processing to Done (Daniel Avisse)	Preconditions: Test 1, Test 3, Test 8, Test 9, and Test 10 have passed 1. Using the task from the previous test select the task Tiny Shopping Carts and click edit Task 2. Enter the following note. Note: -[Processing] Redid models Should be correct size.	•	In the edit task option, the GUI should change with the information of the task listed and then five buttons on the bottom saying add note, verify task, complete task, Backlog task, and cancel.	•	The edit task button is pressed again and the GUI changes to have five buttons that say add note, verify task, complete task, Backlog task, and cancel. The note is added and the verify task button is pressed.
	Click Verify Task. Check Results	•	Once the new note is added and the verify task button is pressed the Tiny Shopping Carts	•	The task titled Tiny Shopping Carts is now displayed with it being in the Verifying State.

	E. Coloct the took Time Character		tack chards south		
	 5. Select the task Tiny Shopping Carts and click edit Task 6. Enter the following note: -[Verifying] Verification complete. Model is good. 7. Click task verified. 8. Check Results 	•	task should now be listed with the state "Verifying." In the edit task option, the GUI should change with the information of the task listed and then three buttons on the bottom saying return task to owner, task verified, and cancel. Once the new note is added and the task verified button is pressed the Tiny Shopping Carts task should now be listed with the state "Done." All the added notes should appear when you try to edit the task again and the task	•	The edit task button is pressed again and the GUI changes to have three buttons that say return task to owner, task verified, and cancel. The note is added and the task verified button is pressed. The task titled Tiny Shopping Carts is displayed with it going back to the Done State. Clicking the edit task button again all the notes that were added appear showing that Joe was once the owner of the task and that Sarah is currently the owner working on
			should have Sarah as		the task.
			the owner.		Match Expected
-	B		A Ct	(Success	
Test 12: Save Product Backlog	Preconditions: Test 1, Test 3, Test 8, Test 9, Test 10, Test 11 have passed	•	A new file titled STP_ProductBacklog2.t xt should be created.	•	The file titled STP_ProductBacklog2.t xt is created
(Daniel Avisse)	 Using the product backlog from the previous tests go to the top left and click file and save. Enter the file name STP_ProductBacklog2.txt Check results. 	•	In the file the task titled Tiny Shopping Carts should be listed with all the notes, Sarah as the owner and the verification set to true.		In the file the task titled Tiny Shopping Carts is listed. All the notes are there which each state listed for them. Sarah is also the current owner of the task and the verification for the task is set to true. Match Expected
				(Success	•
Test 13: Clear Products (Daniel Avisse)	Preconditions: None 1. Make sure that the Product Backlog is filled with Products and task. You can use any previous test or just add some new products and tasks. 2. On the top left Click file and then clear.	•	The GUI contains some products and tasks. Once the clear button is pressed all the products and tasks that were listed are now gone.	• Results (Success	The GUI is currently contains some products and tasks. The clear button is then pressed and all the products and tasks that were previously listed are no longer there. Match Expected ss)
	-				Match Expected

Document Revision History

Date	Author	Change Description
9/18/2021	Daniel Avisse	Added 6 new test that test different functionalities of ProductBacklog.
9/22/2021	Daniel Avisse	Add a couple more test to cover more paths
10/12/2021	Daniel Avisse	Adjusted some tests, add two more tests, and added the actual results
		for all tests.