**Management**

**Quality**

**Hung, Duong Van**

**International School**

**Software**

**Process**

**&**

**CMU**

**-**

**SE 433**

**SAIS**

**Test Plan Sprint1**

**Version 1.**

**1**

**Date:**

**July**

**23**

**th**

**, 2025**

**Hotel**

**Management**

**System**

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**PROJECT INFORMATION**

|  |  |  |  |
| --- | --- | --- | --- |
| **Project acronym** | HMS | |  |
| **Project Title** | Hotel Management System | |  |
| **Start Date** | 12 Jun 2025 | **End Date** | 23 July 2025 |
| **Lead Institution** | International School, Duy Tan University | |  |
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**REVISION HISTORY**

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Date** | **Comments** | **Author** |
| 1.0 | Jun 2th, 2025 | Initial Release | Quoc, Pham Tan |
| 1.1 | July 2th, 2025 | Update | Quoc, Pham Tan |

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# 1. Introduce

This document is the Test Plan for the Hotel Management System project, presented by Quality Assurance. It describes the testing strategy and approach to testing QA will use to validate this product's pre-release. It also contains the various resources needed to successfully complete this project.

## 1.1. Purpose

The purpose of this document is to provide an overview and guidance for the Hotel Management System - Test Plan project. The objective is also to establish a level of general understanding to the client of the testing procedure addressed in this document.

## 1.2. Limit

This Test Plan is for 1.1 release.  
Sprint 1 includes 5 functions:  
 • Design Admin Login/Logout  
 • Design Hotel Staff Login/Logout  
 • Design Room Check-in/Check-out  
 • Design Room Status Update  
 • Design Invoice Generation

## 1.3 References

**Table 1.** Reference Documents

|  |  |  |  |
| --- | --- | --- | --- |
| **STT** | **References** | **Document information** | **Note** |
| 1 | Documentation User  Stories | This document provides a user story and goal-oriented perspective of the Hotel Management System Project. |  |
| **2** | Sprint Backlog document | A list of tasks determined by the Scrum Team to be completed in each sprint. |  |

# 2. Test Plan

## 2.1 Test outline

* Unit testing
* Functional test
* Test the user interface
* Test configuration
* Acceptance test

## 2.2 Test requirement

The following list describes the functions that will be tested for Sprint 1:

**Table 2**. Test Requirements for Sprint 1

|  |  |  |  |
| --- | --- | --- | --- |
| **Id** | **Function** | **Test case type** | **Note** |
| FC01 | Design Admin Login/Logout | - Test the user interface  - Functional test  - Acceptance test |  |
| FC02 | Design Hotel Staff Login/Logout | - Test the user interface  - Functional test  - Acceptance test |  |
| FC03 | Design Room Check-in/Check-out | - Test the user interface  - Functional test  - Acceptance test |  |
| FC04 | Design Room Status Update | - Test the user interface  - Functional test  - Acceptance test |  |
| FC05 | Design Invoice Generation | - Test the user interface  - Functional test  - Acceptance test |  |

# 3. Test strategy

- The test strategy presented is the method to test the system.

- Test requirement must describe what should be tested; Test strategy outlines the ways that are used for testing.

- In this section, techniques and standards for assessment are the main content that needs attention...

## 3.1 Test type

### Unit test

- Unit testing is a procedure used to determine if the source code (units) of software is working properly

- Unit testing is done by developers.

**Table 3.** Test Plan Details for Window-based Testing

|  |  |
| --- | --- |
| **Test objectives:** | Make sure the source code is working without errors, working well |
| **Skill:** | All functions, methods, processes, and classes are subjected to testing to ensure there are no risks and must be carefully tested and made sure that any minor errors are not ignored. |
| **Completion criteria:** | Debugging with no errors  All functions, methods, classes, procedures are 100% |
| **Special considerations:** |  |

### 3.1.2 Functional test

Functional testing will be performed to verify all functional requirements have been met successfully. This will be done through black box testing.

**Table 4.** Functional Test Details

|  |  |  |
| --- | --- | --- |
| **Technical objectives:** | Verify system functional requirements. | |
| **Skill** | * - Use the Black Box test * - Design test cases to perform functional testing * - Based on user stories create test cases for the functional system. | |
| **Oracles:** |  |  |
| **Required tools:** | Instructions for use Test | |
| **Success criteria:** | All of the following have been tested successfully:  All major use cases  All major features | |

### 3.1.3 Test the user interface

User interface (UI) testing verifies user interaction with software. The goal of UI testing is to ensure that the UI provides users with proper access and navigation through the test target's functions. Additionally, UI testing ensures that the objects in the UI functionality are as expected and conform to company or industry standards.

**Table 5.** Window Navigation Test Plan

|  |  |
| --- | --- |
| **Skill:** | Create or modify tests for each window to verify navigation and object status appropriate for each window and application object. |
| **Technical goals:** | Do the following to observe and record conformance to standard and target behavior:  Navigating through business requirements and functions that reflect test goals, covering from window to window, field to field, and use of access methods (tab keys, mouse movements, keys acceleration).  Window objects and properties can be moved such as menu, size, position, status, and focus. |
| **Oracles:** | The tester will verify the matching function based on the requirement. |
| **Required tools:** |  |
| **Success criteria:** | All windows objects can be done, properly navigated through test target and test target works as expected. |

### 3.1.4 Test configuration

Test Configuration Verify that the test target works correctly under different software configurations and interacts with different software.

**Table 6.** Test Configuration Plan

|  |  |
| --- | --- |
| **Technical goals:** | Accurately verify the test target functionality on different platforms and in different configurations. |
| **Skill** | Execute unrelated software on the same platform as the test target to verify no side effects. |
| **Oracles:** | Test target behavior. |
| **Required tools:** | This technique requires the following tools:  Restore and restore the base configuration   * Install monitoring tool (registry, hard disk, CPU, memory, etc.) |
| **Success criteria:** | The test target worked as expected, and the software that wasn't the test target worked as expected |

## 3.2 Test tool

**Table 7**. Test Tools Overview

|  |  |  |
| --- | --- | --- |
| **Work** | **Tools** | **Company** |
| Manage test activities | Excel | Microsoft |
| Project management | Trello, Slack | Swap Up, Stewart Butterfield |
| Database system management | SQL Server | Microsoft |
| Test GUI | Test it manually |  |

## 3.3 Technical inspection (Equipment and hardware)

**Table 8.** Technical Inspection Tools and Equipment

|  |  |  |  |
| --- | --- | --- | --- |
| **Purpose** | **Tools** | **Describe** | **Version** |
| The Run commands | Browser | Testing web | Internet Explorer,  Chrome |

## 3.4 Pass / fail condition

A test case will have the script action, the condition, the input value, and the expected result.

* If the result of the test case is sequentially the same as the input provided, the result is correct with the expected result => Pass
* If result is failed, or differs from expected result => Fail

# 4. Test source

**Table 9.** Test Roles and Responsibilities

|  |  |  |
| --- | --- | --- |
| **Role** | **Assigned to** | **Responsibility** |
| **Scrum master** | Lanh, Do | Provide management supervision for the project.   * Define control points for error handling * Acquire the right resources for testing * Provide management reports |
| **Tester** | Quoc, Pham Tan | Provide management supervision for testing. Ensures that the identified testing activities are traceable to the defined functional / business requirements.   * Identify what information people need to write and support. * System / function test, integration and system. * Test management * Test planning * Evaluation and coordination of testing strategies |

# 5. Test schedule

## 5.1 Test plan

**Table 10.** Test Plan and Schedule

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Milestone Task** | **Responsible** | **Start day** | **End day** |
| **Design Admin Login/Logout** | Test Plan | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Execute Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| **Design Hotel Staff Login/Logout** | Test Plan | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Execute Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| **Design Room Check-in/Check-out** | Test Plan | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Execute Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| **Design Room Status Update** | Test Plan | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Execute Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| **Design Invoice Generation** | Test Plan | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |
| Execute Test case | Quoc, Pham Tan | 02/07/2025 | 02/07/2025 |