

3/23/2019

Test Plan

Iteration 2



Airport Solutions

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1. Introduction

In this document will be reported the plan for iteration 2. It contains the description of team roles, deliverables, activities and the planning of when they will be delivered, and what the proof of concept will contain.

2. Project Team

<i>Member</i>	<i>StudentNumber</i>	<i>Email</i>
Yanis Dimov	3258033	y.dimov@student.fontys.nl (Project leader)
Kaloyan Dragiev	3214311	k.dragiev@student.fontys.nl
Rosen Panayotov	3334643	r.panayotov@student.fontys.nl
Nikolay Kolev	3235106	n.kolev@student.fontys.nl
Nikolay Nikolaev	3235106	n.nikolaev@student.fontys.nl

3. Activities

The following activities would be conducted:

- URS would be finalized
 - After regular meetings with tutor and gathering his feedback each time, we should finalize the URS in order to have clear view of what is expected from us.
- Design document constructed carefully
 - In this document we will include all the Interface pictures of the actual app, specify the main functionality, some extra features and what the deliverables by the end of the project are.
- Unit testing
 - In order to be sure that our application would run smoothly we should perform several unit tests in order to catch all kinds of exceptions and prevent them from happening.
- Prototyping
 - By the end of Iteration 2 we should have working version of the actual app in order to show the client that our main target is close to become real.
- Make Iteration 3 plan
 - In Iteration 3 plan we should finalize what would be our final steps before presenting the end-product.
- Update Work division report
 - This report should be updated with what each one of the members did so far and what is his/her contribution to the overall project individually.

4. What statistics will be shown in this iteration

In this iteration the main statistics will be implemented and shown in the GUI. Further statistics and implementations would be used in Iteration 3.

Iteration 2 statistics:

- Planes landing now
- Luggage delivered
- Current Speed
- Current weather

5. Interaction between user and the app

At the end of Iteration 2, user will be able to:

- Change the intensity of how many planes will land
- Load Simulation
- Save Simulation
- Change the speed
- Change the weather
 - Sunny
 - Cloudy
 - Snow
- Pause Simulation

6. Team roles

Each one of the team members should contribute to this iteration. As a team we made research on techniques used for simulations and come up with the idea to use WPF (Windows Presentation Foundation). The reason is that it offers many advantages that we can take advantage as we are constructing the application. Moreover, it would be challenging for us to use this new technique as we have not developed an app using it. We decided that making regular team meeting each week will keep us motivated and make us more productive. Last but not least, tutor should be informed about our weekly progress and give us some directions and even help whether we are going on the right track.

7. Duration of Iteration

Duration: week 2 until week 4 (Second period)

Deliverables / Deadlines:

- URS
- Design Document
- Test report
- Plan for iteration 3
- Prototype
- Work division report