**Test Plan**

***<<Warehouse project>>***

*<<Warehouse & CO>>*

|  |
| --- |
| **Date : 18.12.2020** |
| **Version : 0.1** |
| **State : First draft** |
| **Author : Bojidar Balabanov** |

#### Version history

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| 0.1 | 18.12.2020 | B.Balabanov | First draft | First draft |
|  |  |  |  |  |
|  |  |  |  |  |

Contents

[1. Purpose and Scope 3](#_Toc60588941)

[2. Testing Strategy 4](#_Toc60588942)

# Purpose and Scope

The defined below functionalities will undergo testing in order to ensure the quality of the system.

|  |  |  |
| --- | --- | --- |
| Functionality Name | Applicable Roles | Description |
| Register new product | Manager, SR Specialist | An employee can register ne products to the system |
| Search for product | Manager, SR Specialist, Material Handler | An employee can find all products or find all product results matching with a specified by him/her keyword. |
| Restock Product | Manager, SR Specialist | An employee can log the restocking of a product in order to keep track of the stored unit’s number in stock. |
| Find preparation task | Manager, SR Specialist, Material Handler | An employee can preview all incompleted preparation tasks. |
| Create preparation task | Manager, SR Specialist | An employee can create a preparation task based on the shipping request that he/she has received. |
| Accept preparation task | Manager, Material Handler | An employee can accept already created preparation tasks in order to know what he has to do to complete it. |
| Complete preparation task | Manager, Material Handler | An employee can mark a task as complete when he/she is done with it, resulting in marking the product sold. |
| Access Logs | Manager | An employee can view the history of all restocks,revealing information about who arranged them and when.  An employee can view the history of all completed preparation tasks, revealing information about who created them, who finished them, which product was involved,what quantities where to be shipped and when was the task completed. |

# Testing Strategy

Since as defined by the project plan the methodology used for the creation of this project is Agile Scrum and it requires all developers and testers to be flexible and ready to respond quickly to scope changes and shifts in the requirements the testing type which will be used is Unit Testing and these are the reasons why:

1. Unit tests help to fix bugs early in the development cycle and save costs.
2. It helps the developers to understand the testing code base and enables them to make changes quickly
3. Unit tests help with code re-use. Migrate both your code and your tests to your new project. Tweak the code until the tests run again.

By running unit tests a programmer can be aware if he/she has broken something in the application when doing optimizations or adding new features.

Unit tests are to be written side by side with the code which they will be testing and will be used to inform developers when they made a mistake so that they can handle the newly appeared bug before the application is delivered to the client.