Test Plan/Approach Template

<Press Play Video Store>

Version: 0.2

Date: 06/07/2021

Author(s); Liam, Natasha, Freddy

Contents

**No table of contents entries found.**

# 1.0 Document Information

## 1.1 Document Detail

|  |  |
| --- | --- |
| **Title:** | Press Play Video Store |
| **Version:** | 0.2 |
| **Date:** | 08/07/2021 |
| **Author:** | Freddy Eytle, Liam, Tom |

## 1.2 Document Authorisation

|  |  |  |
| --- | --- | --- |
| **Document Reviewers** | | |
| **Name** | **Role** | **Type#** |
| Manish | Product Owner |  |
| Zoe Okereke | Test Manager |  |

***# Mandatory, Information, Author Request, Reviewer***

## 1.3 Document History

|  |  |  |  |
| --- | --- | --- | --- |
| **Document History** | | | |
| **Date** | **Version** | **Author** | **Description** |
| 06/07/2021 | 0.1 | Liam, Natasha, Freddy | Test Plan first draft |
| 08/07/2021 | 0.2 | Liam, Freddy, Tom | Test Plan second draft |

# 2.0 INTRODUCTION

## 2.1 PURPOSE:

The purpose of this test plan is to test the functionality of Press Play Video Store developed by the Engineering team in accordance with the requirements given.

## 2.2 OVERVIEW

This test plan will outline the scope, approach and the schedule of all testing activities for the Press Play Video Store. Both functional and non-functional tests will be utilised in this project to ensure that the testing process is thorough. Furthermore, this test plan will identify the features being tested, the type testing being performed, in addition, to the methods used and associated risks. The test methodology/strategy section will look more into how the tests will be performed and associated tools that will be beneficial to the overall progress of the testing process. Defects will be documented, manage and tracked. An overall defect report will be outlined in the test summary report.

## 2.3 OBJECTIVES

The objective of this test plan is to create a formal document that details the sites compatibility with the user requirements. The plan is to be reviewed.

## 2.4 SCOPE

The main features provided by the engineering team include:

* Attractive front-end including animation.
* Three tiers of online users supported including:

1. **Guest** – will require no credentials and can see the top 10 videos.
2. **Customer** – needs credentials (username and password) and will view when video is to be returned and select video.
3. **Administrator**– Add customers, manage titles and manage members of staff.

In order to be able to test these features we need to incorporate the following testing techniques:

* Functional Testing
* High level requirement
* Non – Functional Testing
* Performance testing, Load testing, Stress testing, Usability testing
* Cross – Browser & Device testing
* Browsers to be tested on:
* Google Chrome
* Safari
* Firefox

* Operating Systems to be tested on:
* Windows 10 OS
* Mac OS

## 2.5 OUT OF SCOPE

The following requirements are deemed out of scope of this test plan for the Test Play Video Store.

* Testing will not be done on the following browsers Microsoft Edge, Opera and Internet Explorer.
* White box testing techniques such as statement coverage and decision coverage will not be conducted in this project.
* Payment related testing will not be conducted.
* Back-end SQL Database will not be tested.

# 3.0 TEST METHODOLOGY / STRATEGY

## 3.1 Approach

The designated strategy by the team will be Scrum. The team will adhere to the roles within the Scrum framework and assigning the role of a Scrum Master who will be maintaining and championing the integrity of the project through the three pillars of scrum (Transparency, adaptation and inspection). The team will take part in daily stand-up meetings which are time-boxed to roughly 15 minutes to monitor progress and encourage communication. To ensure equal workload, the testers were divided into functional testers and non-functional testers.    
Each cycle will be a day long with a clear goal set and using a progress board on Github to track progress. At the end of each day there will be a sprint review where all teams showcase what they have achieved that day and be able assess any deliverables completed. A sprint retrospective will follow where the team will discuss progress using a start, stop, continue activity. Deciding what will be moved from the product backlog to the sprint backlog for the following sprint.

## 3.2 Roles

|  |  |  |
| --- | --- | --- |
| **Name** | **Role** | **Responsibility** |
| Tom Abbott | Scrum Master | Ensuring/maintaining the principles of scrum. |
| Manish | Product Owner | Prioritising items on the backlog. |
| -Ryan Shankar  -Freddy Eytle  -Natasha Chabata  -Amani Suleman  -Seb Jennings  -Liam Huetson  -Samuel Morris  -Anas Ellabbakh  -Jintu Baby  -Christopher Lee | Tester/s | Functional and non-functional testing of ‘Press Play Video Store’ |

|  |  |  |
| --- | --- | --- |
| **Group 1 – Non-Functional** | **Group 2 – Functional** | **Group 3 – Functional** |
| Sam | Freddy | Ryan |
| Amani | Chris | Liam |
| Seb | Natasha | Anas |
| Jintu |  |  |

|  |  |
| --- | --- |
| **Non-Functional Test type** | **Name** |
| Performance Testing | Amani, Sam |
| Compatibility Test | Jintu |
| Accessibility Test | Freddy |
| Security Testing | Seb |
|  |  |

## 3.3 Schedule

|  |  |  |
| --- | --- | --- |
| **Task** | **Estimated Effort** | **Delivery Date** |
| Project Brainstorm | 3 hours | 5/7/2021 |
| Tool Research | 3 hours | 5/7/2021 |
| Delegate Roles | 1 hour | 7/7/2021 |
| Set up git-hub | 30 mins | 6/7/2021 |
| Set up Jira | 30 mins | 6/7/2021 |
| Initial Draft of test plan | 4 hours | 6/7/2021 |
| Review Requirements | 1 hour | 6/7/2021 |
| User Stories/Product Backlog | 2 hours | 7/7/2021 |
| Gherkin Syntax | 3 hours | 7/7/2021 |
| Test Case Draft | 2 hours | 7/7/2021 |
| Test case priorities | 4 hours | 8/7/2021 |
| Finalise Test Cases | 2 hours |  |
| Finalise/review test plan | 3 hours |  |
| Review Website | 1 hour |  |
| Test Execution/ Functional | 2 days |  |
| Test Execution/ Non-Functional | 2 days |  |
| Defect log | 4 hours |  |
| Test Summary | 5 hours |  |
| Draft Presentation | 1 day |  |
| Finalise Presentation | 1 day |  |

## 3.4 Test Environment

The press play video store will be the test environment.  The tests will be conducted on different operating systems/web browsers.

# 4.0 Entry and Exit Criteria

## 4.1 Entry Criteria

* Following conditions need to be met before test execution.
* All the necessary documentation, design and requirement information should be available that will allow testers to operate the system and judge correct behaviour.
* All the testing tools must have been successfully installed and functioning properly.
* Approved test plan, test scenarios have been reviewed.
* Test environment available
* Dependencies may include Operating system and choice of browser.

## 4.2 Exit Criteria

* Planned tested have been executed.
* All defects found have been properly documented.

# 5.0 Tools

* JMeter
* Page InSights
* Git Hub
* JIRA
* ChromeVox
* Spectrum

# 6.0 Test Deliverables

|  |  |  |
| --- | --- | --- |
| **Deliverable** | **Date Submitted** | **Date Approved** |
| Test plan | 08/07/2021 |  |
| Test Cases |  |  |
| Test Scenario |  |  |
| Defect Log |  |  |
| Test Summary Report |  |  |

# 7.0 RISKS

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Risk** | **Description** | **Risk mitigation.** | **Likelihood** | **Severity** |
| Time | Inaccurate time and effort estimation and inability to complete tasks at the estimated time. Limited time with software will minimise actual testing time. | Working flexible hours whilst adhering to a delivery schedule. | Possible Chance | High |
| Version Control | Lack of version control could mean the risk of work duplication and multiple errors when refining and redrafting. This can be time-consuming and affect the overall development and progress of the project. | After each document version in signed off the latest version is then uploaded to Git Hub | Minimal chance | Low |
| Internet Issues | Slow internet could affect the productivity and communication levels of the team. It could delay deadlines and may mean people have to work offline. | Multiple testers working in the same team will allow tasks to be shared should issues arise | Highly Likely | Low |
| Usability of tools | Tools may be problematic and unreliable. Results may vary depending on hardware and individual operating systems. For example, when using JMeter there may be some issues when using Mac. | Make sure alternative tools are available should technical issues hinder progress. | Highly likely | High |
| People leaving the team. | As we reach the final stage of the testing course there is the risk that people could leave us before the presentation due to getting placed. | Ensuring communication and flexibility so that everyone in the project is aware that roles and workload may be subject to change at any given point. | Possible Chance | High |

|  |  |
| --- | --- |
| **Likelihood** | **Severity** |
| Imminent | Critical |
| Highly Likely | High |
| Possible Chance | Medium |
| Minimal Chance | Low |
| Very Unlikely | Cosmetic |

Risks will be raised with the Project Manager, who will notify the project stakeholders via the project Risk Log. As all risks are project based and should be part of project standards, testing will not be keeping a separate risk log.

# 8.0 Pass/Fail Criteria

* Suspension Criteria: Any situation which impedes the ability to continue testing or value in performing testing leads to suspend testing activities.
* Resumption Criteria: When the problem that caused the suspension had been resolved, testing activities can be resumed.
* Approval Criteria: An item will be considered as ‘Pass’ if it meets the ‘Expected Outcome’ defined in the corresponding test case.