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CIS-490-IBT01 Computer Information Systems Project

Fresno Pacific University

Online Adventure Finder  
Test Plan

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**Revision and Sign-off Sheet**

Document History

| **Version** | **Date** | **Author** | **Description of Change** |
| --- | --- | --- | --- |
| 1.0 | 06/14/2018 | Eric De La Cruz | Draft |
| 1.0 | 06/18/2018 | Hugo Morales | Draft - Reviewed |
| 1.1 | 06/25/2018 | Seth Bagdanov | Draft - Revised with bug patches |
| 1.2 | 06/26/2018 | Seth Bagdanov | Finalized |

Approvers List

| **Name** | **Role** | **Approver** | **Approval Date** |
| --- | --- | --- | --- |
| Seth Bagdanov | Project Manager | SB | 6/14/2018 |
| Hugo Morales | Project Team | HM | 6/18/2018 |
| Eric De La Cruz | Project Team | ED | 6/25/2018 |

Reference Documents

| **Version** | **Date** | **Document Name** |
| --- | --- | --- |
| 1.0 | 06/14/2018 | SeniorProject\_V01 - Online Adventure Finder |

# **INTRODUCTION**

## Purpose

This test plan describes the testing approach and overall framework that will drive the testing of the “SeniorProject\_V01 – Online Adventure Finder” project, henceforth also referred to as “OAF”.

Test Strategy: rules the test will be based on, including the parameters of the project (e.g.: objectives, assumptions, principles, data); description of the process to set up a valid test.

Execution Strategy: describes how the test will be performed and process to identify and report defects, and to fix and implement resolutions to the issues found.

Test Management: process to handle the logistics of the test and all the events that come up during execution (e.g.: communications, escalation procedures, risk and mitigation, and team roster)

## Project Overview

Calendar page will display all events for a given month in a standard calendar tabular form. Event details will be tested when a user clicks on the specific event. The login and logout functions will be tested to make sure that unregistered users cannot access content if they are not logged in. All URLs on the site will be tested to ensure they are properly formed. Create and edit pages will be tested for input validation and proper handling of data.

## Audience

Project team members perform tasks specified in this document and provide input and recommendations as necessary.

Project Manager plans for the testing activities in the overall project schedule, reviews the document, tracks the performance of the test according to the tasks specified herein, approves the document, and is accountable for the results

Technical Team ensures that the test plan and deliverables are in line with the design, provides the environment for testing and follows the procedures related to the fixes of defects

# **TEST STRATEGY**

## Test Objective

The objective of the test is to verify that the functionality of the “SeniorProject\_V01 – Online Adventure Finder” project according to the specifications. The tests will execute and verify the system programming. High and medium severity defects will be identified, fixed and retested per the specified criteria, and lower severity defects will be prioritized for future fixing. Testing will be broken down into a number of sections, with each section addressing a different component of the site.

The final product of the test is:

* Production-ready software;
* Set of stable test scripts that can be reused for functional and test execution.

## Test Principles

There will be common, consistent procedures for all teams supporting testing activities. Testing processes will be well defined with the ability to change as needed per a documented change procedure. They will build upon previous stages to avoid redundancy or duplication of effort. Testing will be a repeatable, quantifiable, and measurable activity. Testing will be divided into phases, each with clearly defined objectives and goals.

## Data Approach

In functional testing, “SeniorProject\_V01 – Online Adventure Finder: will contain pre-loaded test data and which is used for testing activities. Test results will assume valid data loaded into the database for initial testing.

## User Acceptance Test (UAT)

This test focuses on validating the system logic. It allows the end users to complete one final review of the system prior to deployment. The UAT is performed by Hugo and Eric.

To perform the test, the OAF users will input data and the system will generate outputs based on system policies. The end users will be tested in the roles created including user, troop, and district personnel. Project team members will enter input data using these scenarios to test cases based on real life data that would be used in a production system. After testing is completed the product will be released to Trail Life USA.

| **No.** | **Deliverable Name** | **Author** | **Reviewer** | **Result – date or description of error** |
| --- | --- | --- | --- | --- |
| 1 | Navigation | Seth Bagdanov | Hugo Morales | Passed - 6/14/2018 |
| 2 | Events | Seth Bagdanov | Hugo Morales | Passed – 6/14/2018 |
| 3 | Calendar | Seth Bagdanov | Hugo Morales | Passed – 6/14/2018 |
| 4 | Search | Seth Bagdanov | Hugo Morales | Passed – 6/14/2018 |
| 5 | List | Seth Bagdanov | Hugo Morales | Passed – 6/14/2018 |
| 6 | Event Detail | Seth Bagdanov | Hugo Morales | Passed – 6/14/2018 |
| 7 | Permissions | Seth Bagdanov | Hugo Morales | Passed – 6/25/2018 |
| 7.1 | User creation defaults to User=0 or User=1 equivalent levels | Seth Bagdanov | Hugo Morales | Default user level will error when accessing event details |
| *7.2* | *Create/Edit pages are only accessible to admin users and throws permission denied error when accessed by subordinate user levels* | *Seth Bagdanov* | *Hugo Morales* | *Bug: Normal user can access Edit events.*  *If I copy and paste* [*http://127.0.0.1:8000/event/edit26/*](http://127.0.0.1:8000/event/edit26/) *it lets me edit the event.* |
| 7.2 | Create/Edit pages are only accessible to admin users and throws permission denied error when accessed by subordinate user levels | Seth Bagdanov | Seth Bagdanov | Passed – 6/25/2018 |
| *7.3* | *Entire site requires user login to view and throws login required alert with link to login/register* | *Seth Bagdanov* | *Hugo Morales* | *Bug: I can access* [*http://127.0.0.1:8000/event/edit26/*](http://127.0.0.1:8000/event/edit26/) *when not logged in.* |
| 7.3 | Entire site requires user login to view and throws login required alert with link to login/register | Seth Bagdanov | Seth Bagdanov | Passed – 6/25/2018 |
| 7.4 | >=District Admins may create/edit events in any district | Seth Bagdanov | Hugo Morales | Passed – 6/14/2018 |
| 7.5 | Troop Admins may only create events in own district and that district only. | Seth Bagdanov | Hugo Morales | Passed – 6/14/2018 |

## 

## Test Conditions

| **#** | **Category** | **Title** | **Conditions** |
| --- | --- | --- | --- |
| 1 | Navigation |  |  |
| 1.1 | Navigation | Navbar Functional | Each link in the navbar will be tested for directing to the respective page. Drop-down menus will display contents upon click or hover. Branding will link to home page. |
| 1.2 | Navigation | URLs Correct | All URLs will direct to their stated target. No link will direct to a page that does not match the description of link. No broken links. |
| 1.3 | Navigation | Error URL Handling | Incorrectly specified URLs entered manually will raise an appropriate error page without sharing server technical information. |
| 2 | Events |  |  |
| 2.1 | Events | Event Creation | Completing the “Create Event” page and clicking Submit will successfully create an event with the entered data. The event will display on all three views (List, Calendar, Search) when appropriate criteria is specified for inclusion. |
| 2.2 | Events | Event Editing | Opening the Edit page on an event will populate the form with the event details for editing. Clicking Submit will save the data entered to the Event instance. |
| 2.3 | Events | Event Form Handling | The Create and Edit forms will validate data entered and display appropriate error messages and helper text or tooltips. Data will be processed and saved to the correct variables within the Event instance. |
| 3 | Calendar |  |  |
| 3.1 | Calendar | Event Day Cell Display | The Calendar view will show all events in their respective day(s) |
| 3.2 | Calendar | Day Cell Readability | Events in the Calendar page will be identifiable as an event versus a blank cell. Multiple events per day will not overlap one another. |
| 3.3 | Calendar | Navigation Check | Clicking the event name will load the event detail page.  Clicking the navigation buttons will load the previous/next month with their respective events. |
| 4 | Search |  |  |
| 4.1 | Search | Search Form Handling | Search form will validate data when entered |
| 4.2 | Search | Submit and Reset Check | Submit button will update the Search Calendar view with events matching the condition(s) specified.  Reset button will clear the search form and return the calendar to display all events for the current month. |
| 4.3 | Search | Results Display | Results will display on their correct days. Only events matching the criteria will display. Links will function to each event detail. |
| 5 | List |  |  |
| 5.1 | List | Event List Display | Events are listed in ascending order after the present date. Events will show their matching category icon that corresponds to the event category. Data displayed for each event will be from that event instance. |
| 5.2 | List | Filter Options Check | District and Category filtering options will only show events matching one or both of the criteria. |
| 5.3 | List | Search and Reset Check | Search button will update the view with events matching the condition(s) specified.  Reset button will clear the condition(s) and display all upcoming events. |
| 6 | Event Detail |  |  |
| 6.1 | Event Detail | Data Display Check | Correct event details are displayed. |
| 6.2 | Event Detail | Data Formatting | Data is formatted properly depending on the type of data. Dates will be readable. Times will be in standard format. URLs will be active. |
| 6.3 | Event Detail | Icons Check | Icons for the date, time, district, category, contact type, and directions will display the proper icons. |
| 6.4 | Event Detail | URL Validation | URLs will display the proper targets when clicked. The Google Maps URL will build properly and display directions to the Event’s address when clicked. |
| 6.5 | Event Detail | Map Display | A functioning embedded Google Map will show at the bottom of the page and support live user interaction. |
| 7 | Permissions |  |  |
| 7.1 | Permissions | EventDetail Edit Icon | The “Edit” icon will show beside the event title on the Event Detail page when the page is accessed by either a district admin or the creation user. |
| 7.2 | Permissions | Navbar Create Icon | A link to the “Create” page will display on the navbar when a user logs in with permissions >= TroopAdmin |
| 7.3 | Permissions | User Creation Default | User accounts will default to user level permissions when created |
| 7.4 | Permissions | Create or Edit Permission Check | Site will check user permissions when accessing the “Create” or “Edit” pages. A permissions error will display if a user attempts to access these pages directly. |
| 7.5 | Permissions | Site Login Check | Any user attempting to access the site must be logged in to view content. |
| 7.6 | Permissions | DistrictAdmin Check | DistrictAdmin users will have the option to select any district from the district dropdown on the Create or Edit pages. |
| 7.7 | Permissions | TroopAdmin District Check | TroopAdmin users will have a single option on the district dropdown on the Create or Edit pages. The option will be the district they are a member of. |

# **EXECUTION STRATEGY**

## Entry and Exit Criteria

The entry criteria refer to the desirable conditions in order to start test execution; only the migration of the code and fixes need to be assessed at the end of each cycle. Entry criteria to start the execution phase of the test: the activities listed in the Test Planning section of the schedule are 100% completed.

The exit criteria are the desirable conditions that need to be met in order proceed with the implementation. Exit criteria for each cycle: the activities listed in the Test Execution section of the schedule are 100% completed at each cycle.

Entry and exit criteria are flexible benchmarks. If they are not met, the test team will assess the risk, identify mitigation actions and provide a recommendation. All this is input to the project manager for a final “go/no-go” decision.

| **Exit Criteria** | **Project**  **Lead** | **Project**  **Team** | **Notes** |
| --- | --- | --- | --- |
| 100% tests executed | SB | SB | All tests passed. – 6/28/2018 SB |
| 95% pass rate of tests | SB | SB | 6/28/2018 SB |
| No open Critical and High severity defects | SB | SB | All critical, high, and moderate bugs resolved. – 6/28/2018 SB |
| All remaining defects are either cancelled or documented as Change Requests for a future release. | SB | HM  ED | A couple bugs remain in the category of “Permissions”. – 6/18/2018 HM |
| All expected and actual results are captured and documented. | SB | HM  ED | Bug list updated – 6/13/2018 HM |
| Test environment cleanup completed and a new back up of the environment. | SB | HM  ED | Last backup – 6/13/2018 ED |

## Test Cycles

There will be two cycles for functional testing. Each cycle will execute all the scripts. The objective of the first cycle is to identify any blocking, critical defects, and most of the high defects. It is expected to use some work-around in order to get to all the scripts. The objective of the second cycle is to identify remaining high and medium defects, remove the work-around from the first cycle, correct gaps in the scripts and obtain performance results. UAT test will consist of one cycle.

## Validation and Defect Management

Testers will utilize the test cycles to execute all scripts in each of the cycles. Project team can do additional testing if they identify any errors or gaps in the scripts when editing and running the project through either Visual Studio or GitHub. If an error is identified the script will be updated and a defect error can be logged.

Defects will be tracked through Google docs on a shared drive. The project team will gather information on a daily basis and request additional details from project lead. The project team will work on fixes. It is the responsibility of the tester to identify the defect and link them to the corresponding script and update the testing log. Project lead can input defect details for communication with project team in order of severity of defect taking precedence. Development team will review defect, ask for details if necessary, fix the defect, and communicate to project lead when the defect is patched.

# **TEST MANAGEMENT PROCESS**

## Test Design Process

The tester will understand each test requirement and prepare corresponding test case to ensure all requirements have been met. Each test case will undergo review by the project lead and the reviewed defects are captured and shared to the project team. Testers will maintain testing log in Google shared drive testing log document. The testing log can lead to change requests within the scope requirements. Any subsequent changes to the test case will be communicated directly to the shared drive and project team.

## Test Execution Process

Project lead will approve test cases and push updated test environment to GitHub for testing, tester will start testing to ensure the application is stable for testing. Each tester is assigned test cases though the project lead. At any time when the tester encounters a critical error or delay the issue will be elevated to the project lead immediately. Each tester performs a step by step execution and updates the testing log on the Google shared drive. The tester enters a pass or fail with the date for each step. Project team will coordinate to ensure all test cases are executed with either pass/fail. During the subsequent cycle all defects fixed will be tested and updated in the shared document.