Test Plan

**Development Testing**

Unit testing -

* Input fields should accept and correctly read valid street addresses
* Input fields should interpret business names and translate them into addresses
* Submit buttons should trigger all intended actions when pressed

Component testing -

* Submitting addresses should cause those addresses to appear under “List of Addresses”
* Submitting addresses should cause those addresses to be represented with a pin on the visual map

. System Testing -

* Correctly entered addresses should return a valid route between the entered addresses and produce a correct map image with pins representing each location

**Release Testing**

Scenario Testing -

* We will create user scenarios that will represent typical and non-typical uses of our application to help us determine if our application will address all of the needs of our users

**User Testing**

Alpha Testing -

* Testing by users in a controlled environment, who use the application as we instruct them, will be a minimally used testing technique due to the small scope and functionality of the project. Most of the application's flaws that would be discovered with alpha testing will also be discovered through general use of the project by the developers.

Beta Testing -

* Beta testing will represent most of our application's testing since we feel most of the project's flaws will be exposed through unexpected use of the application. Users beside ourselves will be asked to use the application however they wish so that we can understand the way non-developers interact with it, allowing us to adjust the specifications of our application accordingly.