**Software Test Design**

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**1. Introduction**

The primary goal of this document is to establish a plan for the activities that will verify **OpenProject** as a high quality product that meets the needs of the **OpenProject** business community. These activities will focus upon identifying the following:

* Items to be tested
* Testing approach
* Roles and responsibilities
* Release criteria
* Hardware
  1. **Background**

OpenProject is free and open source software for classical as well as agile project management to support your team along [the entire project life-cycle](https://www.openproject.org/docs/getting-started/openproject-introduction/#the-entire-project-management-life-cycle). OpenProject is available in more than 30 languages.

OpenProject is licensed under GNU GPL V3. The source code is freely published on [GitHub](https://github.com/opf/openproject). We understand free as in free speech. We do offer [paid subscriptions](https://www.openproject.org/docs/getting-started/openproject-introduction/#openproject-products) for our software.

OpenProject exists since 2011 and is a fork of the deprecated ChiliProject which was a fork of Redmine.

**1.2 References**

* <https://www.openproject.org/>
* <https://www.openproject.org/docs/user-guide/wiki/>
* <https://github.com/opf/openproject>
* <https://qa-team-shenkar.openproject.com/> (our organization)

**1.3 Code Freeze Date**

16/1/23 V 12.4.2

**2. Items to Be Tested**

**2.1 Strategy of Testing**

Below is a list of services that testing may provide. Next to each service is the degree of testing that we will perform. Below are the valid level desired:  
  
**High** – High risk area, test this area very hard

**Medium** – Standard testing

**Low** – Low risk area, test if time allows

**None** – No testing desired

| **Level Desired** | **Service** |
| --- | --- |
| Medium | **Performance Testing:** Performance testing needs to be tested in order to make sure it responds in a short period of time. |
| Medium | **Windows / Internet GUI Standards:** This test is a process of testing the application’s graphical user interface to ensure proper functionality as per the specifications. It involves checking the application components like buttons, icons, checkboxes, color, menu, windows etc..  This test will be checked to see the rating of system’s usability. |
| Medium | **Platform Testing:** This test checks if the system runs on multiple platforms.  In this app, we will check if it runs on local device (download exe file, chrome browser, safari browser, microsoft edge browser, etc..) |
| Medium | **Localization:**  This test will check the dates and time according to Israel. |
| Low | **Stress Testing:** This test will check that the application will respond appropriately with many users and activities happening simultaneously. |
| Medium | **Regression of unchanged functionality:**  This test will test the software after a development cycle to ensure that existing functionalities haven't been adversely affected. |
| Medium | **Automated Testing:**  This test will check functional testing such as links and buttons by scripts that will be running. The script must provide the expected result in order to make sure the functional tests works good by their definition. |
| Medium | **Installation Testing:**  This test is a procedure that ensures that end users can install all the components of the software and that the installation process is not too time-consuming or counterintuitive.  In our case, we will install the exe file (download it from system’s web page). We will check if the installation is quick and works. |
| High | **End to End / Interface Testing:** This test is a methodology used for ensuring that applications behave as expected and that the flow of data is maintained for all kinds of user tasks and processes. This type of testing approach starts from the end user’s perspective and simulates a real-world scenario. |
| High | **Usability:**  Usability testing is when you test directly with potential users to see how they can or cannot accomplish the tasks required.  It’s important that the system will be easy to use for the end-user and it’s all navigation and user experience will be comfort to the user. |
| High | **User’s Guide / Training Guides:** This testing is done to ensure that the user, help and training guides are accurate and easy to use.  Openprojects provides a video as a quick tutorial of the system, it has to be checked since every registered user starts with a tutorial video which describes all of the main buttons in the system, navigation, etc.. |
| Medium | **Guerilla Testing:** Guerrilla Testing is for gathering feedback from user groups of 6-12 people for UI/UX design of the product. It is the easy and fast way to test your product, you just need a group of people and their observations to improve efficiency of the user interface.  Our test will search for users' reviews, check their rate from the system and their satisfaction ratio. |
| High | **Security Testing:** Security testing is performed to guarantee that only users with the appropriate authority are able to use the applicable features of the system. |
| None | **Network Testing:** Network testing is done to determine what happens when different network latency is applied when using the application. It can uncover possible problems with slow network links, etc. |
| High | **Input and Boundary Tests:**  This test involves evaluating data based on its boundary values, or it’s two opposite ends, such as its minimums and maximums.  In this test the validity of inputs is tested - such as integers in name input, or negative integers in priority section input. |

**2.2 Features to be Tested**

In this section, we will present the features to be tested.

**Description of columns:**

**Business Requirements** – Area name of system features.

**Ref. No.** – References to the requirements.

**Requirements** – Requirements for system features.

**Range** – Defines critically of system features area. It is necessary to pay attention to them at creation test-cases.The range can be high, medium and low. High – high risk area, test this area very hard. Medium – standard testing. Low – low risk area, these features not so are important.

| **Business Requirements** | **Ref. No.** | **Requirements** | **Range** |
| --- | --- | --- | --- |
| functionality,  Private networks functionality, Payments functionality, Content management | RF.001 | The Application must provide the users a variety of tools to handle project management.   1. The project administrator can invite other users to join the project. 2. The project administrator can give and restrict other users.   permissions.   1. The project administrator can open several projects 2. Each user can define the look and feel of the project main board. 3. Each user can open a new project. 4. Only The project administrator can delete or change important data   of the project.   1. The system will provide a login page. | High |
| Registration and authorization | RF.002 | The new user’s email must be validated/verified .   1. confirmation mail need to be send to the new user.   2. user must login before he access the system.  3. user can invite others to join project via mail.  4. for those who has been invited to access the system they must login or  register to the system | High |

**2.3 Test Case Matrix**

**Description of columns:**

**Test Case Id** –The unique identifier of a test - case.

**Func Spec Id** – Numbers of references to the requirements.

**Test Case Description - steps** – The description of a test-case by steps.

**Expected Result** – The Expected Result of a test-case.

**Actual Result -** The result of a test-case.

**Status -** The status report of a test-case according to the result.

| Test Case ID | Func Spec ID | Test Case Description - steps | Input | Expected Result | Actual Result | Status |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | 100 | None | No data. | Install the system properly. | System was installed properly. | As expected |
| 2 | 101 | Sign into the app using an email address | Valid Data (A registered user) | Get to organization's homepage | Redirected to the organization's homepage | As expected |
| 3 | 102 | Click on the profile icon. Click on 'My Account' | Invalid Data (numbers instead of letters in name field) | Validate type of characters - inform this input is not allowed | Saved my input and did not validate it. | Not as expected. |
| 4 | 103 | Enter the link from the mail. | No data (automatic data) | App requires to fill first & last name. | App stores by default the first name as the username of the email, and the domain of the email is the last name (@ included) | Partly as expected. |
| 5 | 104 | Enter the link from the mail. | Invalid Data (wrong email hostname) | App requires to inform of invalid email address | App complete the registration without validate the email address | Not as expected. |
| 6 | 105 | Click on the profile icon. Click on 'My Account'. Click on setting. | Valid Data (jpg file) | Change the default avatar of two letters to the chosen avatar. | Changed the avatar. | As expected |
| 7 | 106 | Click on the profile icon. Click on 'My Account'. Click on 'Access Tokens'. | No data. | Randomly select an access token. | Randomly selected an access token. Click on reset generates another access token. | As expected |
| 8 | 107 | Click on Modules. Click on filter icon. | Valid Data. | Filter correctly by the input. | App validates the input by selecting an input from a built list. | As expected |
| 9 | 108 | Click on Modules. Click on an existing task. | Valid data | Assign the task to a member of the work package. | App validates the assigned member by selecting him from a list. | As expected |
| 10 | 109 | Click on the add menu (plus icon). Click on new task. | Invalid Data (negative number in estimated time) | Validate the number, don't save the task until it's changed. | Number was not validated and the task was added. | Not as expected. |
| 11 | 300 | Click on the add menu (plus icon). Click on new milestone. | No data (can not assign the milestone- no input field) | Validate the task inputs, don't save the milestoneuntil it's changed. | Milestone was added even though it was not assigned to anyone. | Not as expected. |
| 12 | 301 | Click on Modules. | No data. | Display the task with all of its details. | Nothing happens with one click. Two clicks are required or one click on the ID itself. | Partly as expected. |
| 13 | 302 | Click on profile icon. Click on logout. | No data. | Get to the homepage of the app without an account logged in. | Get to the homepage of the app without an account logged in. | As expected |
| 14 | 303 | Click on the add menu (plus icon). click on invite user.select project and user premissions. select user from existing user associates | Valid data | Add any user, existing or new to project with less the three steps | Sent invite to the selected user from users associates in four steps | Partly as expected. |
| 15 | 304 | Select a project(top left side). click on view all members. click on the edit icon in the user line. select permissions and click change. | No data | Edit the selected user permission, if the user is admin can't be changed | Edit the selected user permission, can change admin permissions | Partly as expected. |
| 16 | 305 | Select a project(top left side). click on view all members. click on the edit icon in the user line. select permissions and click change. | No data | Delete the selected user, if the user is admin can't be deleted, expected to have a warning message for delete action | Deleted the selected user, no warning of delete action, can delete an admin | Partly as expected. |
| 17 | 306 | Click on work package. click on the three dots icon in the task line. click download PDF | No data | Download a proper pdf file with the currect task description | Downloaded a proper pdf file with the currect task description | As expected |
| 18 | 307 | Select a project(top left side). click on wiki. click on new Wiki page.click save | Valid data | Add a Wiki page | Added a Wiki page | As expected |
| 19 | 308 | Select a project(top left side). click on wiki. click on edit.click save | Valid data | Wiki page edited | Wiki page edited | As expected |
| 20 | 309 | Select a project(top left side). click on wiki. click on edit.click save | Valid data | Wiki page edited with the file uploaded | Wiki page edited with the file uploaded | As expected |
| 21 | 600 | Click on the add menu (plus icon). click on add project. fill the project data. click on save | Valid data | new project added as a subproject of the other project provided | new project added as a subproject of the other project provided | As expected |
| 22 | 601 | Click on Time and cost. fill the data. click Apply | Valid data | New cost report added | The cost report is'nt added. The label under private / public cost report is in the same color as the side coloumn which make it invisible | Not as expected. |
| 23 | 602 | Click on the modules. Select news. | No data | Display the latest news of the app. | Displayed the news. | As expected |
| 24 | 603 | Click on boards. click add board(plus button) | Valid data | New board added | New board added | As expected |
| 25 | 604 | Click on boards. click on board. click add list to board. | Valid data | New list added to board | New list added to board | As expected |
| 26 | 605 | Select a project. Click on any opened task. On the right navigator bar click on files. | Valid data | To add the file to the task. | Added file. | As expected |
| 27 | 606 | Select a project. Click on a task with files included. On the right navigator bar click on files. | No data | To delete the file from the task. | Deleted file. | As expected |
| 28 | 607 | Click on boards. click on board. click on the three dots icon near the list. | No data | To delete the a list from the board. | To delete the a list from the board. | As expected |
| 29 | 608 | Select a project. Click on any opened task. On the right navigator bar click on watchers. | No data. | The watcher will be added to the task. | The watcher was added to the task. | As expected |
| 30 | 609 | Select a project. Click on a task with an existing watcher. On the right navigator bar click on watchers. Select the wanted watcher and click on the trash icon. | No data | The watcher will be removed from the task. | The watcher was removed from the task the task. | As expected |
| 31 | 700 | Select a project. Click on any opened task. | Valid data | The description will be added to the task. | The description was added to the task. | As expected |
| 32 | 701 | Click on boards. click on board. click on the list plus button. click on Add new card. | Valid data | The card will be added to the list | The card was'nt added to the list. | Not as expected. |
| 33 | 702 | Select a project. Click on any opened task. | Valid data | The description will be edited according to the input. | The description was edited. | As expected |
| 34 | 703 | Click on boards. click on board. click on the list plus button. click on Add existing. | Valid data | The card will be added to the list | The card was'nt added to the list. | Not as expected. |
| 35 | 704 | Click on boards. click on board. click on the three dots icon right side of the screen. click rename view | No data | The board name will change | The board name will change | As expected |
| 36 | 705 | Click on boards. click on board. click on the three dots icon right side of the screen. click delete | No data | The board will be deleted | The board was deleted | As expected |
| 37 | 706 | Select a project. Click on an opened task. On the right navigator bar click on relations. Click on create new child. | No data | The task will be added to the workpackge as a child of the clicked task. | The task was added to the workpackge as a child of the clicked task. | As expected |
| 38 | 707 | Select a project. Click on an opened task. On the right navigator bar click on relations. Click on add an existing child. | No data | The app will let the user choose a task from a list. | The app lets the user type the title's task for search. A list of tasks including the user's input was displayed. | Partly as expected. |
| 39 | 708 | Click on the notification button. Click Mark all as read. | No data | All notification will apear as read | All notification will apear as read | As expected |
| 40 | 709 | Click on the View all projects button. | No data | Show all the projects and their status | Show all the projects and their status | As expected |
| 41 | 800 | Click on the View all projects button. Click on the Overall activity button. | No data | Show all the activities that has been made till this point. | Didn't show any activities that has been made. | Not as expected. |
| 42 | 801 | Click on the View all projects button. Click on the filter button. | Valid data | Show all the projects the suits the filter requirments | Show all the projects the suits the filter requirments | As expected |
| 43 | 802 | Select a project. Click on any opened task. | Valid data | Change the range of dates by a scheduler. | Changed the range of dates by a scheduler according to the input. | As expected |
| 44 | 803 | Select a project. Click on any opened task. | No data | Progess bar will be changed according to the task's child status (closed or in progress) | Progress bar does not change even though all of it's children are closed. | Not as expected. |
| 45 | 804 | Click on the View all projects button. Click on the three dots button. Click on export button. Choose export method. | No data | Export to csv or xls with all the projects data | Exported to csv or xls with all the projects data | As expected |
| 46 | 805 | Click on the View all projects button. Click on the three dots button. Click on export button. Choose export method. | No data | Export to csv or xls with all the projects data with only two steps once in View all projects page | Exported to csv or xls with all the projects data with three steps once in View all projects page | Partly as expected. |
| 47 | 806 | Click on the View all projects button. Click on Open as Gantt view. | No data | Open all the projects data in Gantt view | Open all the projects data in Gantt view | As expected |
| 48 | 807 | Select a project. Click on any opened task. | No data | Add a category according to the workpackage list. | Added a category. | As expected |
| 49 | 808 | Select a project. Click in between two widgets. Click on widget to add. | No data | Add the widget to the project overview board | Added the widget to the project overview board | As expected |
| 50 | 809 | Select a project. Click on any opened task. | Valid data | Save the input of the user of the estimated time. | There is not any button which saves the input of the user - once you refresh it saves but no button. | Partly as expected. |
| 51 | 860 | Select a project. Click on the three dots in the widget box. | No data | Remove the widget from the overview board. | The widget has been removed from the overview board. | As expected |
| 52 | 861 | Select a project. Click on any opened task. | Invalid data | Warn the user about the input of the estimated time - validate the input. | Input is not validated and the user can choose a negative number. | Not as expected. |
| 53 | 862 | Select a project. Click on the six dots in the widget box. drag the widget. | No data | The widget moved to a different location. | The widget moved to a different location. | As expected |
| 54 | 863 | Select a project. Click on any opened task. Click on 'more' (three points icon). Select download as PDF. | No data | The task will be downloaded as PDF with the updated details. | The task was downloaded as PDF with the updated details. | As expected |
| 55 | 864 | Select a project. Change details inside the widget | Valid data | The widget saved the changes. | The widget saved the changes. | As expected |
| 56 | 865 | Select a project. Click on any opened task. Click on 'watch work package' (eye icon). | No data | The logged in user will be added as a watcher of the task. | The logged in was added as a watcher of the task. | As expected |
| 57 | 866 | Select a project. Click on a watched task. Click on 'unwatch work package' (eye icon). | No data | The logged in user will be removed from the watchers list. | The logged in was removed from the watchers list of the task. | As expected |
| 58 | 867 | Select a work package. Click on the 'All open' in the navbar. | No data | The app will display the opened tasks in the work package. | The app displayed all of the tasks, including the closed ones. | Not as expected. |
| 59 | 868 | Select a work package. Click on the 'Latest activity' in the navbar. | No data | The app will display the latest activities of the work package. | The app displayed the latest activities of the work package, but did not include all of them such as change task's status. | Partly as expected. |
| 60 | 869 | Select a project. Click on Project settings. Click on Work package categories. click on the edit button. | Valid data | The category will save and display the changes commited. | The category save and displayed the changes commited. | As expected |
| 61 | 900 | Select a work package. Click on the 'Recently created' in the navbar. | No data | The app will display the recent tasks that were created in the work package. | The app displayed the recent tasks that were created in the work package. | As expected |
| 62 | 901 | Select a project. Click on Project settings. Click on Work package categories. click on the add button | Valid data | The new category will be added. | The new category added. | As expected |
| 63 | 902 | Select a work package. Click on the 'Gantt Chart' in the navbar. | No data | The app will display the gantt chart of the work package. | The app displayed the gantt chart of the work package. | As expected |
| 64 | 903 | Select a project. Click on Project settings. Click on Work package categories. click on the delete button. | No data | The category will be deleted. | The category has been deleted. | As expected |
| 65 | 904 | Select a work package. Click on the 'Summary' in the navbar. | No data | The app will display the summary of the work package. | The app displayed the summary of the work package. | As expected |
| 66 | 905 | Select a project. Click on Project settings. Click on Versions. Click on add version button. | Valid data | The new version will be added | The new version has been added | As expected |
| 67 | 906 | Select a work package. Click on the 'Created by me' in the navbar. | No data | The app will display the tasks that were created by the logged in user. | The app did not display the task that the logged in user have created, the list is empty. | Not as expected. |
| 68 | 907 | Select a project. Click on Project settings. Click on Versions. Click on edit version button. | Valid data | The version will be edited. | The version has been edited. | As expected |
| 69 | 908 | Select a work package. Click on the 'Assigned to me' in the navbar. | No data | The app will display the tasks that are assigned to the logged in user. | The app displayed the tasks that are assigned to the logged in user. | As expected |
| 70 | 909 | Select a project. Click on Project settings. Click on Versions. Click on delete version button. | No data | The version will be deleted. | The version has been deleted. | As expected |
| 71 | 960 | Select a work package. Click on the 'Team Planner' in the navbar. Click on the title. | Valid data | The title of the team planner will be changed according the input | The title of the team planner was changed according the input. | As expected |
| 72 | 961 | Select a project. Click on Project settings. Click on Information. Click on Change identifier button. change name. | Valid data | The project identifier will be changed. | The project identifier has been changed. | As expected |
| 73 | 962 | Select a work package. Click on the 'Team Planner' in the navbar. Click on the week filter.Click on the 1 week | No data | The app will display the team planner of the first week only. | The app displayed the team planner of the first week only. | As expected |
| 74 | 963 | Select a project. Click on Project settings. Click on Information. edit the project data. | Valid data | The project will be edited. | The project will be edited. | As expected |
| 75 | 964 | Select a work package. Click on the 'Team Planner' in the navbar. Click on the title. | Invalid data | The title of the team planner will not be changed according the input since it is validated. | The input was not validated and the title was changed to invalid data. | Not as expected. |
| 76 | 965 | Select a work package. Click on the 'Team Planner' in the navbar. Grab a task and drag it to another date. | No data | The task's date will be changed to the location of it in the calender. | The task's date was changed to the location of it in the calender. | As expected |
| 77 | 966 | Select a work package. Click on the 'Team Planner' in the navbar. Click on 'add existing'. Type a task title and drag it to the wanted date. | Valid data | The typed and dragged task will be saved in the selected date. | The typed and dragged task was saved in the selected date. | As expected |
| 78 | 967 | Select a work package. Click on the 'Team Planner' in the navbar. Click on 'add assignee'. Choose a user from the list. | No data | A new assignee will be added to the planner. | There was not any button to save so the new assignee was not added. | Not as expected. |

**2.4 Features Excluded from Testing**

This section will present the features that we will not test.

All of these tests can not be tested by us since it’s out of the course scope.

* Conversion tests
* Hardware tests
* Parallel tests
* Automated tests
* Security tests
* Network tests
* Duplicate instances of application
* Temporal tests
* Disaster Recovery
* Out of memory tests

**3. Testing Approach**

In this section we will describe our testing approach.

**3.1 Test Deliverables**

*Below are the deliverables for each phase of the project.*

| ***Phase*** | ***Deliverable*** |
| --- | --- |
| Pre-baseline | ***Project Initiation.*** Upon receipt of a functional specification, project initiation will be performed. This includes finding a test lead for the project and setting up a project in Defect Tracker. |
| Pre-baseline | ***Kick off meeting.***  This is done to familiarize the project manager with the test methodology and test deliverables, set expectations, and identify next steps. |
| Pre-baseline | ***Functional Requirement Scrubbing.*** Attend meetings to create functional specifications. Offer suggestions if anything is not testable or poorly designed. |
| Pre-baseline | ***Create Pre-baseline documents  Test Plan.*** The Test Plan will break functionality into logical areas (most often specified in the functional specification). Once completed, the Project Manager, Team Leader and User Project Manager will review it. Once reviewed and amended, it must be approved and signed by the Test Lead, Project Manager, and User Project Manager.  ***Create Testing Project Plan and Budget.*** Before completing the project plan, the development project plan must be completed as to know what dates we are being asked to adhere to. This also guides us in determining if the test estimates are reasonable. The project plan will be detailed, relating back to the functional specification and Test Plan. |
| Post-baseline | ***Create Test Cases.*** Once the Detailed Test Plan has been created and reviewed by the test and development teams, test cases are created. Test Cases are stored in Defect Tracker. Each test case includes the steps necessary to perform the test, expected results and contains (or refers to) any data needed to perform the test and to verify it works. |
| Post-baseline | ***Project and Test Plan Traceability.*** Review the Test Plan to ensure all points of the Functional Specification are accounted for. Likewise, ensure that the Test Cases have traceability with the Test Plan and Functional Spec. Finally, that the Project Plan has traceability with the Test Plan. |
| Once testing begins | ***Testing.*** Once testing begins, there are prioritizing and assigning bugs. This is conducted by the Test Lead and will include the Project Manager and Team Leader. Once user testing begins, the User Project Manager will also attend. |
| Bi-Weekly | ***Update Project Plan and Budgeting.*** Update the project plan with % complete for each task and enter notes regarding critical issues that arise. Also determine if the test effort is on budget. |
| Weekly | ***Weekly Status Report.*** The Project Manager will specify who is to receive the weekly status report. This report will identify the % complete of all tasks that should be due by that week, the tasks to be worked on in the next week, metrics indicating the testing statistics (once testing begins), budgeting information, and any issues or risks that need to be addressed. This information can be generated from Defect Tracker. |
| Before sending to UAT | ***Release to UAT Report.*** Once System Testing is done and the code is ready for User Acceptance Testing (UAT), the Test Lead will create a report that summarizes the activities and outlines any areas of risk. |
| Project Completion | ***Post Mortem Analysis.***  This is done to analyze how well our testing process worked. |

**3.2 Bug tracking system**

The bug tracking system in OpenProject also allows users to link bugs to other project elements, such as work packages, allowing teams to track and manage bugs more effectively. Additionally, the system provides a comprehensive view of the bugs that have been reported and the status of their resolution, allowing teams to better understand the overall health of the project.

**4. Release Criteria**

**4.1 Test Case Pass/Fail Criteria**

In this section we will present the criteria of pass or fail test cases.

Testing the features passed according to the expected results.   
 We have compared between the expected result and the actual result in order to search for differences - in case the actual result don’t contain any difference compared to the expected result - the test passed in our definition.  
 The cases that contain differences between the comparison of those two columns were failed in our test.  
 It’s important to point out that there are tests which were not failed but not passed on the other hand, they were partly as expected.

**4.2 Severity Codes**

Severity Codes are used to help the crew to prioritize developers’ work in the test phase.   
They are assigned by testers. The following standard Severity Codes to be used for identifying defects are:

| ***Severity Code Number*** | ***Severity Code Name*** | ***Description*** |
| --- | --- | --- |
| 1 | Blocker | The issue completely prevents the use of a specific feature or functionality |
| 2 | Critical | The issue seriously affects the use of a specific feature or functionality |
| 3 | Major | The issue affects the use of a specific feature or functionality |
| 4 | Minor | The issue is a minor inconvenience and does not affect the use of a specific feature or functionality |
| 5 | Trival | The issue is a cosmetic problem or a suggestion for an enhancement |

**6. Risks Assessment**

| **Risk ID** | **Risk description** |
| --- | --- |
| 1 | Test cases might be misinterpreted or executed incorrectly because of human errors, leading to inaccurate test results. |
| 2 | Test cases need to be run multiple times manually, which can be repetitive, and lead to test fatigue or missing defects. |
| 3 | Testing can be inconsistent, as different testers may interpret and execute test cases differently. |
| 4 | Manual testing is not easily scalable, as it may not be feasible to manually test a large number of test cases or test cases with complex scenarios. |