

TQS: Quality Assurance manual

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[This report should be written with the following objectives in mind:

- Provide **clear guidelines** for project members needing to learn what the QA practices are. Use concise and informative content, allowing other software engineers to understand and comply with the practices.
- Provide context and **rationale** to the practices defined and **offer evidence of the tools/setups** used by the team. **Hyperlink team resources** in the text so it is possible to directly access the resources cited in context.

Tips on the expected content (marked in colored text) along with the document are meant to be removed.

You may use English or Portuguese; do not mix.]

1 Project management

1.1 Assigned roles

Who oversees what? See also: Guidelines document, section #4.1

1.2 Backlog grooming and progress monitoring

What are the practices to organize the work (in JIRA)? Don't need to explain the concepts, but how your team works in routine (adopting [agile project management](#) practices, based on [user-stories](#)). How is the progress tracked in a regular basis? E.g.: story points, burndown charts,... Is there a proactive monitoring of requirements-level coverage? (with test management tools integrated in JIRA, like X-Ray)

2 Code quality management

2.1 Team policy for the use of generative AI

Clarify the team position on the use of AI-assistants, for production and test code
Give practical advice for newcomers.
Be clear about "do"s and "Don't"s

2.2 Guidelines for contributors

Coding style

[Definition of coding style adopted. You don't need to be exhaustive; rather highlight some key concepts/options and refer to a more comprehensive resource (that you may have adopted) for details. → e.g.: [AOS project](#)]

Code reviewing

Instructions for effective code reviewing. When to do? Integrate AI tools?...

Feel free to add more section as needed.

2.3 Code quality metrics and dashboards

[Description of practices defined in the project for *static code analysis* and associated resources.]
[Which quality gates were defined? What was the rationale?]

3 Continuous delivery pipeline (CI/CD)

3.1 Development workflow

Coding workflow

[Explain, for a newcomer, what is the team coding workflow: how does a developer get a story to work on? Etc...]

Clarify the workflow adopted [e.g., [gitflow](#) workflow, [github flow](#) . How do they map to the user stories?]

[Description of the practices defined in the project for *code review* and associated resources.]

Definition of done

[What is your team “[Definition of done](#)” for a user story?]

3.2 CI/CD pipeline and tools

[Description of the practices defined in the project for the continuous integration of increments and associated resources. Provide details on the tool’s setup and config.]

[Description of practices for continuous delivery, likely to be based on *containers*]

[Which different environments are included in CD? Staging, production...]

3.3 System observability

What was prepared to ensure [proactive monitoring of the system operational conditions](#)? Which events/alarms are triggered? Which data is collected for assessment?...

3.4 Artifacts repository [Optional]

[Description of the practices defined in the project for local management of Maven *artifacts* and associated resources. E.g.: [github](#)]

4 Continuous testing

4.1 Overall testing strategy

[what was the overall test development strategy? How are you **aligning testing with CI/CD**?

E.g.: did you do TDD? Did you choose to use Cucumber and BDD? Did you mix different testing tools, like REST-Assured and Cucumber?...]

[do not write here the contents of the tests, but to explain the policies/practices adopted and generate evidence that the test results are being considered in the CI process.]

4.2 Acceptance testing and ATDD

[Project policy for writing acceptance tests (closed box, user-facing perspective) and associated resources. when does a developer need to develop these?

4.3 Developer facing tests (unit, integration)

[Project policy for writing unit tests (open box, developer perspective) and associated resources: when does a developer need to write unit test?

What are the most relevant unit tests used in the project?]

[Project policy for writing integration tests (open or closed box, developer perspective) and associated resources.]

API testing

4.4 Exploratory testing

[strategy for non-scripted tests, if any]

4.5 Non-function and architecture attributes testing

[Project policy for writing performance tests and associated resources.]