VERSION HISTORY

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# Introduction

## Purpose of Test Plan

This software Test Plan documents

## Test Risks

Testing risks include

## Test METHODOLOGY

The software development lifecycle (SDLC) for the Wheel of Jeopardy project will be Staged Delivery, and the testing technique will be specifications-based. A finite number of test cases will be selected in order to verify software behavior. Software testing will occur throughout the SDLC and will be refined throughout as well. Periodic reports will be provided to programmers to aid in identifying and preventing problems and faults.

## Test Deliverables

X

## Test Environment

X

# COMPATIBILITY Testing

## Items to Test

No items will be excluded from testing. The Retro Robots team will be responsible for testing the Wheel of Jeopardy software prior to delivery, and the effort will be led by Nick Champagne, Lead Test. Items that will be tested include:

* Microsoft Windows 10 operating system
* Other operating systems?
* Hardware?

## Test Pass / Fail Criteria

X

## Test Entry / Exit Criteria

X

## Test Suspension / Resumption Criteria

X

# Conformance Testing

## Items to Test

No items will be excluded from testing. The Retro Robots team will be responsible for testing the Wheel of Jeopardy software prior to delivery, and the effort will be led by Nick Champagne, Lead Test. Items that will be tested include:

* User Interface
* Game Logic – Scoring
* Game Logic – Game Wheel
* Game Logic – Rounds
* Game Logic – Spin Counter
* Game Logic – Game Board

## Test Pass / Fail Criteria

X

## Test Entry / Exit Criteria

X

## Test Suspension / Resumption Criteria

X

# Functional Testing

## Items to Test

No items will be excluded from testing. The Retro Robots team will be responsible for testing the Wheel of Jeopardy software prior to delivery, and the effort will be led by Nick Champagne, Lead Test. Items that will be tested include:

* X

## Test Pass / Fail Criteria

X

## Test Entry / Exit Criteria

X

## Test Suspension / Resumption Criteria

X

# Performance Testing

## Items to Test

X

* X

## Test Regulatory / Mandate Criteria

X

## Test Pass / Fail Criteria

X

## Test Entry / Exit Criteria

X

## Test Suspension / Resumption Criteria

X

# Regression Testing

## Items to Test

X

* X

## Test Pass / Fail Criteria

X

## Test Entry / Exit Criteria

X

## Test Suspension / Resumption Criteria

X

# System Testing

## Items to Test

X

* X

## Test Pass / Fail Criteria

X

## Test Entry / Exit Criteria

X

## Test Suspension / Resumption Criteria

X

# Unit Testing

## Items to Test

X

* X

## Test Pass / Fail Criteria

X

## Test Entry / Exit Criteria

X

## Test Suspension / Resumption Criteria

X