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Test Plan for
GolfScore v1.1

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1.0 Introduction

1.1. Objective

This document describes the test plan for the GolfScore at 1.1 version software and includes information on what is to be tested, and how the testing is to be accomplished (test methodology). Specifically, this document describes the tests to be performed, the testing schedule, resources required, entry criteria, exit criteria, dependencies, test

tools, metrics and the Test Plan Requirements Matrix. This is a living test plan and must be changed to reflect Core Team needs and requirements as they arise.

The main purpose of this test is to verify the requirements for the GolfScore at 1.1 version.

1.2. Project Description

The purpose of this project is to develop a functional software to visualize and analyze the results obtained after one or more golf competitions.

Version 1.1 of the software to be developed will have a command console control, which will allow access to the different options, such as selecting the destination path, the memory file and other configurations.

1.3. Process Tailoring

A smoke test will check the correct start of the program and will give a quick tour through the different cli options.

The functional tests are related to all the activities inherent to the use of the software (calling the application, creation of a golf tournament, visualization of reports).

Using integration tests we will evaluate the correct functioning of each of the views and finally by means of a regression test we will identify the correct functioning of the whole application.

In order to evaluate the non-functional requirements, the performance will be evaluated to ensure that the APP meets the performance characteristics.

2.0 Test Requirements

The user A by invoking the main program accesses the menu where he can select between 1 to 5 golf tournaments where it is assumed that if the number of tournaments is greater than 1, he will play only one for each attempt.

Once the tournaments are specified, the registration of players per tournament is done, for each tournament the user A will be able to register between 2 to 12 golfers.

Each golf course C has 18 fixed holes whose pars for each hole are 3, 4 or 5 strokes.

The score of each golfer is calculated according to the following table

Stroke count	Score
over par	0
par	1
1 under par	2
2 under par	4
3 or more under par	6

A golfer G stroke count for a particular golf course C is the sum of the stroke counts for each of the 18 holes.

A golfer G score for a particular golf course C is the sum of the scores for each of the 18 holes.

A G golfer's total score for tournament T is the sum of his or her scores for all courses played.

Note that the lower a golfer's stroke count (relative to par), the higher his score for that hole.

Once executed by A, GolfScore will complete its processing within one minute.

3.0 Test Tools

Serenity BDD (Java, Junit).

4.0 Resource Requirements

Laptop with Windows 8, 10, 11, architecture 64Bits.

Software: VSCode, IntelliJIdea, Graddle, Junit, Java.

5.0 Test Schedule

Description	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
Smoke test	X								
Test functionality 1 – Tournaments		X	X						
Test functionality 2 – Golfer registration.			X	X					
Test functionality 3 – Point calculation				X	X				

Test functionality 4 – Report generation.					X	X			
Regression Test						X	X		
Performance test							X	X	
Acceptance Test									X

6.0 Risks/Mitigation

Risk	Description	Impact	Like-Hood	Level of risk	Action plan
Lack of documentation	Information requested is deficient	2	2	4 (HIGH)	Availability for meetings and promoting updated documentation
Poorly defined requirements	Poor communication between customer and development in requirements gathering	3	1	3 (MEDIUM)	Meeting to clarify requirements
Scope change	New perspectives from the customer sidex	2	1	2(MEDIUM)	Meeting to clarify the new scopes

7.0 Metrics

The following metrics data will be collected. Some will be collected prior to, and some after product shipment.

Test	Status	Comments
Requirement's test	Results Passed (OK)	Suggestions (Number and descriptions)
Functional tests	Results Passed (OK) vs Result not Passed	Suggestions (Number and descriptions)
Regression test and performance test	Result review	Comments about results

Appendix A – Detailed Resource Requirements

Description	Input	Analysis	Output expected
Smoke test	All software	If the app opens in terminal.	A message indicating success app start.
Test functionality 1 – Tournaments	Module 1 - App start	Tournaments was saved on file?	A file with a record who have a list of tournaments registered.
Test functionality 2 – Golfer registration.	Module 2 - Golfers	Golfers was saved successfully?	A file with a record who have a list of tournaments registered and golfers.
Test functionality 3 – Point calculation	Module 3 - Points	Points of each tournament was saved correctly?	A file with a record who have a list of tournaments registered and golfers and points.
Test functionality 4 – Report generation.	Module 4 - Reports	All reports was generated after points saved?	A report in the main window.
Regression Test	All Software	All test passed, OK?	List of tests passed and 0 not passed.
Performance test	All Software	Time of execution.	Time < 1 minute.
Acceptance Test	All Software	Customer acceptance	Customer opinion = OK

Appendix B – Detailed Test Schedule

Description	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
Smoke test	X								
Test functionality 1 – Tournaments		X	X						
Test functionality 2 – Golfer registration.			X	X					
Test functionality 3 – Point calculation				X	X				
Test functionality 4 – Report generation.					X	X			
Regression Test						X	X		
Performance test							X	X	
Acceptance Test									X