SDMP Test Approach

# Test Approach

For this project, I’ll be using a Reactive approach to testing since this is the best fit with the waterfall methodology that I’ve been using throughout the project so far.

# Unit Testing

Throughout the test design I’ll be writing tests for individual units and features to ensure they operate correctly, irrespective of other features and how they interact.

# Regression Testing

I’ll also be adding some regression test steps to ensure that the addition of audio tracks doesn’t not affect other features on the interface.

# Test Environment

Testing this interface can be done using any technology with support for HTML, CSS and JavaScript. For example, I’ve been building the interface in Visual Studio Code and using Microsoft Edge as the test environment.

# Testing Tools

No testing tools will be required for this testing stage.