### A**gile Test Script Template**

### [CISC275 -- you will have both automated and manual testing, create only one entry for automated tests and include all of the JUnit test classes that should be run as steps]

**Introduction**

The following pages of this document contain a Test Script template that may be copied and used within your own testing task or project.

The Test Script template contains the following sections:

Project ID - the unique project identifier

* AUT Name - the definitive name of the Application Under Test (front sheet only)
* AUT Version - the definitive version information for the Application Under Test (front sheet only)
* Iteration ID - the unique identifier for the iteration this test is being conducted in (front sheet only)
* Date of Test - the planned start date of testing (front sheet only)
* **Test ID - the unique identifier for the test [CISC275 -- just a name for the test]**
* **Purpose of Test - a brief description of the purpose of the test including a reference where appropriate to the requirement that is to be tested (consider providing references to the requirements specification, design specification, user guide, operations guide and/or installation guide), as well as any dependencies from or to other Test Scripts/Test Cases**
* **Test Environment - a brief description of the environment under which the test is to be conducted (may include a description of the state of the AUT at the start of this test, details regarding the platform or operating system, as well as specific information about data used in this test) [CISC275 -- only specify anything out of the ordinary; most often this is assumed if blank that you run your project in libGDX]**
* **Test Steps - concise, accurate and unambiguous instructions describing the precise steps the Tester must take to execute the test, including navigation through the AUT as well as any inputs and outputs [CISC275 -- you may assume certain starting states if you describe those starting states at the beginning of your document -- i.e. step 1 would be start at level 2]**
* **Expected Result - a brief and unambiguous description of the expected result of executing the test.**

##### Where text appears in angle brackets (< >), this denotes a place marker, which must be replaced with the appropriate information for a particular testing phase. For example <Client> should be replaced by the name of your own company or organisation.

##### Figure 1 below provides an example of how the Test Script template provided in this appendix might be completed in practice.

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| **<Client> Test Script** | | | (*front sheet*) | |
| **Project ID** | J-Unit - Advisement Adventure | | | |
| **AUT Name** |  | **Version** | |  |
| **Iteration ID** |  | **Date of Test** | | 5/7/15 |

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| **Test ID** | Log In |
| **Purpose of Test** | To navigate to the home screen. |
| **Test Environment** |  |
| **Test Steps** | 1. Left click on the text field box. 2. Type in a valid 9 digit student ID. 3. Left click on ‘Enter’. |
| **Expected Result** | Tester will be brought to home screen. |
| Test 1 of 9 Tests | |

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| **Test ID** | Home Page |
| **Purpose of Test** | To show all apps in which the storyline of the game will be played. |
| **Test Environment** |  |
| **Test Steps** | Left click on notes app and hit back button.Left click on texting app and hit back button.Left click on web app and hit back button.Left click on email app and hit back button.Left click on trophy app and hit back button. |
| **Expected Result** | Tester will go to each given app and return to home screen. |
| Test 2 of 9 Tests | |

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| **Test ID** | Email |
| **Purpose of Test** | To be able to read the given email.  To navigate to a full screen of the email. |
| **Test Environment** |  |
| **Test Steps** | 1. To left click on the email app on the home screen. 2. To left click on the given email in the email app. 3. To view the email in full screen. 4. To navigate backwards with the back button. |
| **Expected Result** | Tester sees an email. |
| Test 3 of 9 Tests | |

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| **Test ID** | Notes Screen |
| **Purpose of Test** | To ensure that a user can create a new note To ensure a user can open an already created note |
| **Test Environment** |  |
| **Test Steps** | Left click on the notes app on the home screen  1. Left click the “create new note” button on bottom right 2. Enter “note 1” in the text box that appears 3. Enter “this is just a test” in the text field 4. click save 5. Click on “note 1” button |
| **Expected Result** | Tester will see note created with name “note 1” upon opening again “this is just a test” will still appear |
| Test 4 of 9 Tests | |

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| **Test ID** | Text Messages |
| **Purpose of Test** | To quiz the user on the knowledge they have learned throughout the game. |
| **Test Environment** |  |
| **Test Steps** | Left click on text app.Read message.Left click on “Email your Advisor”Left click on back button to navigate backwards. |
| **Expected Result** | Tester answered questions correctly. Tester will see “Email your Advisor” in a chat bubble under original message. |
| Test 5 of 9 Tests | |

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| **Test ID** | Add/Drop Screen |
| **Purpose of Test** | To be able to add classes using a drop down menu  To be able to drop classes using a drop down menu  To be able to go back to the web screen using the back button |
| **Test Environment** |  |
| **Test Steps** | 1. Left click on the add drop down menu 2. Scroll through the list and left click on the EGGG101 3. Left click on the add button 4. Scroll through the list and left click on UNIV101 5. Scroll through the second drop down menu and left click on EGG101 6. Left click the drop button 7. To navigate backwards with the back button. |
| **Expected Result** | Tester sees classes under the schedule scree. In the above case, the tester should see UNIV101 |
| Test 6 of 9 Tests | |

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| **Test ID** | Web Screen |
| **Purpose of Test** | To be able navigate to UDSIS screen and RSVP Screen  To be able to go back to the home screen using the back button |
| **Test Environment** |  |
| **Test Steps** | 1. Left click on the UDSIS button to navigate to the UDSIS page 2. Left click on the RSVP button to navigate to the RSVP page 3. Left click on the back button to navigate backwards to the home screen |
| **Expected Result** | Tester ends at web screen. |
| Test 7 of 9 Tests | |

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| **Test ID** | RSVP Screen |
| **Purpose of Test** | To be able to RSVP for events |
| **Test Environment** |  |
| **Test Steps** | 1. Left click on the drop down menu 2. Select desired event to RSVP for and left click on register button   3. Left click on the back button to navigate backwards to the web screen |
| **Expected Result** | Tester sees somethings that says congrats you have registered for your event |
| Test 8 of 9 Tests | |

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| **Test ID** | Trophy Case |
| **Purpose of Test** | Ensure that all achievements can be completed. Images float in properly  Sound works with images |
| **Test Environment** |  |
| **Test Steps** | Achieve a goal on another screen.  1. Click on the star in the top right corner 2. Click on back button to return to home screen or, 3. Click on return button to return to your previous screen. |
| **Expected Result** | Tester sees an achievement with a star and sound and return to the home screen or previous screen. |
| Test 9 of 9 Tests | |

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| **CTS Wiki Test Script** | | | (*front sheet*) | |
| **Project ID** | CTS Group News Wiki and Process Framework | | | |
| **AUT Title** | CTS Wiki | **Version** | | v1.0 |
| **Iteration** | 02 | **Date of Test** | | 07/07/2008 |

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| **Test ID** | 02-Team-Org-Chart-01 |
| **Purpose of Test** | To ensure that:   * It is possible to navigate to the screen showing the Team Org Chart * It is possible to view the whole Team Org Chart, and that it is legible |
| **Test Environment** | The test environment is as follows:   * Client Hardware: IBM T60 Laptop * Server: Company Intranet system * No other applications should be running on the laptop * The Wiki should be running and at the top level intro page, with the login dialog box visible * Hand crafted “login data” is held in C:\test-dir\login.dat |
| **Test Steps** | In the login dialog box, the tester should:   * Left click into the “User Name” field and enter “testuser” * Left click into the “Password” field and enter “password” * Left click on the “OK” button * Once the next screen appears, left click on the **CTS Org Chart** link in the left hand navigation pane |
| **Expected Result** | On completing the above steps, the CTS Team Org Chart should be displayed.   * Verify that the whole org chart is visible on the screen. * Verify that the contents of the org chart is legible |
| Page 1 of 1 Page | |

##### **Figure 1 - Specimen Completed Test Script for the CTS Company Wiki project**