**Table of Contents**

### [1. Overview..……………………………………………………………………………………1](#_Toc213772091)

### [2. Testprocess…....…………………………………………………………….………………..1](#_Toc213772096)

### [3. Hardware and Software requirements ………………………….……………..…………..1](#_Toc213772099)

[3.1 Hardware Requirements 1](#_Toc213772103)

[3.2 Software Requirements 1](#_Toc213772104)

### [4. Tested Items….……………………………………………………………………..………..1](#_Toc213772105)

### [5. Constraint …………………………………………………………………………..……….2](#_Toc213772105)

### [6. Schedule…...………….……………………………………………………….……………..2](#_Toc213772105)

### [7. Test Cases....………….……………………………………………………….……………..2](#_Toc213772105)

1. **Overview**

The purpose of this document is to describe how the testing procedure will be conducted on the Lunch decider application. The document also describes the testing strategies, hardware and software requirements, modules to be tested and the test schedule.

1. **Test process**

The testing process defines the strategies to be used in the test procedure.

During each iteration of the development process, unit testing will be used to evaluate the individual modules. Next, integration testing will be conducted to verify that all of the modules are able to properly function together. Then, using system testing, the entire software system will be tested to ensure that it satisfies the requirements specifications. Finally, acceptance testing will be performed to confirm the system fulfills the customer’s expectations and requirements.

1. **Hardware and Software requirements**

The hardware and software requirements specify the hardware and software resources that will be needed for the testing process to be executed efficiently.

The following resources are required during the testing process:

* 1. **Hardware requirements**

|  |  |
| --- | --- |
| **Hardware Component** | **Requirement** |
| Memory | 1 Gigabyte or higher |
| Disk Space | 1 Gigabyte available disk space |
| Processor | 1 Gigahertz(GHz) or higher |

* 1. **Software requirements** 
     + Android SDK version 2.3
     + Eclipse Helios 3.6 or later
     + Windows XP or later

1. **Tested Items**

The following modules will be tested.

* Location module
* Database construction module
* Search and selection module

1. **Constraint**

The main constraint during the testing process will be the development team’s lack of experience with testing procedures and the use of tools that assist the testing process.

1. **Schedule**

|  |  |  |
| --- | --- | --- |
| **Task** | **Date** | **Duration** |
| Test Plan Preparation | 04/02/11 – 04/05/11 | 3 Days |
| Test Condition Generation | 04/07/11 – 04/10/11 | 3 Days |
| Test Execution | 04/11/11 – 04/22/11 | 11 Days |
| Test Report | 04/20/11 – 04/29/11 | 9 Days |

**7. Test Cases**

The test cases that have been done in Lunch Decider application are,

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Activity | Name of the screen | Test Action | Expected Result | Comments | Results |
| Activity 0 | UserSelection | Click On emulator | The program proceed to activity 1 | The activity is enabled once the emulator interface is click | PASS |
| Activity 1 | UserSelection | Click on select type of food spinner | List of food types will be displayed | User will be able to select one of the type of food | PASS |
| Activity 1 | UserSelection | Click on the type restaurant spinner | List of restaurants will be displayed | User will be able to select one of the restaurant types | PASS |
| Activity 1 | UserSelection | Click on maximum driving distance spinner | Driving distance values will be displayed | User will be able to select one of the driving distance | **PASS** |
| Activity 1 | UserSelection | Click on start game button | Searching for location and restaurant will proceed | User location and restaurant data will be searched system proceeds to Activity 2 | **PASS** |
| Activity 1 | GameSplash | Disabled internet | Error in connection dialog will be displayed | User is notified that there is error in connection | PASS |
| Activity 1 | GameSplash | No GPS signal | Location cannot be found dialog is displayed | User is notified that GPS signal is not available | PASS |
| Activity 2 | Game | Click on Game interface | Game interface is displayed | User will be able to click on the game screen and activity proceeds to activity 3 | PASS |
| Activity 3 | Game | Game action proceeds and a restaurant is selected | Game proceeds and a restaurant is selected | System proceeds to activity 4 | PASS |
| Activity 4 | Result | Show direction button is click | The driving direction is displayed | The User will be able to see the driving directions | PASS |
| Activity 4 | Results | Play again button is click | The System proceeds to Activity 1 | The User will be able to see the UserSelection screen | PASS |