

**IS203 – Software Engineering**

**G1T3**

**Bidding Online System Test Plan**

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# 1. Introduction

The purpose of this project is to develop a new system developed for bidding courses in the university. The new system will provide these following features:

|  |  |
| --- | --- |
| Features | |
| Administrative Function | User Function |
| * Login * Bootstrap function * Update bid * Start round * Stop round * Delete session * Dump table (bid, student, session) | * Login * Search course * Update bid * Bid course * Drop bid * Drop session * View all bids |

## 1.1 Test Objectives

The purpose of the test plan is to test the following:

* To detail the strategy and resources required to undergo the test cases
* To provide a clear terms of reference for all members in relation to the test plan
* To define the environment needed to conduct the test

# 2. Scope of Test & Schedule

The following details the scope of testing for each iteration and the personnel and resources allocated for it:

|  |  |  |  |
| --- | --- | --- | --- |
| Iteration | Scope / Functions | Date | Resource Allocation |
| 1 | NA | NA | NA |
| 2 | NA | NA | NA |
| 3 | Bootstrap + User Functionalities | Week 7, 8 | Zachery + Nyein Su + Kevin + Nicholas |
| 4 | Admin Functions + User Interface | Week 10 | Zachery + Kevin + Yuning + Nyein Su |
| 5 | All Functionalities + User Interface | Week 11,12,13 | Zachery + Yuning + Nicholas + Nyein Su |

# 3. TEST STRATEGY

## Unit test (During Development)

During Pair Programming(coding development) sessions, we will make use of JUnit to perform unit testing on our codes to immediately identify errors and ensure business logic is consistent and correct to reduce bug counts during the deployment & testing stage.

## Automated test (As scheduled)

The team will generate and run Selenium to execute our test cases during the deployment and testing stage. This ensures fast and efficient testing to provide us more time for development.

## Regression test (As Scheduled)

The automated testing conducted using Selenium will also ensure that previous functions continue to integrate with the new functions added in.

## 3.4 Internal UAT (Week 11)

This test seeks to test the intuitiveness of the system. The team will set out to get 20 students and faculty members to test out the system and provide feedback regarding the usability of the system. The benchmark of this test will be set as the existing BOSS-Bidding system. The team will consolidate all feedbacks and improve on the intuitiveness of the system based on these feedbacks.

## User acceptance test (Week 12)

User Acceptance Testing will be conducted by the instructor and members of G1 section of the Software Engineering class. The purpose of User Acceptance Test is to confirm the system is developed according to the specified user requirements. During User Acceptance Test, critiques of the functionality and user interface will be provided, and the team is to note down all feedbacks.

# 4. Follow-up action

## Bug Reporting

When bugs are found, the testers will log the bug into the bug metrics accordingly. Thereafter, the testers should inform the project manager immediately. During the debugging phase, the coder will change the status of the bug to indicate the current state. Once the bug is solved, the coder will close the bug in the bug log as ‘resolved’.

## Feedback review

The team will review feedbacks solicited at all supervisor meetings, and UAT, and firm up on the improvements to be made to the system. Once the team has reached a consensus, the team will endeavor to implement the improvements under the supervision of the project manager.

# 5. Terms of Reference

The Project Manager will determine when system test will start and end. The Project Manager will also be responsible for coordinating schedules for the testers as well as writing/updating the Test Plan, Test Cases and Bug Log and Metrics. The members will be responsible for writing the test cases and executing the tests.

## Resources

The team consists of (rotational basis):

* 1 Project Manager
* 4 Members

## Responsibilities

|  |  |
| --- | --- |
| Role | Tasks / Responsibilities |
| Project Manager | * Assign iteration tasks * Schedule coordination * Time management |
| Member | * Code, test, debug and document application functions |