

Test Plan

for

Mobile Game Application

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I. Introduction

This project is a mobile game application intended to a client which is Outdoor Advertising Association of the Philippines (OAAP). The game will be consisting of two sides, the backend (admin site) which will be implemented using Cobalt and the frontend for the users of the mobile game using android studio.

a. Purpose

- This test plan is aimed to ensure all Functional and Design Requirement (Performance and GUI) are well implemented and have met the demand of the client
- Discover majority of errors and bugs
- Identify required resources of test processes

b. Scope

- The scope of this test plan will cover both backend and frontend of OAAP's mobile game application.

c. References

- MGA - Use Cases

d. Document Terminology

MGA	Mobile Game Application
PM	Project Manager
QC	Quality Control
TP	Test Plan
UC	Use Case
TC	Test Case/s
GUI	Graphical User Interface

II. Test Areas and Specifications

a. Features to be tested

UC No.	UC Name	Test Type	Build No.
RM 01	Admin Creates User Account	Functional, Usability, Performance	001, 002
RM 02	Player Creates New Account	Static	001, 002
TM 01	Add Trivia	Functional, Usability, Performance	001, 002
TM 02	Edit Trivia	Functional, Usability, Performance	001, 002
TM 03	Delete Trivia	Functional, Usability, Performance	001, 002
TM 04	View Trivia	Functional, Usability, Performance	001, 002
QM 01	Adding Billboard Questions	Functional, Usability, Performance	001, 002
QM 02	Delete Billboard Questions	Functional, Usability, Performance	001, 002
QM 03	Update Billboard Questions	Functional, Usability, Performance	001, 002
QM 04	View Billboard Questions	Functional, Usability, Performance	001, 002
BMM 01	OAAP Personnel Add a Billboard Locations	Functional, Usability, Performance	001, 002
BMM 02	OAAP Personnel Edit a Billboard Locations	Functional, Usability, Performance	001, 002
BMM 03	OAAP Personnel View a Billboard Locations	Functional, Usability, Performance	001, 002
BMM 04	OAAP Personnel Delete a Billboard Locations	Functional, Usability, Performance	001, 002
GP 01	Providing Questions Based on the Player	Static	001, 002
GP 02	Detecting the Player's Distance from the billboard	Static	001, 002
GP 03	Player View Company's Trivia	Static	001, 002
GP 04	Plater Receive a score based from his/her answered Question	Static	001, 002
GP 05	Player View the Leaderboard	Static	001, 002
AM 01	User Login	Static	001,002

III.

Test Cycle Transition

a. Entry Criteria

- Requirements are documented, reviewed, and approved
- Build release is complete and ready
- The build is ready for testing

b. Exit Criteria

- Test Cases execution completed

c. Continuation Criteria

- Project Manager requests to execute test

d. Abnormal Termination

- Project Manager requests to terminate test
- Incomplete deliverables that would waste time to execute test
- Vague use cases that can't be used to create test cases
- Wrong configured environment

IV.

Milestone

Deliverables	Date Start	Date End
Develop Test Plan	Feb 20 ,2017	March 10 ,2017
Update and Review Test Plan	March 13, 2017	March 31, 2017
Iteration 01		
Test Case	February 20, 2017	February 28, 2017
Execute TC – Iteration 01	March 1, 2017	March 7, 2017
Test Log/Reports	March 8, 2017	March 10, 2017
Iteration 02		
Review/Update Test Cases	March 13, 2017	March 17, 2017
Execute TC – Iteration 02	March 20, 2017	March 24, 2017
Test Log/Reports	March 27, 2017	March 30, 2017

V.

Test Deliverables and Execution

a. Key Participants

Name	Role	Note
Felix Gregorio III	Test Leader	
Armerrsson Caguioa	Tester	
Daveson Romblon	Tester	
Justine Mark Siccion	Tester	
Jonathan Abalon	Project Manager	
Neil Orven Cueto	Developer	
Carl Joshua Lavarro	Developer	
Aaron Dagatan	Developer	

b. Test Reports

Evaluate test results after test case execution in the first and second iteration; test summary with status to be submitted to Project Manager.

c. Test Release Management

Test release is handled by the Project Manager along with his developers and Test Leader, after every iteration a regression test will be conducted to prevent further bugs to occur.

VI. Environmental Needs

a. Hardware and Software

Resource	Configuration	Installed OS, Software
Test Server	Server Specifications: QUBE Huntkey Clone CPU AMD Vishera 6300 Processor @ 3.0 GHz (Six Core Processor) 8 GB RAM 2 1TB SATA Hard Disk RAID Configuration: Software RAID 1/5 (Software RAID 1 for its bootable partition) (Software R AID 5 for its operating system and Open VZ)	Linux Distribution Installed: Centos 5.7 64 bit updated with the latest OpenVZ OpenSUSE 11.4 64 bit Installed as a virtual server within OpenVZ and installed with the latest patches
Client Machine	+CPU Core 2 Duo +RAM: 2GB	Windows 10 64-bit Google Chrome Browser

b. Productivity and Support Tools

Tool's Purpose	Tool Name	Vendor or in-house	Version
Mobile Application Framework	Visual Studio 2015 Android Studio	Microsoft Google	2015 2.1.2
Test Management	Testlink	Open Source	1.9.2
Documentation	MS Word, MS Excel	Microsoft Office	2016
Web Server Application	XAAMP Control Panel	Apache Friends	7.0.6
Application Framework	Cobalt	JV Roig	Cobalt Mark IV

VII. Approvals

Name	Role	Signature	Date
Felix Gregorio III	Lead Tester		
Jonathan Abalon	OAAP's Project Manager		
Prof. Joe Gene Quesada	Software Quality Management Instructor		