

TEST PLAN

PROJECT NAME	ChallengesCubes
PRODUCT NAME	Cube.mix
PRODUCT RELEASE VERSION	9.1
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Contents:

1. INTRODUCTION	3
1.1. PURPOSE	3
1.2. SCOPE	3
1.3. OBJECTIVES	3
1.4. AUDIENCE.....	3
2. TEST DELIVERABLES.....	3
3. TEST STRATEGY	3
3.1. ACCEPTANCE TESTING	3
3.1.1. USER ACCEPTANCE TESTING	4
3.2. GUI TESTING.....	4
4. DOCUMENTS	4
5. TEST TASKS	4
6. CONTROL PROCEDURE	4
7. RISKS.....	4
8. TEST ENVIRONMENT	4
9. ACRONYMS.....	5

1. INTRODUCTION

This test plan describes the testing approach and overall framework that will drive the testing of the ChallengesCubes. It applies to the following types of cubes: Classic (3x3x3), Mirror, Megaminx and Skewb.

1.1. PURPOSE

The purpose is to teach children with deficiencies to solve challenges and improve their focus.

1.2. SCOPE

The document mainly targets the GUI testing and validating data in report output as per Requirements Specifications provided by client. The test scope include the following:

- Testing of all functional requirements to check whether all possible cases are covered.
- End-to-end testing and testing of interfaces of all systems that interact with the system.

1.3. OBJECTIVES

Primary Objective of testing applications is to assure that the system meets the full requirements, including quality requirements and fit metrics for each quality requirement and satisfy the use case scenarios and maintain the quality of the product. At the end of the project development cycle, the user should find that the project has met all expectations as detailed in the requirements. Hence, the objective of the test is to verify that the functionality of ChallengesCubes Version 9.1 works according to the specifications.

1.4. AUDIENCE

- Project team members perform tasks specified in this document, and provide input and recommendations on this document.
- Project Manager Plans for the testing activities in the overall project schedule, reviews the document, tracks the performance of the test according to the task herein specified, approves the document and is accountable for the results.
- The stakeholders' representatives and participants may take part in the UAT test to ensure the business is aligned with the results of the test.
- Business analysts will provide their inputs on functional changes.

2. TEST DELIVERABLES

NR.	DELIVERABLE NAME	AUTHOR	REVIEWER
1.	Test Plan	Test Lead	Project Manager / Business Analyst's
2.	UAT Test Cases	Test Team	Business Analyst's Sign off

3. TEST STRATEGY

3.1. ACCEPTANCE TESTING

After the system test has corrected all or most defects, the system will be delivered to the user or customer for acceptance testing or user acceptance testing. Acceptance testing is most often focused on validation type testing.

3.1.1. USER ACCEPTANCE TESTING

The User Acceptance Testing focuses mainly on the functionality thereby validating the fitness-for-use of the system by the business user. The user acceptance test is performed by the users and application managers.

The purpose of acceptance test is to confirm that the system is ready for operational use. During acceptance test, end-users (customers) of the system compare the system to its initial requirements. Hence, the system should be developed according to the specified user requirements and is ready for operational use. Acceptance testing is carried out at two levels – Alpha and Beta Testing.

3.2. GUI TESTING

GUI Testing will includes testing the UI part. It covers users look and feel, errors, spelling mistakes, GUI guide violations.

4. DOCUMENTS

The documents include the requirements:

- Your colleagues have developed an algorithm that will solve the following types of cubes: Classic (3x3x3), Mirror Cube, Megaminx and Skewb.
- The product will also have a GUI that will be used to teach children with deficiencies to solve such challenges and improve their focus.

5. TEST TASKS

All tasks for planning and executing the testing include the tests scenarios for the product.

6. CONTROL PROCEDURE

Reviews will be done on following documents and review report will be prepared for each work products:

- Test cases
- RTM (Requirement Traceability Matrix)

7. RISKS

- Delay in delivery of test items might require increased night shift scheduling to meet the delivery date
- Understanding requirements
- Some missing requiremets
- Domain and project knowledge

8. TEST ENVIRONMENT

- ChallengesCubes Version 9.1 servers will be hosted at the company's site.
- A windows environment with Internet Explorer 8, 9, 10 and with Firefox 27.0, as well as Google Chrome 32.0 and later should be available to each tester.

9. ACRONYMS

- GUI: Graphical User Interface
- UAT: User Acceptance Testing
- RTM: Requirement Traceability Matrix