**Achi and The gang**

**Test Specification**

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**Objectives**

The objectives of the test plan of Game Store on is to establish test plan of the unit testing, acceptance testing and integration test for

1. All bugs or defects are detected.

2. Those bugs or defects are fixed.

3. Meet user's requirements.

4. All functionalities and features must be there

**Scope**

This test plan describes the white box-testing and black-box testing are activities to defect the defects in the system and describes the system testing activities for testing a completely integrated system to verify that it meets the user requirements.

**Result of Testing**

In the test record the test result will separate into two parts which are:

1. Actual output: The actual outputs that are performed by each test case.

2. Pass/Fail criteria:

2.1 Pass: the result of actual result is same like expected result.

2.2 Fail: the result if actual result is not same like expected result.

**Test environment**

         In order to test the Game Store, We use computer for test.

Software

      - Running the windows 7 64 bit

      - Fire Fox browser

      - Microsoft Visual Studio 2012

      - Used to run the Game Store

Hardware

- Processor: 1.8 GHz dual-core Intel Core i5 Turbo Boost up to 2.8 GHz

- Memory: 4GB, 128 GB flash storage

- Graphics: Intel HD Graphics 4000

Test plan

          As part of the testing system, we will begin in unit part, which is the smallest part of the system. The purpose of the unit test is to determine module which is the smallest part of the system. The module can be fully functional before the end of each module will be assembled into larger systems. Then be tested in a larger system. All test cases in this document are made to test the accuracy of the system.

1. Unit testing - test connect button, request button, test box and, display

               1.1 White Box Testing - test Inputs and outputs are tested directly at the code level and the results are compared against specifications

               1.2 Black Box Testing - test typically involves running through some possible input to verify that it results in the right outputs using the software as an end-user world

      2. Integration Testing

 Test your entire software stack working together. These tests don’t mock or fake anything (they use the real the database and real network connections) and are good at spotting if your unit-tested components aren’t working together as you expected. In general, it’s best to put most of your effort into building a solid suite of unit tests, and then adding a few integration tests for each major feature so you can detect any catastrophic incompatibilities or configuration errors before your customers do.

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3. Acceptance Testing

Acceptance testing is a test conducted to determine if the requirements of a specification or [contract](http://en.wikipedia.org/wiki/Contract) are met. It may involve [chemical tests](http://en.wikipedia.org/wiki/Chemical_test), [physical tests](http://en.wikipedia.org/wiki/Physical_test), or [performance tests](http://en.wikipedia.org/wiki/Performance_test_(assessment)).

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