**CSC 179**

**Summer 2022**

**- Test Plan -**

**Team 0.5**

**Project HalfHumanResources**

**(Employee Health Dashboard)**

Version 1.0

**Introduction:**

The aim of this test plan is to give a general framework for the testing strategy for Project HalfHumanResources. The primary test plan objectives are to harden the software from erroneous usage and ensure that the software will operate as expected for a professional environment.

Test Plan Objectives:

1. Clearly define test case criteria
2. Create a product testing environment using supported platforms
3. Assign testing logistics to appropriate team members based on their roles

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| --- | --- | --- |
| **Revision History Table** | | |
| **Version** | **Notes** | **Date** |
| **1.0** |  |  |
| **1.1** |  |  |
| **1.2** |  |  |
| **...** |  |  |

**Objectives:**

Identify weaknesses and vulnerabilities in the software by taking the existing code and poking it in ways that are unexpected

**Testing Scope:**

In-Scope:

Software frontend – All GUI inputs

Out of Scope:

Vendia backend – no direct queries

**Test Strategies/Techniques:**

The primary strategy for testing is to test from the frontend first with fault injection and expected accepted value entry to see if the software will do something unexpected, determine whether such behaviors are desired, and take the according action.

**Test Design**

Considering the scope of the project and expectations, outline the testing that will be performed – examples

* Functional Testing
  + Regression testing
  + Integration testing
  + UI testing
  + System testing
  + Black-box testing
  + Acceptance testing
* Stress Testing
  + UI Fault injection
* Usability and GUI

**Testing Environment:**

Firefox, Chrome, Microsoft Edge, Teams Browser, Opera, and Internet Explorer (incognito and not incognito)

**Testing Tools:**

Selenium and Humans

**Defects:** Defect definition and severity Classification -