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# Test Plan and Execution Document for TheraComm

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## Version History

### Document History

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# **1 Introduction**

## **1.1 Project Overview**

TheraComm is an iOS-based mobile application that provides patients a convenient way to communicate with their therapist. TheraComm incorporates the core features of an email system and a chat system. Thus, allowing the patient to not only communicate with the therapist, but also have the communication in real time.

## **1.2 Purpose**

The purpose of this document is to describe the testing approach that will drive the testing of TheraComm. Furthermore, this document aims to verify the functionalities within the application according to the specifications. The following sections will go through the features to be tested and not be tested, the approach taken to test the project, the materials used for testing, and the schedule of testing.

# **2 Features to be tested**

The following features are based on the specifications and are necessary to fulfill the purpose of TheraComm; thus, these features are required to be tested.

Email Features:

- Logging in the application
- See the list of messages from corresponding folders (Inbox, Sent, Drafts)
- Navigation between folders
- Ability to view, send, and delete messages
- Ability to save and update draft messages
- The allowability of dismissing broadcast messages
- Ability to add and delete folders

Chat Features:

- Ability to create, send, and delete messages
- See the chat list and history
- Indication of typing activity
- Message Notifications
- Online/Offline user indicator

## **2 Features Not to be tested**

The feature that is not going to be tested is the Swift features that is used to build the application since it is under the assumption that these features are already built-in the programming language.

## **3 Testing Approach**

### **3.1 Functional Testing**

#### **3.1.1 Purpose**

Functional testing is going to be used in order to verify the functionalities of the application. This approach is also done for quality assurance and to meet with the specifications.

#### **3.1.2 Method**

The test will be performed using the features provided by the Xcode application. This test is done by simulating the application and then performing the functionalities of the application within the simulated environment. Furthermore, this test can also be done in an Iphone device to see how the application perform in an actual device.

### **3.1.3 Pass/Fail Criteria**

The pass/fail criteria of each of these functionalities is outlined in a pdf file that is provided with this test document called "TestCases.pdf ". This file contains multiple test cases with pre-conditions, steps to take, post-conditions, and expected results in order to be used as a guide when testing each feature.

## **3.2 User Acceptance Testing**

### **3.1.1 Purpose**

User Acceptance Testing is necessary in order to know if the software product meets the expectation of the users not only in functionality, but also in usability particularly in terms of ease of use or ease to operate the product.

### **3.1.2 Method**

The developers can be testers in this testing but the main testers of this approach is the clients. The clients will arrange a number of people in their staff to test the application. The testers will be provided with questionnaires to answer as outlined in a pdf file that is provided with this test document called "UsabilityQuestionnaire.pdf".

### **3.1.3 Pass/Fail Criteria**

The pass/fail criteria will depend on the feedbacks of the testers.

## **4 Testing Materials**

### **4.1 Hardware**

- Laptop capable of running Xcode
- Iphone Device

## **4.2 Software**

- Xcode version 10.1

## **5 Testing Schedule**

The functionalities of the application will be tested during development to make sure everything is working until the completion of the application. There will be a final functionality testing that will take place in the second week of March. This will also be the time where the user acceptance testing will take place and estimated to be finished within a few days. Thus, this will allow the developers to fix any bugs that may arise before the Project Day.