

TEST PLAN for Cricket Tournament Management System

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1) TEST PLAN IDENTIFIER: CTMS-RGOS-OFM-1.0

2) REFERENCES: SRS document for CTMS

3) INTRODUCTION:

This document is a test plan for the Cricket Tournament Management System (CTMS) project as specified in the SRS. It ensures the correctness of the software by passing all the possible tests.

The project will have two levels of testing: Unit testing and Application testing. The details for each level are addressed in the further sections.

4) TEST ITEMS (FUNCTIONS):

1. User
 1. NumberOfTeams(CIN)
 2. NumberOfOvers(CIN)
 3. CreateNewTournament(NumberOfTeams, NumberOfOvers)
 4. ViewTournamentsList()
 5. ViewTournamentStats(Tournament)
 6. ViewMatchStats(Match)
 7. ViewTeamStats(Team)
 8. ViewPlayerStats(Player)

5) SOFTWARE RISK ISSUES:

1. Estimated 95% of android applications are at a risk of being affected by malware.
2. Very less percentage of android devices run versions 5.1 and above. Un-updated devices will not support new versions due to lack of storage or insufficient RAM.
3. Database used by the software should be safe and secured. If the database is modified by an external agent, data stored by the software will be deleted or corrupted, due to which the software might not function as expected.

6) FEATURES ARE TO BE TESTED:

The following features are to be tested:

1) (H)Generation of statistics of entities and match schedule by the user:

1. Creating a new tournament
2. Generation of teams and its statistics
3. Generation of players for every team
4. Generation of statistics of players in every team
5. Generation of match schedule
6. Generation of match statistics

2) (M)Statistics of entities the user can view:

1. List of tournaments
2. List of matches in a tournament
3. Match statistics
4. Player statistics

7) FEATURES NOT TO BE TESTED:

The following feature are not to be tested:

1. Input other than 'number' for the number of teams in a tournament
2. Large input numbers can lead to overflow of values and the system functions incorrectly

8) APPROACH (STRATEGY):

1. Testing levels:

The following testing levels are present-

1. Unit Level
2. System Level

Unit testing: Each of the functions as per section 4 are to be tested

Application testing:

- User: Use cases of the user in section 4

1. Testing tools:

1. Emulator: Emulator can be virtual, that comes with Android Studio or can be an android device with version 5.1 and above with enabled USB debugging that can run the software to test its features.
2. Android device: Android device is used to test the built project by the user

9) ITEM PASS/FAIL CRITERIA:

The completion criteria for the test plan are:

1. At Unit Level:
 1. All Unit Tests should pass
2. At System Level:
 1. All Application Tests should pass

10) SUSPENSION CRITERIA AND RESUMPTION REQUIREMENTS

1. If the statistics of an entity are not yet generated or if the tournament is not completed yet, there is no point in viewing their statistics as it does not contain complete information.

11) TEST DELIVERABLES

The following are delivered as part of this test plan:

1. Unit Test Plan
2. Application Test Plan
3. Test Suite

12) REMAINING TEST TASKS

None as such

13) ENVIRONMENTAL NEEDS

1. Hardware requirement: Any android device running version 5.1 and above with enabled USB debugging to test the software
2. Test data is given manually by the user

14) PLANNING RISKS AND CONTINGENCIES:

1. If a feature is hampering the functioning of the other features, it may be dropped.
2. Possible changes in original requirements or design.

15) GLOSSARY

1. USB: Universal Serial Bus
2. RAM: Random Access Memory
3. SRS: Software Requirements Specifications
4. CIN: Means input is given by the user