Quality Plan

For the Girl Scouts of America Badge Tracking Application

By

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Revision	Change Notes
1.0	Creation of document
1.1	Major overhaul of document

Change Log

1.0 Introduction

The purpose of the quality plan is to ensure that the highest standards are in place for the client to ensure complete customer satisfaction. This document will focus on the concepts of quality in that how quality will be managed, who will manage it and ways to increase overall quality.

1.1 Team Roles

Scrum Master – Ryan Schroeder

Customer Proxy – Nathan Martz

Quality Assurance Manager – Michael Glosecki

Database Architect/Programmer – Matt Eck

1.2 Team Tools

To ensure the highest quality for this project, behavior-driven development will be used. Bit Bucket and Dropbox will be used by the team to maintain version control and organize project materials.

2.0 **Quality Assurance**

The project will be rigorously tested to ensure functionality and usability for the client. The tests will break down the project into major functions provided to the client, such as badge tracking.

2.1 Version Control

Version control will be maintained by using Dropbox and Bit Bucket. The client will be able to gain access to the Bit Bucket repository to follow project progress. There will be a functional way for the client to add notes should they test the system on their own.

2.2 Usability Testing

The usability tests will focus on giving the client a functional, simplistic system. It should be able to handle the user's requests and do so in a timely manner. The tests will be done with at least two members present, one to conduct the interview and the other to take notes. The interviewer should be watching for facial cues and while the team member taking notes should listen to verbal cues. To ensure a fair score for each, any task that takes longer than 15 seconds will be considered a failing test, depending on the difficulty. The system design will be tested using either low fidelity or high fidelity prototypes. The client will be able to test usability on their own at any time by having access to the Bit Bucket repository.

2.3 Client Feedback

Client feedback will be seriously considered with any changes to the system. The interface will always user client feedback to maintain performance and quality. Any notes taken during usability tests will be analyzed for quality purposes. If any notes specify changes to the system, the notes will be scored for importance and the changes with highest importance will be made to the system.

2.4 Communication

Communication with the client will be maintained on a weekly basis. Communication will either be conducted through e-mail or in person. During in-person communication, notes will be taken to ensure all important points are noted. As the project becomes more functional, demonstrations will be conducted in-person so the client can see progress in the project. The client will be able to access the project using Bit Bucket and specify any changes to be made. All team members will be open for the client to communicate; however, the customer proxy will maintain the major forms of communication.

3.0 Test Plan

The test plan will specify the necessary tests required to ensure the system is functional and usable. The tests specified in this document will focus on the major components of the

system based on their requirements. As the project develops, test cases will be devised to give a more in depth study of the system. A test can be performed by any member of the team but at least two members must perform the test. If both members pass the test, the test will be considered successful. A majority of the tests will focus on functionality with a few tests focusing on design of the interface. Any test of the interface will need a usability test with a subject, either the client or another subject who is not a team member.

3.1 Test Cases

Tests	
Test 1 – General System	The client should be able to log on to the system using a username and password. All general information for each scout should be available to access including name, emergency phone number and any medical information. A shopping list will also be available to determine what patches any of the scouts have earned.
Test 2 – Badge Tracking	The client should be able to add, update, or remove existing badges based on changes in the scout handbook. The client should be able to add, update, or remove scouts and their existing badges. All badges should report when a scout has completed a badge and add the amount needed to the shopping list for purchasing. The system will also allow for the creation of fun patches. Any fun patches will be added to the system and record who earned them. The fun patches will also be added to the shopping list for purchasing.
Test 3 – Financial Tracking	The client should be able to track the troop's finances within the system. Any amount of money given to the troop accounts will be recordable by the client. All expenses will be recordable by the client as well. The financial system will also help track fundraising and due payments.
Test 4 – Event Tracking	The system will help the client maintain a schedule of events. The events tracker will record attendance and payments made by the scouts attending the events.
Test 5 – Mobile app	The mobile app should provide basic functionality for the client on the go. The system will help provide general information in an easy to read format and will include some functionality of the website in the app.