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Peer Review 1 – Test Plan

Group 1 reviewed Group 2’s Test Plan which is based on an online store. For their test plan they have identified several test cases for some of the basic functions of the application. The test cases have been set up in a matrix with the inputs for each test case and the desired output. There are also columns for the actual output and for whether the output passes or fails based on what was expected. This appears to be a fairly standard approach to developing some of the basic functionality test cases for an application.

The test cases that were identified started with the user being able to start the program, which will open a new window with the list of items that can be purchased from the store. The next test cases cover a user being able to add the quantities for the items they desire and then being able to check-out. Checking out should allow the user to view the items they’ve selected to purchase and then select their method of payment. There are then test cases for the two types of payments that are accepted and finally a test case for whether a user has not selected any items.

This test plan seems to cover many of the features that are planned for the application and should be sufficient for checking the basic functionality. The approach for Group 2 was different from Group 1, the Group 1 Test Plan was more of an overview of testing with some identified functionality test cases and also the testing tools and methods that are planned. Group 2 used a more focused approach to specific test cases that will be used during the final testing of the application. The test plan of Group 2 might be improved by including more information about how testing will be done, who is responsible for different aspects of testing, and if there are any specific tools that will be used for testing, integration and version control.

Overall, the test plan is not a bad start and Group 2 will likely further develop it as they continue with the design process of their application. Testing is always a continuous process so having a decent start will serve the team well in their design.