**User Acceptance Testing (UAT) Plan Template**

**(IEEE 829 Compliant)**

# **1. UATP Identifier**

TP-BWGM-001 (Bowling game UAT)

# **2. Introduction**

This User Acceptance Test plan verifies that Bowling Game meets business requirements and is ready for production release. Testing will focus on it’s main function: score.

**Purpose**

The purpose of this document is to outline the scope, approach, resources, and schedule of the User Acceptance Testing (UAT) activities for Bowling game. It identiﬁes the items to be tested, the features to be tested, the testing tasks, environmental needs, responsibilities, and criteria for success. This plan serves as a foundational document for all UAT-related eﬀorts, ensuring that the software product meets the user's expectations and business needs.

# **2.1. Scope**

The scope of this UAT plan encompasses the testing of ability to count a score according to bowling rules. The testing will focus on validating the system's functionality, usability and adherence to business requirements. Out-of- scope items will be explicitly mentioned to avoid ambiguity.

# **2.2. References**

List all documents referenced in this UAT plan. This may include project plans, requirements speciﬁcations, design documents, previous test plans, and any relevant standards or guidelines.

• IEEE Std 829-2008, IEEE Standard for Software and System Test Documentation

# **3. Test Items**

This section identiﬁes the software items that will be subjected to UAT. This includes the speciﬁc software builds, versions, and any associated hardware or environmental conﬁgurations.

• Software Product: [Bowling game]

• Version/Build: [29.08.2025]

• Components: [score]

• Hardware: [PC]

• Operating Systems: [Any]

• Other Dependencies: [python, pytest]

# **4. Features to be tested**

a) score

1) Displays user’s final score at the end of the game.

# **5. Features Not to Be Tested**

The rest of the app

# **6. Approach**

Due to narrowness of the features declared above, testing will be completely automated with only one parametrised unit test created.

General flow of the testing activities:

1) Prepare test data that contains sequences of rolls in the order that allows to test diverse scenarios.

2) Create a test that can automatically roll specified amount of samples from the given data and compare received score to expected

3) Read details of failed tests

4) Add more logging between steps if necessary

5) Determine step at which program makes mistake

6) Fix it

7) Write down what went wrong and explain solution that has been used to fix the problem.

8) Check if unit test still holds to quality requirements of the app. If not – improve it.

9) Repeat parts 3-7 until program will meet user’s requirements

# **7. Pass/Fail Criteria**

Deﬁne the criteria that will be used to determine whether the UAT is successful and the software is ready for deployment or release. These criteria should be measurable and agreed upon by all stakeholders.

• Successful Completion of Test Cases: [Minimum 100% of test cases must pass]

• Defect Threshold: [No defects remaining at the end of testing]

• Business Requirements Met: [All key business requirements, as deﬁned in the SRS, are validated and accepted by the users.]

• User Acceptance: [Formal sign-oﬀ from key business stakeholders/users]

# **8. Suspension Criteria**

• [None]

# **9. Resumption Criteria**

• [Any of major issues described in “Suspension Criteria” has been fixed]

# **10. Test Deliverables**

1. Test Cases
2. Test Plan
3. Test Summary report