**School of Engineering Technology and Applied Science**

**ICET Department**

**Mobile Application Development Project MAPD-212**

**Test Plan**

BestTeam Inc. *(put your team name here)*

1. **Introduction**

## Goals

Summarize the testing goals for project.

## Assumptions

Any assumptions which may affect the understanding or execution of this plan should be recorded here.

## Risks and Assets

Describe the elements (software or hardware) that are not part of your application but still may impact its correctness and must be checked.

Describe the elements that might positively influence testing on the project.

1. **Scope**

**2.1 Features to be tested**

Describe the features and functions that will be tested during the project. This should include functional and non-functional requirements.

**2.2 Features not to be tested**

Describe the features that will not be tested and reason why.

1. **Testing Procedures**

Describe the testing procedures that project will use. This includes the test lifecycle, types of testing, test objectives, and test criteria.

## 3.1 Test Objectives

Describe the objectives of the testing process.

## 3.2 Types of Testing

Describe the types of testing that the project will use.

### 3.2.1 Unit testing

The strategy for unit testing of individual subsystems is described. This includes an indication of the subsystems that will undergo unit tests or the criteria to be used to select subsystems for unit test. Test cases are NOT included here.

### 3.2.2 Integration testing

The integration testing strategy is specified. Describe the tests that will be performed in order to verify the interfaces between the subsystems of the software system. This section includes a discussion of the order of integration of subsystems. Test cases are NOT included here.

### 3.2.3 Acceptance testing

The strategy for testing the software once it has been installed on the user site is specified. This section includes a discussion of the order of acceptance by software function. Test cases are NOT included here.

### 3.2.3 Stress testing

Identify the limits under which the program is expected to perform (memory constraints, disk space constraints, etc).

### 3.2.4 Performance testing

Refer to the functional requirements that specify acceptable performance

**3.3 Testing Tools**

Describe the tools that you will use for testing

1. **Schedule and Deliverables**

Describe the test deliverables that will be created during the project lifecycle. Include two tables, one for the schedule of tasks, another for the list of deliverables.

## *Acceptance test*

## *Unit test*

## *System/Integration test*

## *Stress test*

## *Performance test*

## *Screen prototypes*

## *Defect reports and summaries*

## *Test logs and reports*

Describe the reports that will be generated by the testing process.

Examples include:

Test Summary Report - A final report of the testing results from the project. Can include items such as total number of test cases, number of test cases executed, % test cases passed, etc.