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# IS480: FINAL YEAR PROJECT



## *TEST PLAN*

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## INTRODUCTION

The Test Plan document documents and tracks the necessary information required to effectively define the approach to be used in the testing of SingPath. Its intended audience is Project Supervisor Prof. Benjamin Gan, Project Manager (PM) Yousof, Lead UI/UX Developer Fariq and Co-developers Eng Sen and Glen. Some portions of this document may on occasionally be shared with the client and other stakeholder(s) whose input/approval into the testing process is required.

## TEST PLAN TIMELINE

S/N	Assigned	Documents	Deadline
1	Wah Chun	Test Plan	24th Jan 2014
2	Wah Chun	UAT 1 Documents Draft	24th Jan 2014
3	Wah Chun	Finalized UAT 1 Documents	5 <sup>th</sup> Feb 2014
4	Everyone	Find users for User Acceptance Testing 1	7 <sup>th</sup> Feb 2014
5	Wah Chun	Update UAT 1 documents in case of changes	12 <sup>th</sup> Feb 2014
6	Wah Chun	Release of UAT 1 Test Report	17 <sup>th</sup> Feb 2014
7	Respective	Finalized changes based on Test Report	26 <sup>th</sup> Feb 2014
8	Wah Chun	Update UAT 2 documents in case of changes	28 <sup>th</sup> Feb 2014
9	Wah Chun	Release of UAT 2 Test Report	5 <sup>th</sup> Mar 2014
10	Respective	Finalized changes based on Test Report	12 <sup>th</sup> Mar 2014

## TEST SCHEDULE

UAT	Date	Venue	Start Time	End Time	Participants	Pax
1	15th Feb 2014	SIS	1345hrs	1630hrs	SMU Students	12
2	1st Mar 2014	SIS SR 2.1	1300hrs	1700hrs	JC Students	20
3*	15th Mar 2014	SIS SR 2.1	1300hrs	1700hrs	Secondary Sch Students	20
4*	March tbc	RP	tbc	tbc	Republic Poly Students	20

\*UAT 3&4 to be confirmed with Client

## USER ACCEPTANCE TESTING

### OBJECTIVES

The aim of the User Acceptance Testing (UAT) is to

- Validate the fulfillment of requirements for functionalities to be tested
- Validate UI heuristics
- Ensure all functions are working as expected

### FEATURES TO BE TESTED

UAT	Features
1	Purpose Driven Coding, Mastery Based Coaching, Events & Ranking, Map-View
2	UAT 1 Changes and Automatic Mentor Assignment
3	Easy Web Prototyping and Web Development Games
4	Problem Contribution

## ROLES

Assigned	Role	Responsibilities
Wah Chun	UAT IC (Observer)	Overall in-charge of UAT and ensure that the session runs smoothly
Shanaaz	Facilitator (Observer)	Ensure that end-users are running the application according to instructions
Yusof	Videographer	Video interviews of random participants
Glen	Photographer	Take photographs for UAT
Fariq	Troubleshoot IC (Observer)	Resolve ad hoc application issues that will affect UAT
Eng Sen	Observer	Identify and record issues faced by participants during UAT

\*minimum 3 team members to be present (observer, videographer and photographer)

Confirmed testers	
1 SAMPLE	3
2	4
3	1
4	2
1	3
2	4

*Eg. Sample will start testing from functionality 1 first*

Functionalities to be tested	
1	Map-View
2	Events & Ranking
3	Mastery Based Coaching
4	Purpose Driven Coding

Functionalities testing order			
1	2	3	4
4	1	2	3
3	4	1	2
2	3	4	1

*Eg. Sample will start testing functionalities in the following order: 1-2-3-4*

## DETAILED SCHEDULE

The following schedule serves as a guideline for the team to follow in order to ensure a smooth UAT

Time	Description	In-charge
1.45pm – 2.00pm	Set up logistics for testing environment <ul style="list-style-type: none"> <li>• Web Application</li> <li>• UAT Documents</li> <li>• Video Camera</li> <li>• Camera</li> </ul>	Wah Chun
2.00pm – 2.15pm	<ul style="list-style-type: none"> <li>• UAT IC will explain the UAT objectives to the participants</li> <li>• Videographer to begin recording of the UAT process</li> </ul>	Wah Chun Yousof
2.15pm- 3.00pm	<b>First Session UAT Start</b> <ul style="list-style-type: none"> <li>• Facilitator to ensure that participants follow the Participant Instructions guide</li> <li>• Facilitator to remind participants to fill in the questionnaires accordingly</li> <li>• Observer(s) to observe participants reaction</li> <li>• Photographer should take as many photos as possible of the entire process</li> </ul>	Shanaaz Shanaaz Eng Sen Glen
3.00pm- 3.30pm	<b>After the First Session of UAT</b> <ul style="list-style-type: none"> <li>• Videographer ensure that the video recording stop + video 1 participant</li> <li>• Facilitator to collect the UAT documents</li> <li>• Summarize and collate test documents</li> </ul>	Yousof Shanaaz Wah Chun
3.30pm – 3.15pm	<ul style="list-style-type: none"> <li>• UAT IC will explain the UAT objectives to the participants</li> <li>• Videographer to begin recording of the UAT process</li> </ul>	Wah Chun Yousof
3.15pm- 4.00pm	<b>Second Session UAT Start</b> <ul style="list-style-type: none"> <li>• Facilitator to ensure that participants follow the Participant Instructions guide</li> <li>• Facilitator to remind participants to fill in the questionnaires accordingly</li> <li>• Observer(s) to observe participants reaction</li> <li>• Photographer should take as many photos as possible of the entire process</li> </ul>	Shanaaz Shanaaz Eng Sen Glen
4.00pm- 4.30pm	<b>After the Second Session of UAT</b> <ul style="list-style-type: none"> <li>• Videographer ensure that the video recording stop + video 1 participant</li> <li>• Facilitator to collect the UAT documents</li> <li>• Summarize and collate test documents</li> </ul>	Yousof Shanaaz Wah Chun



## **LOGISTICS**

- 1) Tester's Package x 14 [Wah Chun]
- 2) Observer's Document Google Form [Wah Chun]
- 3) UAT 1 Questionnaire Google Form [Wah Chun]
- 4) Script x 2 [Wah Chun]
- 5) Camera x 1 [Glen]
- 6) Video Camera x 1 [Yusof]
- 7) Heuristic Evaluation Google Form [Wah Chun]
- 8) Stopwatch [Everyone's Smartphones]

## DATA COLLECTION

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<b>QUALITATIVE</b>	<b>QUANTITATIVE</b>
<ol style="list-style-type: none"><li>1. 3 things users like about Singpath</li><li>2. 3 things users dislike about Singpath</li><li>3. Notes/Observation of Scenarios</li></ol>	<p><b>Measurement in Time</b></p> <ol style="list-style-type: none"><li>1. Time taken to complete testing of each functionality</li></ol> <p>Total time taken for testing</p> <p><b>Measurement in Numbers</b></p> <ol style="list-style-type: none"><li>1. Number of time participants asks for help</li><li>2. Number of bugs found</li></ol>

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## RESULTS ANALYSIS

- Update bug matrix if applicable
- Schedule may need to be revised (reprioritized) depending on the outcome of UAT

## FOLLOW-UP

- Consolidate findings and prepare report
- Send thank you emailer to participants
- Update Wiki