

SE 3XA3: Test Plan Rogue Reborn

Team #6, Team Rogue++

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Table 1: **Revision History**

Date	Version	Notes
10/21/16	0.1	Initial Setup

This document ...

1 General Information

1.1 Purpose

1.2 Scope

1.3 Acronyms, Abbreviations, and Symbols

Table 2: **Table of Abbreviations**

Abbreviation	Definition
Abbreviation1	Definition1
Abbreviation2	Definition2

Table 3: **Table of Definitions**

Term	Definition
Term1	Definition1
Term2	Definition2

1.4 Overview of Document

2 Plan

2.1 Software Description

2.2 Test Team

2.3 Automated Testing Approach

2.4 Testing Tools

2.5 Testing Schedule

See Gantt Chart at the following url ...

3 System Test Description

3.1 Tests for Functional Requirements

3.1.1 Area of Testing1

Title for Test

1. test-id1

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

2. test-id2

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

3.1.2 Area of Testing2

...

3.2 Tests for Nonfunctional Requirements

3.2.1 Area of Testing1

Title for Test

1. test-id1

Type:

Initial State:

Input/Condition:

Output/Result:

How test will be performed:

2. test-id2

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

3.2.2 Area of Testing2

...

4 Tests for Proof of Concept

4.1 Area of Testing1

Title for Test

1. test-id1

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

2. test-id2

Type: Functional, Dynamic, Manual, Static etc.

Initial State:

Input:

Output:

How test will be performed:

4.2 Area of Testing2

...

5 Comparison to Existing Implementation

6 Unit Testing Plan

6.1 Unit testing of internal functions

6.2 Unit testing of output files

7 Appendix

This is where you can place additional information.

7.1 Symbolic Parameters

The definition of the test cases will call for SYMBOLIC_CONSTANTS. Their values are defined in this section for easy maintenance.

7.2 Usability Survey Questions?

This is a section that would be appropriate for some teams.