

TESTING STRATEGY OnePager (Template)

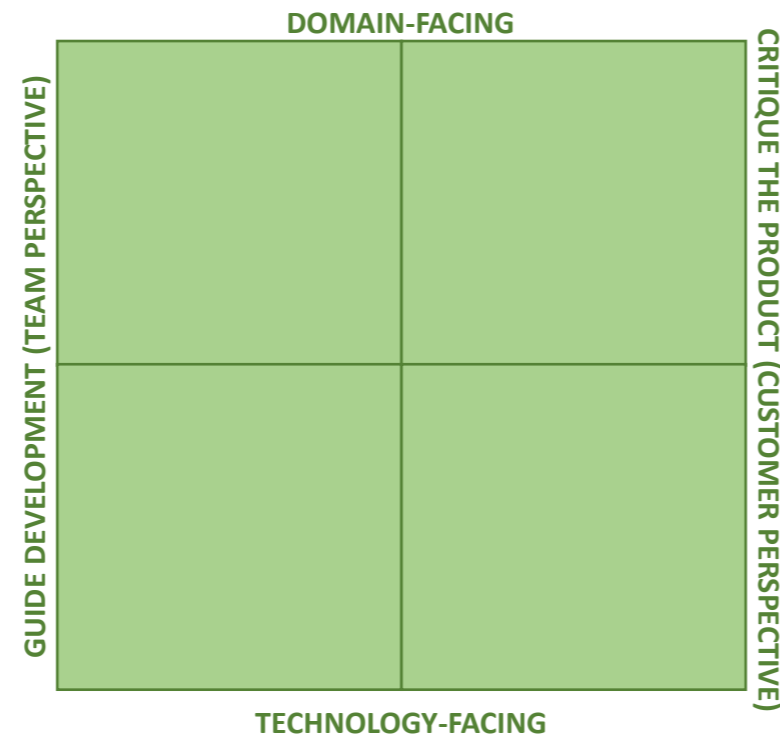
(↑/→/↓ = test intensity high/medium/low)

TEST OBJECT(S)

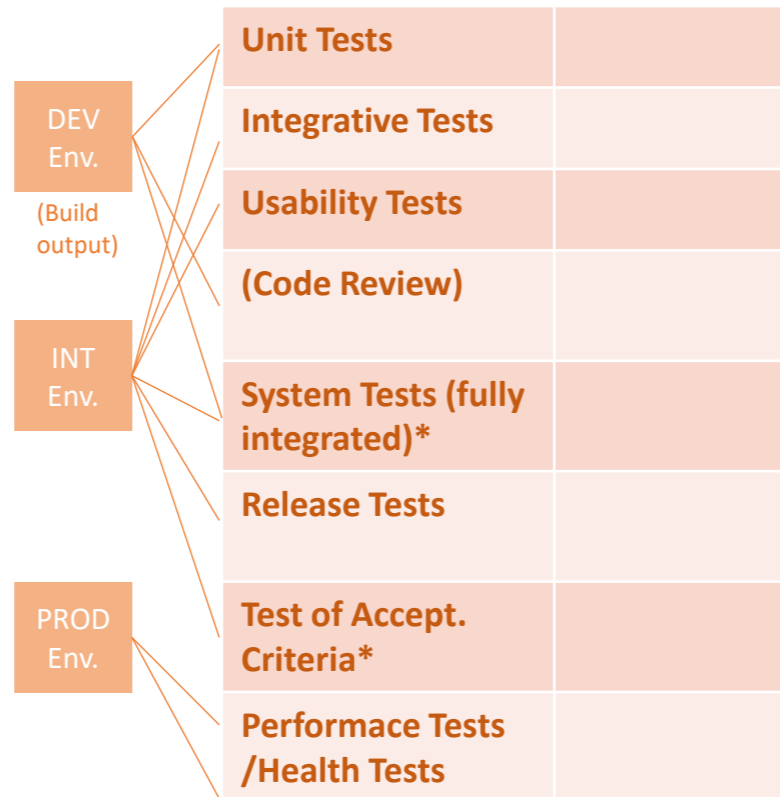
QUALITY GOALS

Q-ATTRIBUTE		Q-GOAL
Functionality	↑	
Reliability	↑	
Maintainability	→	
Performance	→	
Security	→	
Compatibility (project-/online-)	→	
Usability	↓	

TEST ACTIVITIES



TEST ENVIRONMENTS & TOOLS



TEST DESIGN: HOW & HOW MUCH

Test Activity	Test Design Technique	Coverage Goal
Unit Test	CO/statement coverage + path cov (experience based)	80-90% cov. + test review
Integrative T.	Team-defined scenarios	
Code Review	Experience based/indiv., bulk assessment	-
Static Code Analysis	Rules by „EP Code Quality“ team	
Test of Ac-cept. Criteria	A.C. = examples/test cases	
Usability Test	Exploratory	
Perf. Test	(TBD)	
Project Upgrade T.	Change-based tests + regression tests	
System Test (fully integr.)	Requirements based	
System T. (w/ UI/ Openness)	Exploratory test of specified workflows	

LIMITS & GAPS

What the team DOES NOT test:

REGRESSION & AUTOMATION

TESTING LEGACY CODE

GENERAL TESTING RULES

METRICS