## **TESTING STRATEGY OnePager (Template)**

TEST OBJECT(S)			TEST ACTIVITIES			ESIGN: HOW & HOW	LIMITS & GAP	
			DOMAIN-FA	ACING	Test Activity	Test Design Technique	Coverage Goal	What the team DOES NOT test:
				CRITIQUE	Unit Test	CO/statement coverage + path cov (experience based)	80-90% cov. + test review	
	QUALITY GOALS	ERSPEC		THEP	Integrative T.	Team-defined scenarios		
Q-ATTRIBUTE Functionality	Q-GOAL			RODUC	Code Review	Experience based/indiv., bulk assessment	-	
<ul> <li>Functionality</li> <li>Reliability</li> </ul>		MENT (		T (CUST	Static Code Analysis	Rules by "EP Code Quality" team		
Reliability	↑			(CUSTOMER	Test of Ac- cept. Criteria	A.C. = examples/test cases		
,				PERSPE	Usability Test	Exploratory		
		<u>en la companya de la comp</u>		PECTIVE)	Perf. Test	(TBD)		
Maintain- ability	$\rightarrow$		TECHNOLOGY-FACING		Project Upgrade T.	Change-based tests + regression tests		
Performance	→	TESTE	NVIRONME Unit Tests	ENTS & TOOLS	System Test (fully integr.)	Requirements based		
renormance		DEV	Integrative Te	ests	System T. (w/ UI/ Openness)	Exploratory test of specified workflows		
Security	$\rightarrow$	Env. (Build output)	Usability Tests		<b>REGRESSION &amp; AUTOMATION</b>			METRICS
			(Code Review	Code Review)				
Compatibility	<i>→</i>	INT Env.	System Tests integrated)*					
(project- /online-)			Release Tests			TESTING LEGACY COL	DE	
Usability	$\checkmark$	PROD Env.	Test of Accep Criteria*	ot.				
			Performace T /Health Tests		G	ENERAL TESTING RU	LES	