Project Thor

Web Application Test Plan

Version 1.0

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1. Introduction

This Design Document is a document to provide documentation which will be used to aid in the project development. Within are narrative and graphical representations of the designs for the project including UML diagrams, use case diagrams, database designs, website page wireframes, and system architecture.

1.1. Purpose

Project Thor's main goal is to provide a simple method that uses data gathered from natural phenomena (in our case lightning) to produce more random numbers to be used as seeds for encryption key algorithms. Keeping in line with that goal, the purpose of this design document is to provide a description of the design of our project fully enough to allow for the development to proceed while giving those involved in the project an understanding of what is to be produced and how it is expected to be produced. This document is intended to be used alongside the Requirements Document and reflect the specifications described therein.

1.2. Scope

As stated in the purpose section, this document is provided simply to provide a description of the design of the project. This description is limited to the project deliverables specified in the requirements document: web application, database, and data transfer automation. All other designs relating to tools, research, repositories, file management systems, etc., shall be considered outside the scope of this document and will be left to the team members to construct or source on an adjunct basis.

1.3. Intended Audience

The intended audience for this document are the team members and developers of this project who are directly involved in the development of the project deliverables. However, this document may also be used by the faculty advisor and others who are involved in the project in a review capacity in order to gain an understanding of what will be developed and delivered to the client as well as how it will be developed.

1.4. References

This document makes some references to external resources not defined or specified herein. Therefore, for ease of reference they have been listed and linked below.

- Project Thor: [Requirements Document](#)

2.   Web Application Testing Design

This section should specify the design of the testing including how it will be run, the rules, and deadlines.

2.1.   Overview

The more people use your software, the more use cases are tested. The best way to test your software service is by letting it run in the wild and interact with its user base. A user will be able to use the web application and submit feedback/bug-reports on our web application.

2.2.   Competition Rules

1. Users may submit bug reports as many times as they find bugs. However, bug reports that are of the same nature/similar, will not be counted. For example: "Website crashed when I entered special character 'x'." will be considered of the same nature as "Website crashed when I entered special character 'y'.""
2. First user to submit a bug gets credit for that specific bug. If user A informs us of bug 'x', user B will not be given credit for making the same report afterwards.

2.3.   Competition Deadlines

Users are free to submit as many original bug reports as they find. At the end of the 2022 Spring semester, the user with the most *accepted* bug reports shall be given compensation.

3. Bug Report Submissions

This section should detail how to submit bug reports.

3.1. Overview

1. Google Forms will be used to submit bug reports.

3.2. Bug Report Template

This section describes the items that you must include in your bug report. Failure to include all items specified below will result in your report being rejected.

1. Name (First & Last)
2. Bug Name
3. Description: A short 1-2 sentence description of the bug.
4. Steps to Replicate: A numbered list of detailed steps that you took to encounter the bug.
5. Operating System and Web Browser Used

6. The URL the bug occurred.
   B. The last action taken by the user; button click, navigate back, etc.
   C. Small summary of the error.

4. Troubleshooting

This section should include information on how to troubleshoot issues or contact the team for assistance or feedback.

4.1. Contact Information

1. The team's information is listed on the Web Application for anyone to make contact with the team for instant feedback and support.