**APOLLO QA**

**VERTICAL SLICE**

**GOALS**

VERSION 1.1

# Revision Tracking

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| --- | --- | --- | --- |
| Version | Revisions | By Whom | Date |
| 1.0 | Document Created | Danny Oleson | 7.27.09 |
| 1.1 | Updated goals | Danny Oleson | 9.4.09 |
|  |  |  |  |

**Deliverable documents**

Test Plan

* Staffing levels at each milestone
* Division of labor on QA Team
* Schedule for involvement of other teams
  + WBG QA
  + PC Compatibility testing
  + Localization testing
* Risks/Mitigation
* Testing focus throughout development

BVT Test Cases

1st draft test suite of test cases for testing of systems

Automation outline for current and future automated systems

**Project Goals**

* Error free asset building
  + At time of Vertical Slice, there will be no errors in asset packing for any of our incremental asset builds
  + A process will be in place for responding to these errors quickly and efficiently.
* Xbox code will be stable at time of vertical slice
  + No crashes in critical path
  + BVT can be performed with no failures of 1 or 2 priority level test cases
* PS3 and PC will be functional
  + Whereas crashes may exist along the critical path, PS3 and PC will be able to launch successfully, and tools will be compatible
  + Test cases may be failing on these platforms during the BVT, but they are now included in the BVT cases, and bugs are being worked on to get these platforms running.
* Runtime Performance
  + Single levels will be playable on 360 without experiencing a memory crash.
  + Framerate on 360 will consistently be above 20fps.
  + If PS3 and PC are not meeting these performance thresholds, it will be known, and work will be in motion to fix this.

**Team Goals**

* Automation
  + BVT automation will be up and running.  Tools will be 60%-80% of test cases automated, and runtime will be 10%-20% automated.
  + Automation framework for runtime will be near complete.  A lot of this hinges on CTT, but QA will be critically involved in the planning of these systems.  If the framework is not complete, a comprehensive document outlining its desired functionality will be complete, and work will be in motion.
  + Data mining.  This is part of the framework, but it should be noted separately that part of this effort is not just to automate tests themselves, but to get more valuable data out of manual testing.  Rudimentary data mining should be functioning at this point.
* Bug Database
  + Bug workflow will be set
  + Versioning solution will be in place and in use (Our current versioning of code alone is not sufficient, and causes confusion once publisher QA becomes involved)
  + Automation for allowing bugs to be reported from tools and resolved from perforce will be in action
* Test Casing
  + High level test casing for planned features will be complete
* Test levels
  + Ownership of test level creation/management will be assigned
  + At least 5 test levels will have been created to test certain features (this number could be higher or lower, however, depending on how many features can be successfully consolidated into certain test levels)
  + Plans for keeping test levels maintained will be codified.
* Confluence
  + All existing QA related confluence documents from Loki/Yeti will scrubbed for relevancy.  Any necessary updates will take place
  + Any Confluence that were identified during Loki as needing to be added will have been added.
* Test Case Management
  + A solution for test case management will be planned, if not already moving forward with implementation.
  + WBG will be looped in on this, as it will affect them as well.
* Preliminary Bug Metrics
  + Early warning metrics will be completed
    - Engine/tools/systems reported v open
    - Average fix time
    - Open/closed tools tasks