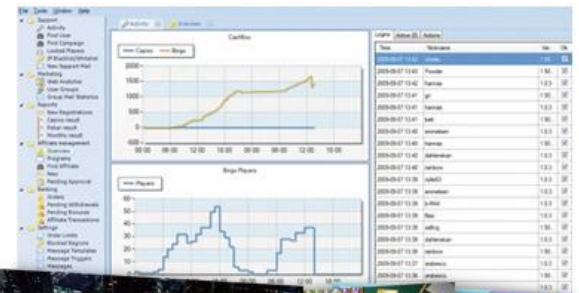


# Session Based Test Management

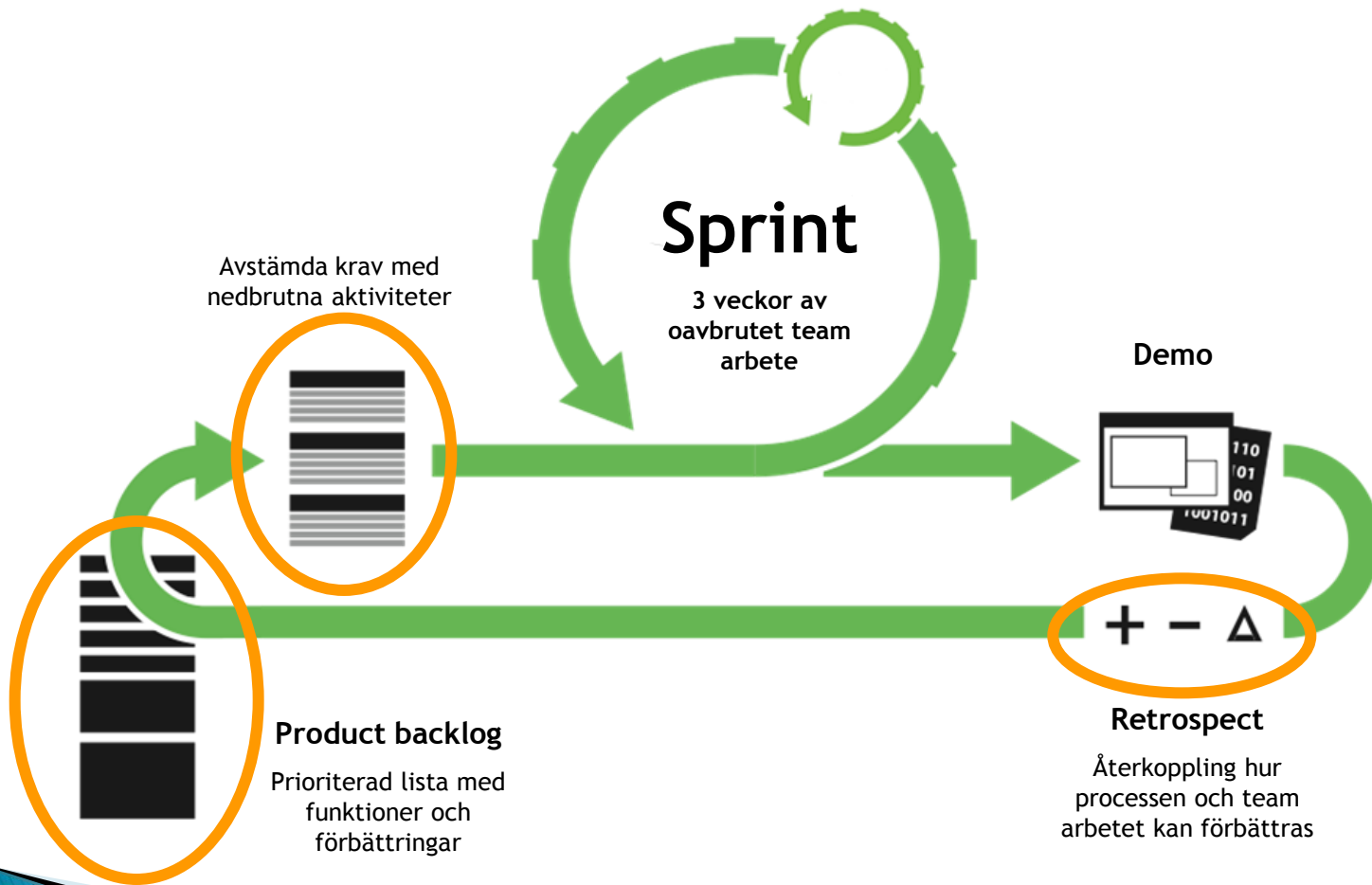
...på ett stort spelföretag...

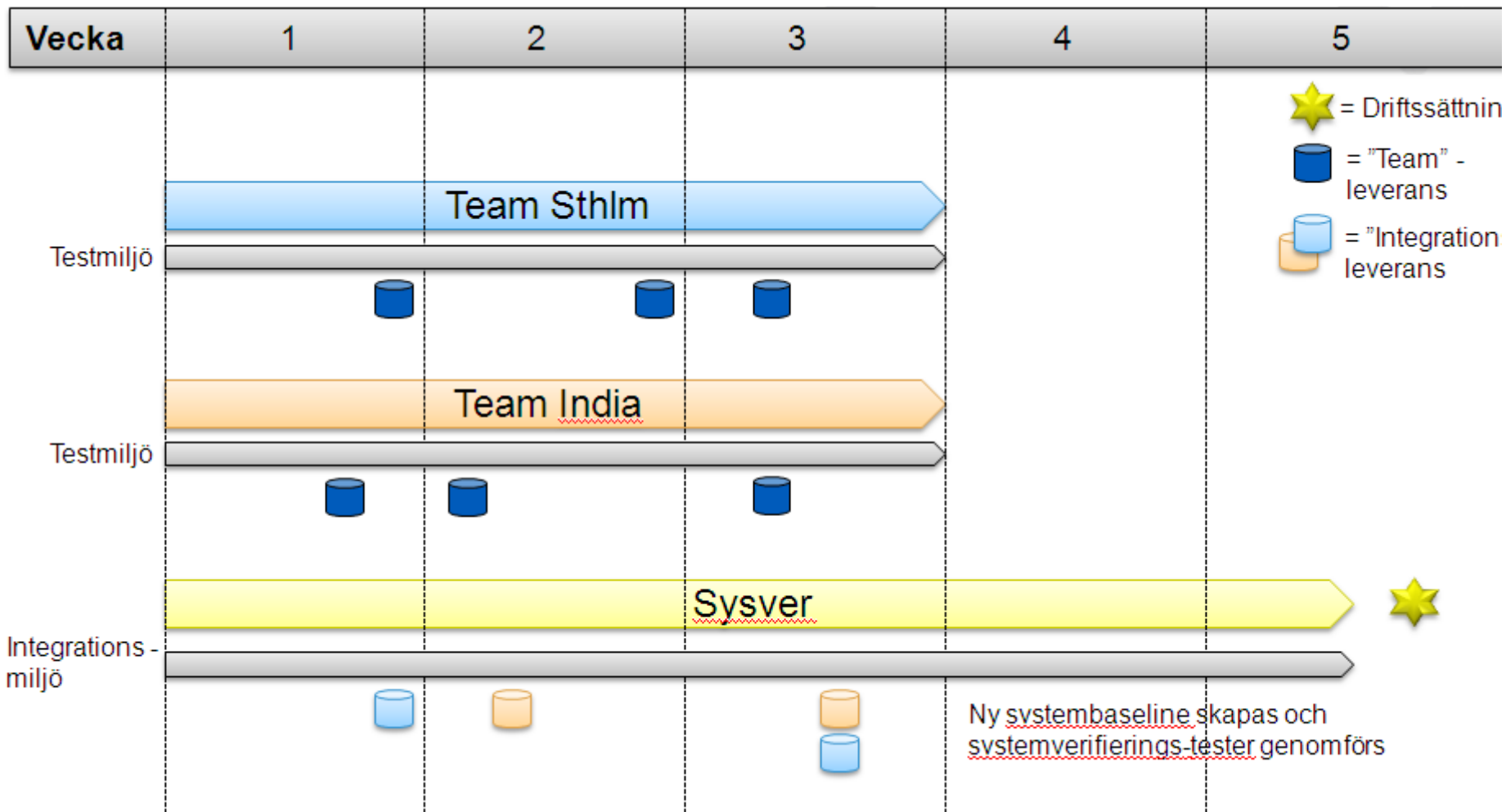
# Lite bakgrund om företaget




- Spelföretag som är B2C och B2B orienterat. Bygger en pokerplattform som säljs och driftas som en tjänst till andra företag.
- Grundades 1999 i Uppsala
  - Scrum sedan 2006
- Anställda: c:a 500 stycken
  - Utvecklingsavdelningen: 140 personer

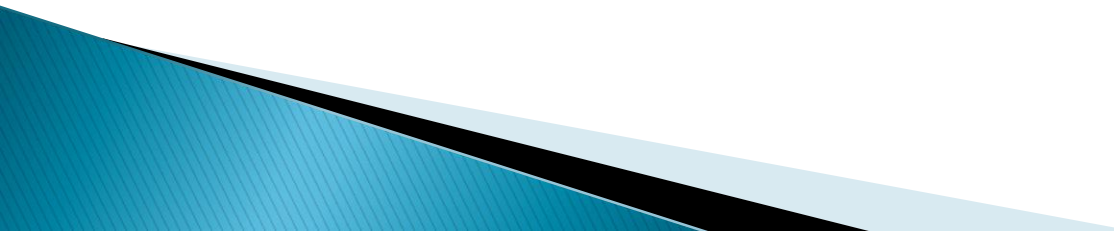


# Scrum scrum scrum...

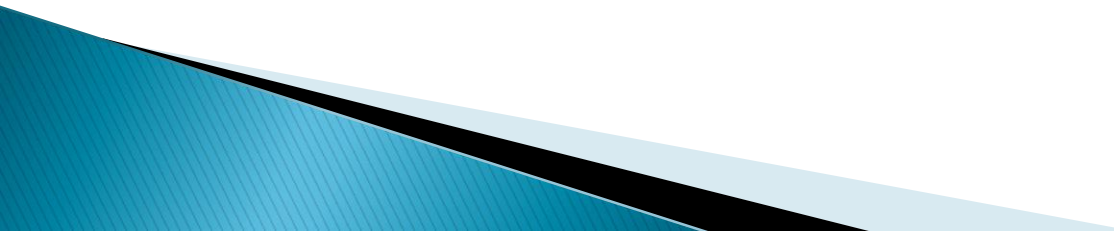




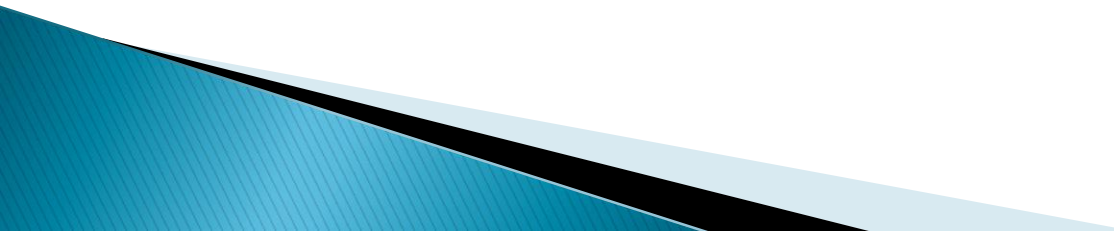
-  = Driftsättnin
-  = "Team" - leverans
-  = "Integration leverans"



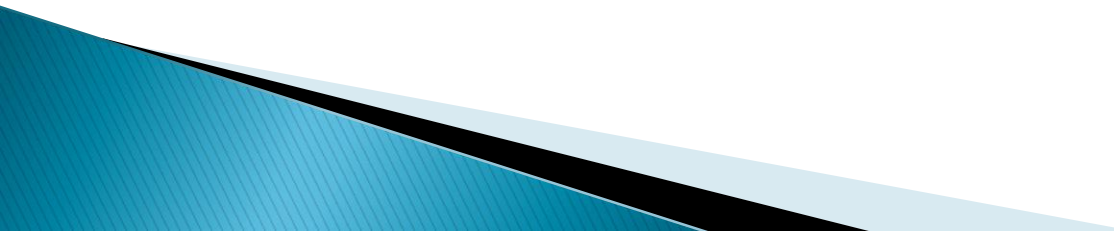
# Varför ville vi prova nytt?

- ▶ Tunna krav vid sprint start
  - ▶ Tidskrävande att skriva / uppdatera testfall
  - ▶ Bara huvudflöden / några alternativa
  - ▶ Rapportering: Antal passed/failed -> vad betyder dem egentligen?
  - ▶ Jobba effektivare i sprintarna
- 

# Utforskande tester

- ▶ Samtidig testdesign, textexekvering och lärande
  - ▶ Tester utan föreberedda testfall MEN med ett genomtänkt tillvägagångssätt
  - ▶ Testaren styrs av det som sker på skärmen och sin nyfikenhet, erfarenhet, intelligens och förmåga att följa sin intuition
  - ▶ Alla gör det, mer eller mindre
  - ▶ Tested = Checked + Explored
- 

# Bra med ET

- ▶ Testar som en människa, utforskande + nyfiken
  - ▶ Kräver inte samma grad av detaljerade krav
  - ▶ Effektivt – oftast så hittas buggarna mycket tidigare
  - ▶ Intellectuellt stimulerande
  - ▶ ...men hur ska vi få koll på vad och hur vi testar?...
- 

# Testfall är ju bra...

- ▶ När man...
  - vet exakt vad som behövs testas
  - Lyder under juridiska eller regelmässiga krav
  - Måste ha repeterbara tester
  - Ska ha underlag för automatisering

Hur gör vi nu då??





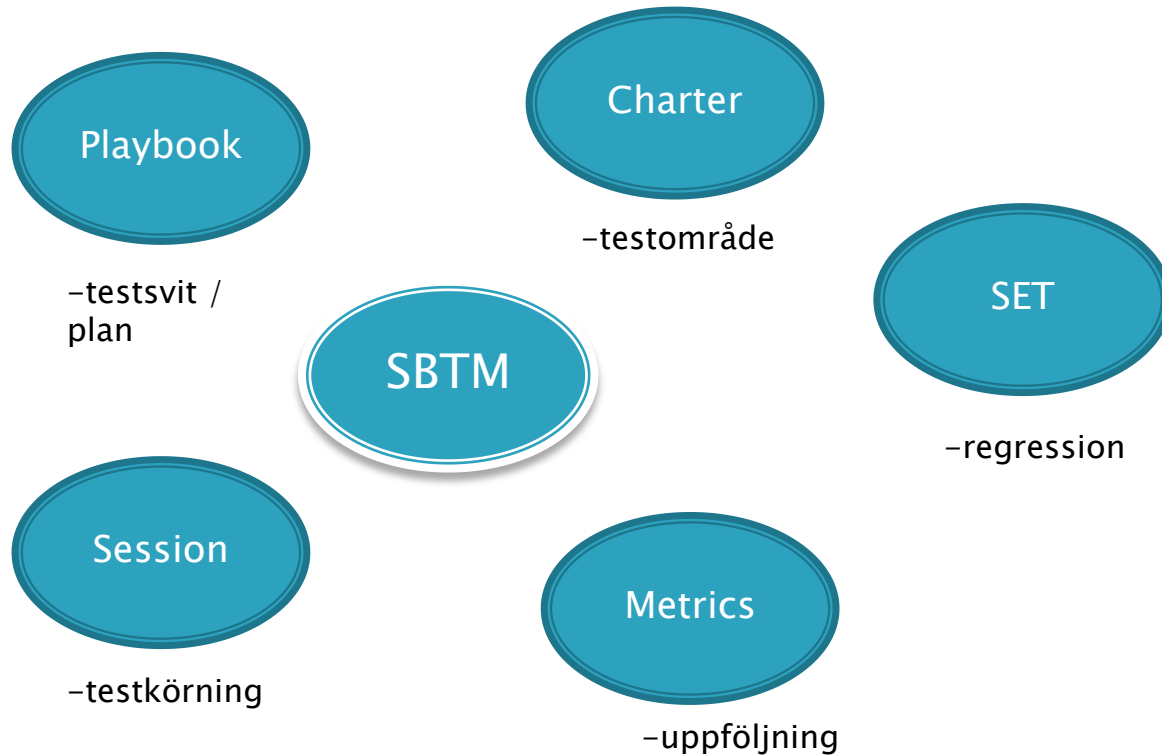
# ...vi fick besök...



*Let's get y'all started with some  
Session Based Test Management!*

# SBTM vs "vårt gamla sätt"

- ▶ Mappning påbörjades...



# Överblick – 1 sprint

Sprint start

Sprint slut

## Förberedelse

- Identifiera risker/beroenden
- Spåra charters
- Teststrategi för sprinten
- Upprätta/återanvända en Playbook

## Testa

- Köra testsessioner
- Debriefing
- SET

## Rapportera

- Sessionsrapporter
- Sprintrapporter
- Metrics (web)



▶ **Förberedelse**

- Identifiera risker/beroenden
- Upprätta/återanvända PlayBook
- Spåra charters
- Teststrategi

Förberedelse

Testa

Rapportera

## PlayBook

- ▶ Beskriver en feature eller systemkomponent
- ▶ Krav samt acceptanskriterier
- ▶ GUI skisser, skärmdumpar, Mind maps, modeller, testmatriser, flöden, checklistor
- ▶ "How-to´s": konfiguration av mockar/subbar, inställningar, testdata skript
- ▶ Lagrad för framtida referens, uppdateras vid behov

PlayBook Item 832: PokerAuditService-TournamentAudit

Why implement item 832?

The system is struggling with stability issues. This implementation makes the system less error prone compared to the current implementation.

Description:

Since the events will be posted on a Tibco queue by each individual component and then read by Poker Audit rather than having the events being sent by each component through PFS on its way towards Generic History, the risk for errors is decreased.

Picture 1 below shows the current solution on how events are sent from the Game Servers via PFS to Generic History. Picture 2 shows the future flow for these events.

Pic 1

```
graph LR;
  GS[Game Server] --> PFS[PFS];
  PBS[PBS] --> PFS;
  PFS --> GH[Generic History];
```

What to test:

Below listed events can occur in the system and therefore they need to be tested. This is done by performing a number of use cases which initiates the below listed events.

TournamentStarted  
TournamentOpened  
TournamentCleanupFailed

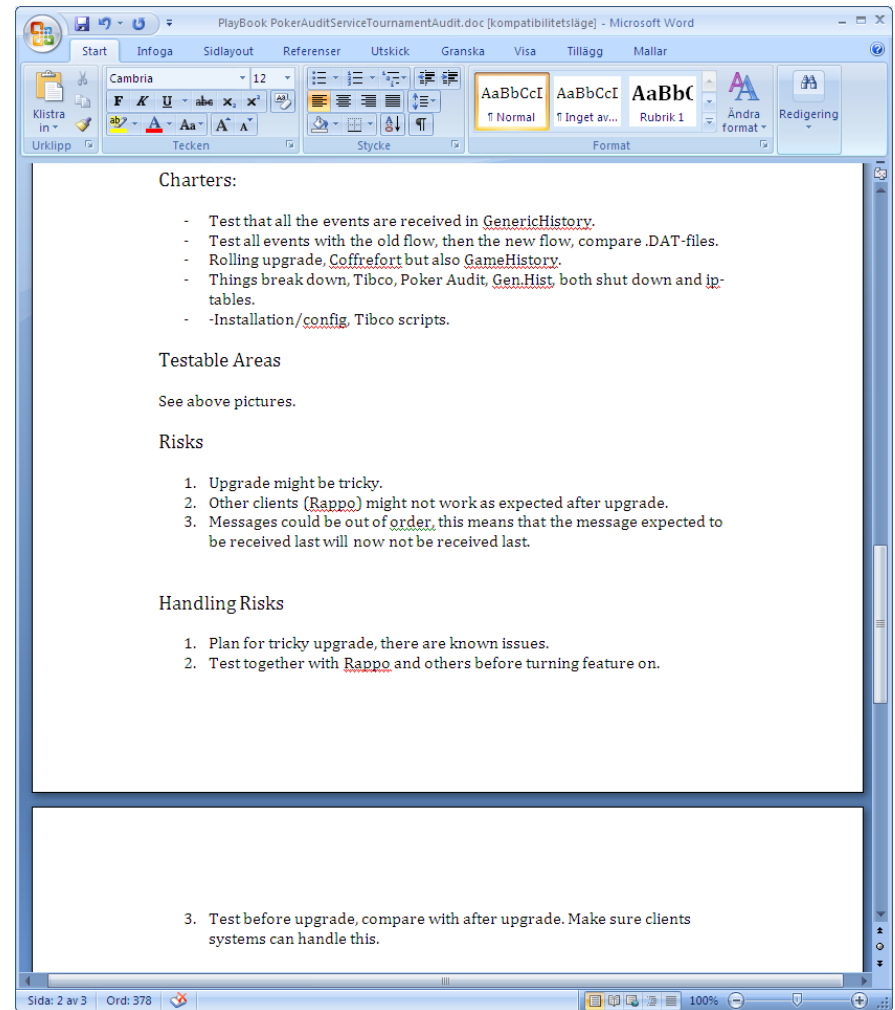
Förberedelse

Testa

Rapportera

## Charter

- ▶ En guide hur över vilka sessioner som kan vara av intresse att beröra eller måste beröras



Förberedelse

Testa

Rapportera

## ► Risker

#	Sprint item	Dependencies / Impact
1	<del>PrePatcher</del>	
2	Configurable visibility of play money cash games	- Branding
3	Token Security (including handshake)	- Reconnect / Disconnect - Login - Idle Disconnect - Platform blocks (login, badass) - Mock - CRM - LinkServer
4	Investiage / Prototype. Shared TourModel - lobby and table	- Reconnect / Disconnect - Many Tables - Table move - Force Join, Startup (+ Disconnect)
5	<del>SirDev</del> , up and running	
6	New Tour Protocol	- Tournament start
7	Refactoring of subscriptions	- Filter - Disconnect / Reconnect
8	Table tile	- OS (Win 7) - Many tables - Disconnect / Reconnect
9	Table Scale (OSX)	- OS, Tiger, Leopard + Snow Leopard

Förberedelse

Testa

Rapportera

## ▶ Köra testsessioner

- Tidsbegränsat fokuserat test
- ET med stöd av Charter och Playbook
- 1..n testare
- Notera vad som sker
- Recon/Analysis/Coverage/Closure

## Efter varje session

- Debriefing
- Checka in sessionrapporten i subversion där innehåller valideras, kompileras och presenteras snyggt i en web-rapport





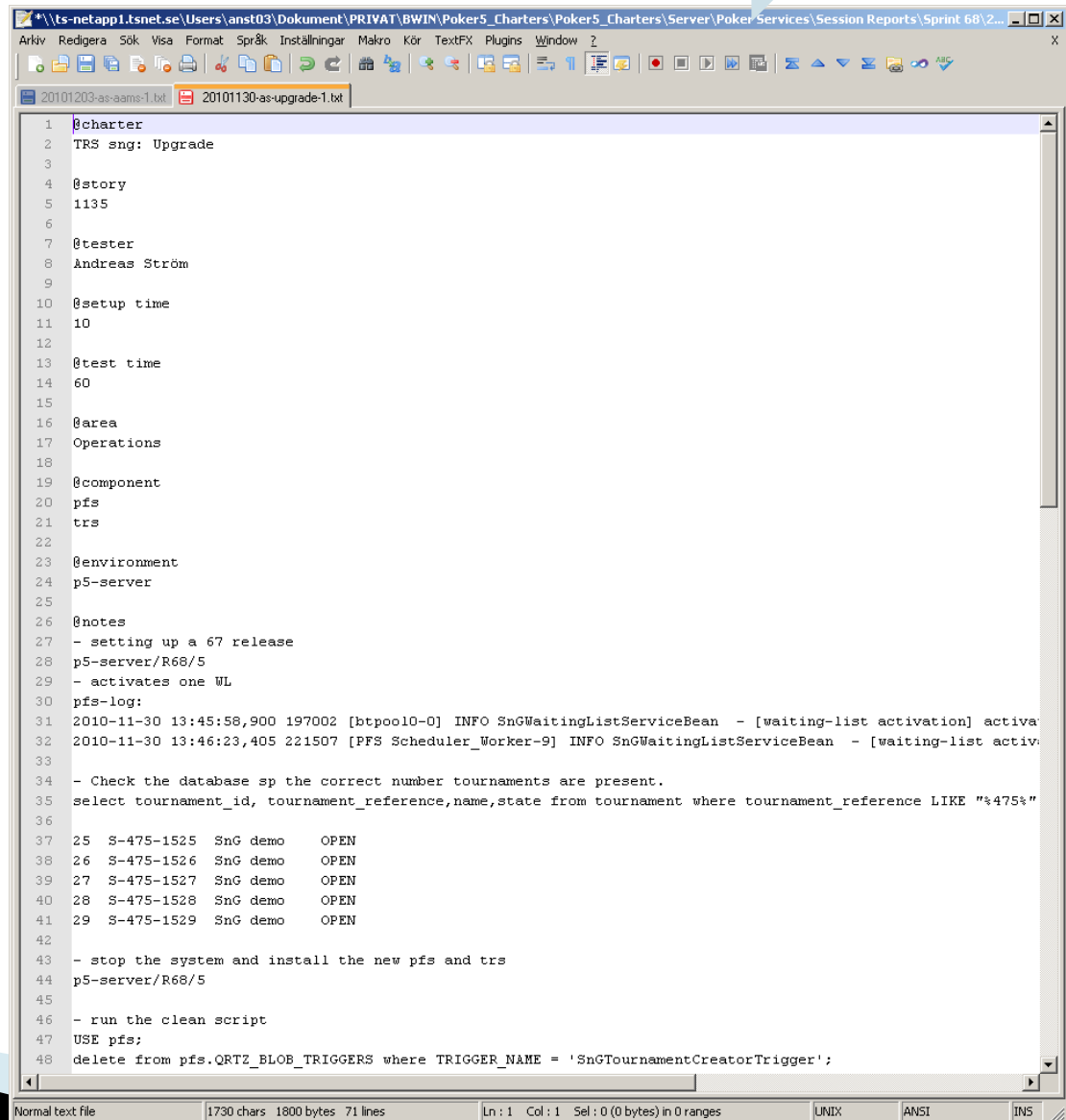
Förberedelse

Testa

Rapportera

## ▶ Sessionsrapport

- Vad göras?
- Buggar/issues
- Spenderad tid
- Nya test idéer
- Länkar till skärmdumpar



```
1 @charter
2 TRS sng: Upgrade
3
4 @story
5 1135
6
7 @tester
8 Andreas Ström
9
10 @setup time
11 10
12
13 @test time
14 60
15
16 @area
17 Operations
18
19 @component
20 pfs
21 trs
22
23 @environment
24 p5-server
25
26 @notes
27 - setting up a 67 release
28 p5-server/R68/5
29 - activates one WL
30 pfs-log:
31 2010-11-30 13:45:58,900 197002 [btpool0-0] INFO SnGWaitingListServiceBean - [waiting-list activation] activa
32 2010-11-30 13:46:23,405 221507 [PFS Scheduler_Worker-9] INFO SnGWaitingListServiceBean - [waiting-list activ
33
34 - Check the database sp the correct number tournaments are present.
35 select tournament_id, tournament_reference,name,state from tournament where tournament_reference LIKE "%475%"
36
37 25 S-475-1525 SnG demo OPEN
38 26 S-475-1526 SnG demo OPEN
39 27 S-475-1527 SnG demo OPEN
40 28 S-475-1528 SnG demo OPEN
41 29 S-475-1529 SnG demo OPEN
42
43 - stop the system and install the new pfs and trs
44 p5-server/R68/5
45
46 - run the clean script
47 USE pfs;
48 delete from pfs.QUARTZ_BLOB_TRIGGERS where TRIGGER_NAME = 'SnGTournamentCreatorTrigger';
```

Normal text file 1730 chars 1800 bytes 71 lines Ln : 1 Col : 1 Sel : 0 (0 bytes) in 0 ranges UNIX ANSI INS

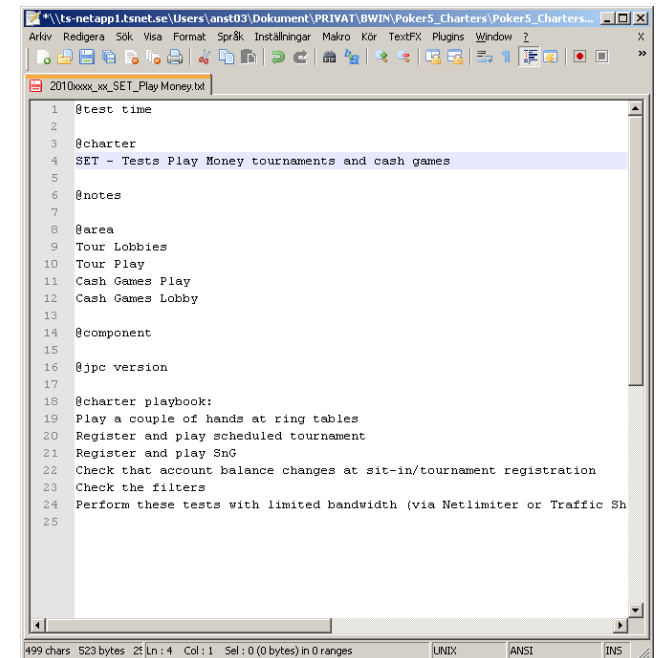
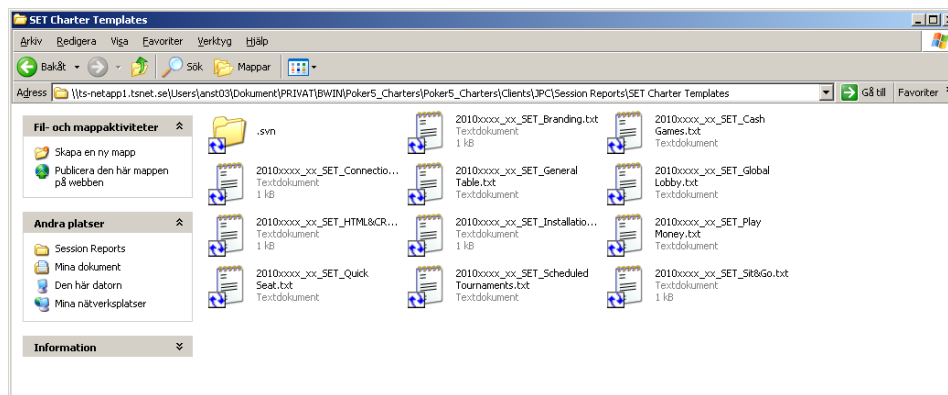
Förberedelse

Testa

Rapportera

## Rapportering och sluttester

- ▶ Sessionsrapport checkas in
- ▶ SET tester utförs
  - Regressionstester som är uppbyggda som charters
- ▶ Metrics och sprintrapporter sammanställs



```
1 @test time
2
3 @charter
4 SET - Tests Play Money tournaments and cash games
5
6 @notes
7
8 @area
9 Tour Lobbies
10 Tour Play
11 Cash Games Play
12 Cash Games Lobby
13
14 @component
15
16 @jpc version
17
18 @charter playbook:
19 Play a couple of hands at ring tables
20 Register and play scheduled tournament
21 Register and play SitG
22 Check that account balance changes at sit-in/tournament registration
23 Check the filters
24 Perform these tests with limited bandwidth (via Netlimiter or Traffic Sh
25
```



**Prints**

Report 01 | Report 02 | Report 03 | Report 04 | Report 05 | Report 06 | Report 07 | Report 08

**Warnings**  
No warnings displayed.

**Time**  
 reading time: 200 minutes  
 environment time: 200 minutes  
 test planning time: 60 minutes  
 setup time: 60 minutes  
 test time: 60 minutes  
 total time: 300 minutes

**Task Coverage**

Story	Planned Scenarios for Charter	Executed Scenarios for Charter	Coverage	Complexity
1	1	0	0%	0
2	1	0	0%	0
3	1	0	0%	0
4	1	0	0%	0
5	1	0	0%	0
6	1	0	0%	0
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298	1	0	0%	0
299	1	0	0%	0
300	1	0	0%	0

[View session report for this report](#)



• Sprintar



• Spenderad tid (test, setup, ...)

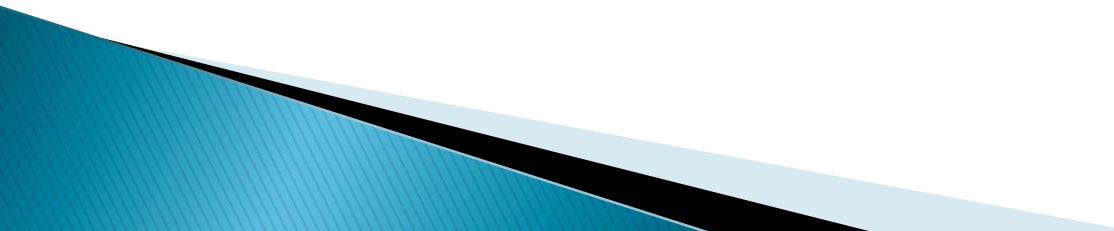


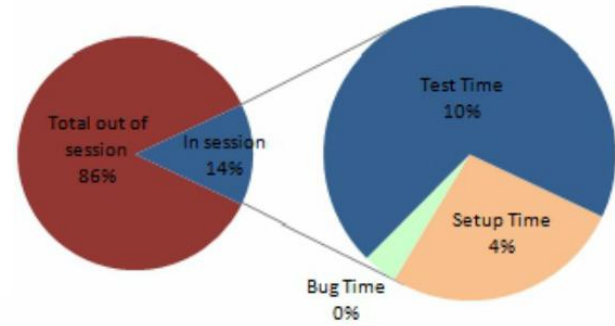
• Stories, charters, sessioner, test

**Requirement Coverage**

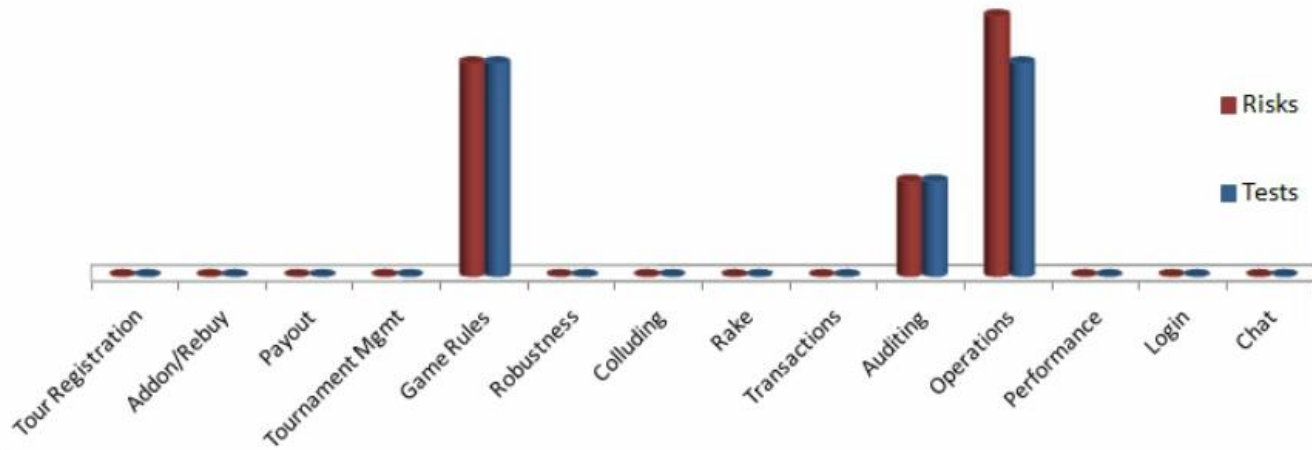
Story	Planned Charters	Executed Scenarios for Story	Coverage
1	1	0	0%
2	1	0	0%
3	1	0	0%
4	1	0	0%
5	1	0	0%
6	1	0	0%
7	1	0	0%
8	1	0	0%
9	1	0	0%
10	1	0	0%
11	1	0	0%
12	1	0	0%
13	1	0	0%
14	1	0	0%
15	1	0	0%
16	1	0	0%
17	1	0	0%
18	1	0	0%
19	1	0	0%
20	1	0	0%
21	1	0	0%
22	1		

# Metrics

- ▶ Antal sessioner per funktionsområde
  - ▶ Testtid per story / funktionsarea
  - ▶ Testtäckning per funktionsarea
  - ▶ Procent av sessionstid spenderat på test, bugggrättning, test...
  - ▶ Konfidens på kvalitén
- 



### Risks vs. testing



	Risk/change	Test coverage	Confidence
Installation	Green	Green	Green
Connection	Green	Green	Green
General Lobby	Green	Green	Green
Quick Seat	Green	Green	Green
Cash Games Lobby	Green	Green	Green
Tour Lobbies	Green	Green	Green
Cash Games Play	Yellow	Green	Green
Tour Play	Yellow	Green	Green
General Table	Green	Green	Green
CRM/HTML	Red	Green	Green
Branding	Green	Green	Green
Other	Red	Green	Green

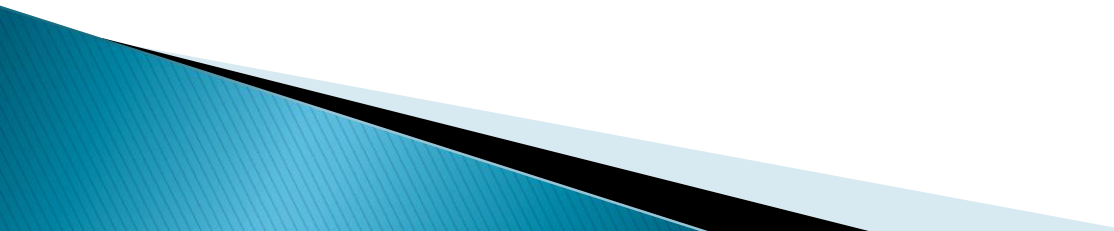
# Fördelar

- ▶ Kommentarer vi fick:
  - ”Bättre kommunikation inom teamen”
  - ”Roligare”
  - ”Partestning känns mer naturligt”
  - ”Debriefing sprider kunskap”
  - ”Hittar viktiga problem snabbt”
  - ”Mer tillförlitlig dokumentation: bättre kännedom om kvalitet”

# ...och Nackdelar

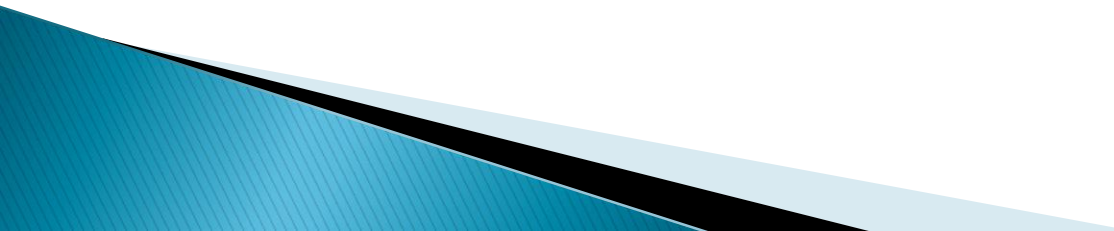
- ▶ Lärdomar under övergången
  - ”Kan göra stakeholders nervösa i början”
  - ”Större ansvar på testaren att dokumentera”
  - ”Svårare att definiera DONE” (Dock ingen falsk trygghet när man satt testfallet till *passed*)

# Varför gick det så bra?

- ▶ Vi behöll övergripande systemtestfall som täckte hela systemet
    - Grund för automatisering
    - Kompletterades med ET
  - ▶ Utvecklarna duktiga på att testa sin egen kod
    - Initiala enhetstester samt integrationstester gjordes av dem
  - ▶ Organisation som lät oss prova!
  - ▶ Duktiga och drivna kollegor
- 



# Tips om ni är sugna

- ▶ Börja i en liten skala
  - ▶ Hitta er egen väg, våga att anpassa!
  - ▶ Blanda med vanliga testfall där det behövs
  - ▶ Prova olika SBTM verktyg, finns ju flera idag...
- 

Frågor?

Tankar?

Idéer?

