

Acceptance Testing



SWEN-261

**Introduction to Software
Engineering**

Department of Software Engineering
Rochester Institute of Technology

Acceptance testing verifies that the software meets the requirements of the stakeholders.

- Each user story identifies a project requirement.
- The Product Owner will be involved with the definition of the user stories to ensure that the overall system will satisfy the business needs.
- A user story must pass its acceptance tests to be considered done.
 - *Performing acceptance testing is a development team responsibility.*
 - *An embedded Product Owner may be involved with acceptance testing.*
- Ideally, user acceptance testing would be done with each user story, but this is rare.

The user story text is too broad and vague to be used directly for acceptance testing.

- One aspect of backlog refinement is defining the acceptance criteria for each user story before the team can move the user story from the Product Backlog to the Sprint Backlog.
- The acceptance criteria provide details of what it means to satisfy a user story's requirement.
- Each user story will typically have multiple acceptance criteria defined.

Each acceptance criterion defines one aspect of the user story's requirement.

- Acceptance criteria are phrased in the format:
 - *GIVEN some condition WHEN some action occurs THEN the system does something.*
- In many cases, more details in the form of specific test cases will be specified to completely define the acceptance criteria.
- The Acceptance Test Plan is the set of all the acceptance criteria for all the user stories along with any specific test cases that are defined.

For your term project, you will keep an up-to-date Acceptance Test Plan.

- The team will submit an Acceptance Test Plan with Sprints 2 and 3 and use it to drive the demos of their project.