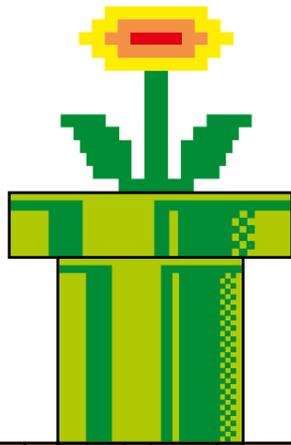


TESTING TEAM

MANIFESTO



OBJECTIVE

We, Quality Engineers, want to deliver the very best software to meet the needs of our customers. Satisfaction is the be-all and end-all for us. We achieve this by self-development and we have fun doing it. Our passion for improvement and delivery creates a **Win Win** for everyone.

SCOPE



The continuous improvement of all our Guild members helps us achieve our objectives. Knowledge sharing and great relationships with other teams are what brings us all towards our common goal of a superb end product. And what is a superb product? For us, it is when we don't just meet our customer's needs, we exceed their expectations. To do this, we need to work in a great atmosphere, in which knowledge sharing, as well as sharing our hobbies and interests, is easy and can work a little magic. This is our **integrity**.

ACCEPTANCE CRITERIA

The scope and method of tests are tailored to both the customer's needs and the specific product and all documentation is reviewed, verified and accepted by our team. We always want to exchange our knowledge inside and outside of the company. With this in mind, we not only participate in but organise self-improvement events. We maximise our efficiency and effectiveness through **Agility** and dedication... but we never forget about a good work-life balance.



PRE-REQUISITES

Our work starts long before the first test kicks off. We gather **People** to form a united group of experienced individuals, whose variety of skills are both required and suitable to the project. These competent people keep focused on staying up to date with new technology and trends in testing. Our work is then to make sure that the team has the tools, trust, plans, knowledge and communication needed to fulfil the customer's expectations before the project starts.

STEPS

- 1 Who is the customer? What are his needs?
- 2 What documentation needs verifying? Which technologies are available?
- 3 Now, we have some business and technical knowledge, how do we estimate the tasks?
- 4 How much fun can we have scripting, testing and retesting? Have you ever looked for a needle in a haystack? That is the challenge of our day to day duties with bugs in the code.
- 5 Can we eliminate surprises? Daily contact with the customer, meetings, stand-ups and demos help us stay a step ahead.
- 6 How can the customer help us with acceptance testing? Some call it UAT,

the essence is hand-to-hand testing with the user/business/customer. Our software knowledge and their business awareness make for great test cases.

- 7 When do we Go Live? Only when **Excellence** is met. Then we are almost done with the project.
- 8 Where does it end? Hyper-care or support is where we make sure the customer got the product they needed and can use it efficiently. And then? At that point, we are ready to take on a new challenge...

BY THE WAY...

GUARDIANS STAND FOR QUALITY!



FUN ARCHIPELAGO

