- Test Planning
  - Test Plan Formats
    - White boards
    - Spreadsheets
    - Checklists
    - Written documents
    - MindMaps
    - Post it notes
    - Flow diagrams
    - Wiki
  - What are the requirements?
    - Achieve standards?
    - What is the goal or mission?
    - Find important problems?
    - Satisfy stakeholders
    - Accountability
    - Effectiveness
    - Cost effectiveness
    - What testing outputs need to be created, and how?
      - When is testing done?
      - Test Strategy
      - Test Plan
      - Test Cases
      - Bug Management
      - Exploratory testing results
  - Resources
    - Information
      - Product history
      - Documents
      - Web materials
      - User Guides
      - Requirements
    - People
      - Test Team
      - Clients
      - Users
      - Product Team
    - Test lab
      - Tools
      - Test Library
      - Issue Tracker
      - Test Management
      - Platforms
  - Project Management
    - Teach others
    - Share knowledge
    - Get feedback
    - Learn from other product team members
    - Time
    - Collaborate
    - Relationships
    - Plans change - Adapt!
    - What's the schedule?
      - Availability of people
      - Releases
      - Availability of documentation
      - Anything that could block testing?
  - Types and approaches to testing to consider
    - Load
    - Stress
    - Performance
    - Exploratory
    - Usability
    - Scenarios
    - Compatibility
    - Alpha/Beta
    - Unit Testing
    - UAT
    - Functional
    - Regression
    - User Testing
    - Prototypes
    - Specification Based Testing
    - Security
    - Accessibility
  - Analyse Product
    - Use of software
      - Negative use
        - Malicious
        - Ignorant
        - Mistaken
        - Careless
      - Who are the users?
      - What environments will it be exposed to!?
      - How will it likely be used?
    - Structure - what is the product made of?
      - Internal factors
      - Hardware
      - Interface
      - Informational Products
      - External Factors
      - Code
    - Capabilities
      - What can't the users do?
      - Who are the users?
      - What can the user do?
    - Data - what does the product process?
      - Large or small amounts of data
      - How does it change over time?
      - What pre-exists?
      - What goes in?
      - What goes out?
      - Order of data - the sequence
    - What does time have to do with testing?
      - Speed - fast, slow, changing pace
      - Input/output
      - Concurrency
    - Attributes - What is testing and the product meant to deliver?
      - Usable?
      - Functional?
      - Secure?
      - Fast?
      - Innovative?
    - Think of the product in terms of 'components'
      - Stories
      - Features
      - Classes
      - Modules
      - Design