Pitfalls in Agile Testing and How to Avoid Them

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Pitfall #1: Agile Testing

• There is no Agile Testing
• There is testing you do on an agile team
• You can be agile when testing
• It is *Agile Software Development* and there are many testing activities you may choose to do

• You are not Agile Testers, You are Agile Developers.
Pitfall #2: Not Agile

• Mini-waterfall
• Separation of roles, no collaboration
• Focus on Process and Tools
• Stories not “done” at end of sprints

Symptom: Are testers included in planning sessions?

Organisation
Team
Individual

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Pitfall #3: Not Testing

- Checking vs. Testing - Effort vs. value?
- Symptom: detailed test cases with expected results

Some Traps:
- Forgetting the big picture
- Inattentional blindness
- Communication barriers, silos (e.g. not allowed to talk to P.O. or customer)
Pitfall #4: Automation

- Software not designed for Testability
- Developers don’t automate unit tests
- Automated tests not maintained - failed tests ignored?
- Automation Frameworks - *may* be a trap: evolve them!
- Computers are blind:
Pitfall #5: Types of Testing

- Traditional idea:
  - Unit, Integration, System, Acceptance
  - Naïve, Waterfall-view

- Perform the Tests that Provide VALUE
Getting Past The Traps

Let’s dive deeper into these pitfalls and come up with ideas to get around or through them
• You will need:
  • 1 piece of paper
  • Pens, pencils, markers, crayons, lipstick, charcoal, whatever..

• Task: Create a Map - to your favourite store/shop

As a fan of this store
I want to create a map
So that I can show someone how to get there (to buy me something I like) 😊

• When done:
  • Put your Name and Date on the back (i.e., code check-in)
  • Place it upside-down in the centre of the table
Testing Phase

• Test Strategy: Personas
  • Work as a group, and record on a flip chart
  • Create 6 different personas for people who like to travel
  • For each persona, identify:
    » Mode of transport - be specific! (e.g. Bicycle, Tandem)
    » Person’s name
    » Person’s job, or main hobby

• Evaluate Maps according to Personas
  • Select a map (NOT yours!)
  • Mark the map with a ✓ or × for each persona tested
  • Return the map to the owner when testing is complete
Q: What is the final Pitfall here?

Q: What are some ways to avoid negative feelings and results?
Questions?

If you have any additional questions, please ask:

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thank you