Mob Exploring

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Why and how we explore

Purpose: Learn info of interest/value to customers, reduce risk, increase confidence

Tools: Personas, roles, jobs, charters, testing heuristics cheat sheet, timeboxing

Skills: curiosity, critical thinking, observing, questioning - requires practice!

Even better with a mob!
Quick demo

The beauty of exploratory testing is that you don’t need to know anything about the app you are testing.

That said, I’ll give you a quick example animation I did with the sprite editor.

Disclaimer: I know almost nothing about sprites and animation! But I can still test the sprite editor!
Exploring as a mob

• Spend a few minutes learning about the app or feature, if needed
• Short time boxes help you collaborate
• Take notes – mind maps work well.
  • Color code
• Write charters, or alternatives like scenarios, together
Charters

• Set your mission - where to explore?
• Resources you will have
• Information you’re seeking
Charter template from Elisabeth Hendrickson

Explore <target>

With <resources>

To discover <information>
Too broad:
Explore UI security
With all the format exploits you can think of
To discover any security holes

Too specific:
Explore editing email in user profile page
With the value “Matt'); DROP TABLE Students;--”
To discover if a correct error message is returned

Just right:
Explore editing profiles
With format exploits
To discover any security vulnerabilities
Other approaches for charters

“Analyze task functionality, and report on areas of potential risk in refactoring tasks.”

Mnemonics: eg. SFDPOT - Structure, Function, Data, Platform, Operations and Time

Mind maps
Exploring as a mob

• Think of a test? Do it! What questions come up next?
• Learn, observe carefully, look for subtle clues
• Use new knowledge to go deeper
• Work in time-boxed sessions
• Debrief, report any bugs
Let’s try it!

- Same format as mob programming
  - Driver
  - Navigator
  - Mob

- Application under test: Dark Function editor
  - Sprite editor
We’ll start by learning a bit about the app

• Dark Sky sprite editor
• Some Star Wars images are pre-loaded
• Explore for 5 minutes
• Start making notes in the mind map
Let’s write a charter

Explore <target>

With <resources>

To discover <information>
Let’s execute our charter as a mob!
Debrief!

• What just happened?
• What did we learn about DarkSky Function Editor?
Try it with your team!

• Try charters & mob testing
• Mob acceptance for stories
• Mix and match exploratory approaches
• “Group hugs”
  • Pair up to do charters, in a group meeting
  • Or each person do ad hoc testing
Techniques

Personas

Tours

Risks

Workflows, Journeys
Agile Testing and More Agile Testing

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