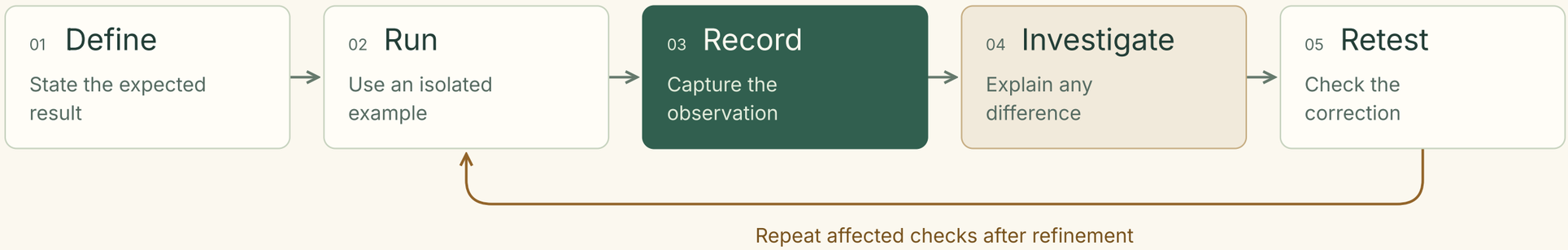
Testing changes before release

An illustrative workflow and sample matrix for making expectations, differences and retests visible.

Illustrative example · invented cases and results

One-page print edition · A3 landscape

ILLUSTRATIVE TESTING EXAMPLE · INVENTED CASES AND RESULTS



These cases exercise the conceptual mapping example: an activity must be enabled and its required skills present.

Four invented checks · an intentional mismatch followed by its retest

Action	Working	Issue	Environment	Status
T01 Try an enabled activity with its required skill Profile A → Activity 1 Expected: **allowed** · Recorded: **allowed**	✓ Yes	No issue in this example.	Example sandbox	Pass
T02 Try an enabled activity without its required skill Profile B → Activity 3 Expected: **blocked** · Recorded: **allowed**	! No	Required-skill check needs correction.	Example sandbox	Review
T03 Retest T02 after the illustrative correction Profile B → Activity 3 Expected: **blocked** · Recorded: **blocked**	✓ Yes	The earlier issue is resolved in this invented result.	Example sandbox	Retest passed
T04 Disable an activity while keeping the required skill Profile A → Activity 2 Expected: **blocked** · Recorded: **blocked**	✓ Yes	No issue in this example.	Example sandbox	Pass

Follow the issue: T02 records an unexpected allowance. T03 repeats the same case with an invented corrected observation.

What the matrix keeps visible

The action, whether it worked as expected, the issue to investigate, the environment and the outcome.

Illustration only

Expected decisions come from the invented rule model. Recorded observations are authored examples, not results from a software test run.

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