Manual Software Testing Report

Project Name: Manual Software Testing on Buggy Cars Rating Website

Tested Website: ahttps://buggy.justtestit.org/

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Date: 25 June 2025

Github Link: https://github.com/Aditya-Bapat/Manual-Software-Testing-on-Buggy-Cars-Rating-website

Objective

To simulate a real-world manual testing process on a public, open-source e-commerce website specifically designed for QA practice. The goal was to identify potential issues, learn basic testing principles, and document the findings in a structured format.

Scope of Testing

The following modules and features were tested:

1. Login Functionality
2. User Registration
3. Profile Editing
4. Car Rating System
5. UI Responsiveness on mobile and desktop

Approach

- Created a test plan based on real user actions.
- Designed test cases for each functional area using Excel.
- Executed test cases manually on the website.
- Logged bugs with proper steps to reproduce, severity, and priority.
- Documented all findings in structured spreadsheets.

Tools Used

- Website: https://buggy.justtestit.org/
- Documentation: Microsoft Excel / Google Sheets
- Testing Type: Manual Functional Testing
- Platform: Web browser (Desktop and Mobile view)

Summary of Test Cases:

Total Test Cases	Passed	Failed
6	4	2

Summary of Bugs Found

Bug ID	Module	Severity	Status
BUG_001	Car Rating	High	Open
BUG_002	UI	Medium	Open
BUG_003	Login	Low	Open
BUG_004	Registration	High	Open
BUG_005	Profile	Medium	Open

Key Learnings

- Understood how to simulate real testing scenarios using a publicly available app.
- Learned to differentiate between severity and priority.
- Gained hands-on experience in test case writing and bug reporting.
- Practiced UI and functional validation for web platforms.

Conclusion

This beginner-level project offered practical exposure to the software testing lifecycle. By working with a live QA training platform, I gained foundational knowledge in manual testing that can be applied to professional projects and further learning in automation testing.