Test Plan for Chorki OTT platform

1. Introduction

The purpose of this test plan is to define the approach, scope, resources, and schedule for testing the Chorki OTT streaming platform. This document ensures that all critical components of the platform, including web, mobile (iOS & Android), and smart TV applications, are thoroughly tested for performance, functionality, security, and user experience. Besides, the number of devices in accordance to the subscription and payment method functionality are tested throughout the testing phase for seamless user experience. Our primary goal is to deliver a high-quality, reliable, and smooth streaming experience to Chorki users by identifying and resolving defects before the product's release.

1.1 Webpage information

Chorki is a popular Bangladeshi streaming service that offers movies, web series, and TV shows to a wide range of audiences across various devices.

2. Test Items

a. User Authentication
b. Content Streaming
c. Ticket Booking
d. Payment Integration
e. Watchlist
f. Download features
g. Subscriptions

3. References

Functional Requirement Specification (FRS): Version 2.3, Document ID: FRS-CHORKI-2024

UI/UX Design Documents: Version 1.8, Document ID: UIUX-CHORKI-2024

API Documentation: Version 3.1, Document ID: API-CHORKI-2024

Streaming Quality Standards: Version 1.5, Document ID: STREAM-STD-2024

Test Case Repository: Version 2.0, Document ID: TC-CHORKI-2024

Deployment Guide: Version 1.2, Document ID: DEPLOY-CHORKI-2024

Security Compliance Report: Version 1.0, Document ID: SEC-CHORKI-2024

4. Features to be Tested

User Registration and Login: Sign-up, Login, and Password Recovery

Device Compatibility: How many device can registered according to the subscription

Search Functionality: Keyword Search, Filters, and Suggestions

Content Streaming: Playback for Movies, Originals, and Short Films

Ticket Booking: Buy Ticket and Seat Selection Process

Payment Processing: Online Payment Gateway and Transaction Security

User Profile Management: Watchlist, History, and Preferences

Content Download: Offline Viewing and Storage Management

Push Notifications: Promotional and Transactional Notifications

Multi-language Support: UI and Content in Multiple Languages

Performance Testing: Load Handling, Streaming Speed, and Buffering

5. Features Not to be Tested

a) Backend server issues or performance.
b) Content creation and management process or script issues
c) Third-party integrations beyond streaming and payment systems.
d) Any features that are still in the design or development phase

6. Entry Criteria

- Completion of development for the release version

- Deployment of the latest build to the test environment

- Test cases reviewed and approved

7. Exit Criteria

- Successful execution of all critical and major test cases

- All critical and major defects resolved and retested

- Performance and security benchmarks met

8. Suspension Criteria

- Critical defects blocking core functionality

- Unavailability of test environment or deployment failures

- Third-party service outages affecting streaming or payments

9. Roles & Responsibilities

- **Test Manager:** Oversees testing activities and resource allocation

- **QA Engineers:** Test case creation, execution, and defect reporting

- **Developers:** Fixing bugs and providing technical support during testing

- **Product Manager:** Requirement clarification and final approval

10. Schedule

Phase	Start Date	End Date
Test Planning	09.01.2025	11.01.2025
Test Case Design	12.01.2025	12.01.2025
Test Execution	13.01.2025	13.01.2025
Defect Fix	13.01.2025	14.01.2025
Final Report	15.01.2025	15.01,2025

11. Training

- Training on streaming protocols
- Hands-on with OTT testing tools
- Familiarization with supported devices and OS versions

12. Risks & Mitigation

Risk	Mitigation Strategy
High server load during peak hours	Conduct load testing and scaling solutions
Compatibility issues across devices	Extensive device and browser testing
Payment gateway downtime	Implement fallback payment options

13. Test Environment / Lab

- **Devices:** Smartphones (iOS/Android), Web Browsers, Smart TVs
- **Network:** Variable bandwidth simulations (3G, 4G, 5G, Wi-Fi)
- **Tools:** JIRA, Selenium, JMeter, Charles Proxy

14. Approvals

Role	Name	Signature	Date
Test Manager	[Z]	--	[X]
Project Manager	[Y]	--	[Y]
Product Manager	[Z]	--	[Z]

15. Glossary

- **OTT:** Over-the-Top

- **QA:** Quality Assurance

- **UI:** User Interface

- **API:** Application Programming Interface