**TEST PLAN: “RANDOM4DINNER” APPLICATION**

**1. Introduction**

The goal of testing is to ensure that the app correctly selects random dishes from the user’s list, allows input of new dish information, and provides stable functionality for inviting other users to groups.

**2. Test Objects**

**•** Random dish selection mechanism

**•** Interface for creating and editing the dish list

**•** User invitation to group feature

**•** Group display and shared access to the dish list

**•** Invitation notifications

**3. Features Not Tested**

**•** Third-party push notifications (if implemented via external services)

**4. Testing Approach**

**•** Functional testing: verifying logic for selection, list creation, and invitations

**•** UI/UX testing: evaluating interface usability

**•** Cross-platform testing: iOS, iPad

**•** Regression testing: after changes are made

**•** Security testing: group access and data protection

**5. Entry and Exit Criteria**

**Entry:**

**•** Requirements are approved

**•** Stable build is available

**•** Test environment is prepared

**Exit:**

**•** All test cases executed

**•** All critical bugs resolved

**•** Final report generated

**6. Resources and Roles**

**•** QA Engineer: creates test cases and checklists, executes tests, logs bug reports in Trello or Google Sheets

**•** Developer: builds app code, fixes bugs

**•** Product Manager: approves requirements and results

**7. Schedule**

*(To be defined)*

**8. Test Environment**

**•** iOS 26.0.1

**•** iPhone, iPad

**•** Test accounts with various dish sets (.json file)

**9. Metrics and Reporting**

**•** Number of bugs found by priority

**•** Test case coverage

**•** Test execution time

**•** Test success rate