**Table of Contents**

[1 INTRODUCTION 2](#_Toc159234549)

[2 SCOPE 2](#_Toc159234550)

[3 QUALITY OBJECTIVES 2](#_Toc159234551)

[4 TEST APPROACH 2](#_Toc159234554)

[5 ROLES AND RESPONSIBILITIES 3](#_Toc159234556)

[6 ENTRY AND EXIT CRITERIA 3](#_Toc159234557)

[6.1 Entry Criteria 3](#_Toc159234558)

[6.2 Exit Criteria 3](#_Toc159234559)

[7 SUSPENSION CRITERIA AND RESUMPTION REQUIREMENTS 4](#_Toc159234560)

[7.1 Suspension criteria 4](#_Toc159234561)

[7.**5** Resumption criteria 4](#_Toc159234562)

[8 TEST STRATEGY 4](#_Toc159234563)

[8.1 QA role in test process 4](#_Toc159234564)

[8.2 Bug life cycle: 5](#_Toc159234565)

[8.3 Testing types 5-6](#_Toc159234566)

[8.4 Bug Severity and Priority Definition](#_Toc159234567) 6

[9 RESOURCE AND ENVIRONMENT NEEDS 6](#_Toc159234570)

[9.1 Testing Tools 6](#_Toc159234571)

[9.2 Test Environment 6](#_Toc159234573)

[APPROVALS: 7](#_Toc159234575)

***Test Plan***

**Project “Yallakora Mobile App**

**”**

# INTRODUCTION

The purpose of this test plan is to outline the testing approach, objectives, and scope for the Yallakora mobile app. This document will provide guidance to the testing team and ensure that the app meets the specified requirements and quality standards.

# SCOPE

The testing activities will focus on the functionality, usability, and performance of the Yallakora mobile app. This includes testing app features, navigation, content presentation, user interactions, and compatibility across different mobile devices and operating systems.

# QUALITY OBJECTIVES

Ensure that all app features and functionalities work as intended.

Verify the accuracy and completeness of the app content.

Validate the usability and user-friendliness of the app.

Assess the performance and responsiveness of the app.

Confirm the compatibility of the app across different mobile devices and operating systems.

# TEST APPROACH

The approach, that used, is Analytical therefore, in accordance to requirements-based strategy, where an analysis of the requirements specification forms the basis for planning, estimating and designing tests. Test cases will be created during exploratory testing. All test types are determined in Test Strategy.

Team also must used experience-based testing and error guessing utilize testers' skills and intuition, along with their experience with similar applications or technologies.

The project is using an agile approach, with weekly iterations. At the end of each week the requirements identified for that iteration will be delivered to the team and will be tested.

# ROLES AND RESPONSIBILITIES

|  |  |  |
| --- | --- | --- |
| Role | Staff Member | Responsibilities |
| Project Manager |  | Responsible for overall project coordination and success. |
| QA Lead |  | Oversees the testing activities, test planning, and resource allocation. |
| QA |  | Responsible for executing test cases, reporting bugs, and providing feedback on the app's usability. |

# ENTRY AND EXIT CRITERIA

## Entry Criteria

The mobile app build is available for testing.

Test data and test scenarios are prepared.

Testing devices and emulators/simulators are set up and ready for use.

## Exit Criteria

All test cases have been executed and passed.

Critical defects have been fixed and retested.

Test reports and documentation are complete.

The mobile app is ready for release.

# SUSPENSION CRITERIA AND RESUMPTION REQUIREMENTS

## Suspension criteria

## Major defects or issues affecting the core functionality of the mobile app.

## Unexpected crashes or performance issues.

## Lack of availability of necessary testing resources.

## Resumption criteria

Defects or issues causing suspension have been resolved.

Mobile app stability and performance are restored.

Required resources are available for testing.

# TEST STRATEGY

## QA role in test process

Understanding Requirements: QA team will review and analyze the app requirements to ensure a clear understanding before testing.

Test Case Creation: Test cases will be designed to cover different app features, functionality, and user workflows.

Test Execution: QA testers will execute the test cases, record test results, and report any defects found.

Usability Testing: The app's usability will be assessed by conducting user tests and gathering feedback.

Compatibility Testing: The app will be tested on different devices, screen sizes, and operating systems to ensure compatibility.

## Bug life cycle

All the issues found while testing will be logged into Word document.

Bug life cycle for this project

## Testing types

Black box testing:

It is some time called behavioral testing or Partition testing. This kind of testing focuses on the functional requirements of the software. It enables one to derive sets of input conditions that that will fully exercise all functional requirements for a program.

GUI Testing:

GUI testing will includes testing the UI part of report. It covers users Report format, look and feel, error messages, spelling mistakes, GUI guideline violations.

Integration Testing:

Integration testing is systematic technique for constructing the program structure while conducting test to uncover errors associated with interacting. In Report, integration testing includes the testing Report from respective location(s).

Functional Testing:

Functional testing is carried out in order to find out unexpected behavior of the report. The characteristic of functional testing are to provide correctness, reliability, testability and accuracy of the report output/data.

System Testing:

System testing of software is testing conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements.

Performance Testing:

- Check the optimal time the page is loaded - Check the operation of the system under load User acceptance testing:

The purpose behind user acceptance testing is to conform that system is developed according to the specified user requirements and is ready for operational use. Acceptance testing is carried out at two levels - Alpha and Beta Testing. User acceptance testing (UAT) will be done at the Client.

Alpha testing:

The alpha test is conducted at the developer's site by client.

## Bug Severity and Priority Definition

Bug Severity and Priority fields are both very important for categorizing bugs and prioritizing if and when the bugs will be fixed. The bug Severity and Priority levels will be defined as outlined in the following tables below. Testing will assign a severity level to all bugs. The Test Lead will be responsible to see that a correct severity level is assigned to each bug.

# RESOURCE AND ENVIRONMENT NEEDS

## Testing Tools

## Mobile device emulators/simulators for testing on different platforms and screen sizes.

## Test Environment

Test devices representing a variety of mobile platforms and screen sizes.

Stable internet connection for testing app features that require network access.

Test data that accurately represents real-world scenarios.

# TEST SCHEDULE

A detailed test schedule will be created, outlining the testing phases, milestones, and timelines. The schedule will be adjusted based on project priorities and available resources.

# APPROVALS:

|  |  |  |
| --- | --- | --- |
|  | **Project Manager** | **QA Lead(Tech Lead)** |
| **Name** | **--** | **Ahmed Ezzat** |
| **Signature** | **--** | **Ahmed Ezzat** |