



The Box

Version 1.0

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1. Revision History

When?	Who?	What?

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3. Overview

3.1. Overview/Purpose

This document defines the testing plan for The Box App acceptance tests. It will describe the scope of the tests, risk analysis, test methodology, test strategy, the risks and contingencies, dependencies, and entrance/exit QA criteria.

This test plan is based on what was decided to be covered from QA Team.

4. Approval Process

4.1. Approvers

- Project Manager – Maida Sanchez

4.2. Reviewers

- QA Team – MT19

5. Test Objectives

5.1. Overview of the Product

The Box is an e-commerce app that counts on three types of users: anonymous (unregistered user), customer (registered user) and store owner (admin privileges user). Store owners create a store profile that has all the information related to it such as business name, WhatsApp number, email, business field and address. In this store profile store owners can sell/publish their products with name, image, price and description.

The customers can add these products to the cart if they want to get them and a customer has his own profile that can be modified.

The anonymous users only can navigate through the application, if they want to get any product, they will be asked to sign up the app.



5.2. Definitions

5.3. Reference material

- HTSM – The Box App
- The Box App – PBIs
- The Box App – DoR and DoD

5.4. Bounds

5.4.1. Scope as it relates to the Project

This section defines the boundaries of the test plan. It is never possible to test all configurations or every feature in thorough detail. Nor can we anticipate all possible customer configurations. However, we will define the main features and configurations that we will test and their test priorities according to risk analysis performed for each feature.

5.4.1.1. Risk Analysis

Risk analysis helps us determinate the tests priorities for each feature using:

“Likelihood” is the probability of the feature to fail to operate correctly, this measures where gathered via a brainstorm meeting with all development team a long with Development manager.

“Impact” is the impact on the user if this feature fails to operate correctly, this measures where gathered with the help of Marketing management.

“Priority” is the priority that QA will give for testing the feature. (6 is the highest)

FEATURES	Attributes	Likelihood	Impact	Priority
Sign up		3	6	6
Log in		3	6	6
Log out		3	6	6
Email verification		4	6	6
Add product to the cart		4	6	6
Store information		4	6	6
Delete order products		4	4	5
Modify quantity of products		4	5	5
Search Box		5	5	5
My Orders		4	5	5
Cancel order		4	3	3



Sort stores		4	3	3
Store WhatsApp chat		4	3	3
Store carousel		5	2	2
Product carousel		5	2	2

Testing will start with features with higher priorities and will descend accordingly.

5.4.1.2. Features will be tested

Features	Test Approach
1. Acceptance - User Transactions	Priority - High
1.1. Sign up	Verify mandatory fields and buttons
1.2. Log in	Verify mandatory fields, remember me option and buttons
1.3. Log out	Test "Salir" button to log out.
1.4. Email verification	Verify that sent email verification link
2. Functional - Home Page	Priority - High
2.1. Search box	Test if products can be found using numbers, letters and special characters.
2.2. Store carousel	Test arrow buttons to navigate through the carousel.
2.3. List of stores	Verify that stores created are properly displayed as a list.
2.4. Sorting	Test sort new stores, discounts and names.
2.5. My Orders	Verify that orders created are displayed with proper information through the All and In Process tabs
2.6. Right pane	Verify that customer profile can be edited Verify that notifications are displayed and can be deleted. Verify that location can be switched Verify that arrow button hides the pane
2.7. Single store view	Verify that store information button displays its information Verify that WhatsApp redirects to the store chat Verify that delivery and store work time is displayed Verify that can navigate through product carousel with arrow button Verify that a product can be added to the cart Verify that can see product information Verify that products can be sorted by new ones, price, discount and category



	Verify that “Pedido” button displays products added to an order.
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5.4.1.3. Platforms will be tested

Devices:

Desktop PC, mobile and tablet.

Desktop OS: Windows 10 Pro Education x64 Bits

Mobile OS:

Android 11 RP1A.100720.011

iOS

Browsers:

Google Chrome Version 112.0.5615.121 (Official Build) (64-bit)

Mozilla Firefox 112.0 (64-bit)

Microsoft Edge Version 112.0.1722.48 (Official build) (64-bit)

Scenarios

1. Test the user can make an order with products of different stores.
2. Test the user can add more than one product
3. Test the user can delete one product
4. Test the user can delete an order
5. Test the user can delete one of many products
6. Test the user can edit his profile
7. Test the user can find a store that has special characters on its name
8. Test the user can find a product that has special characters on its name
9. Test the user can chat with store workers by WhatsApp
10. Test compatibility in different browsers
11. Test in different devices such as desktop PC, mobile and tablet.
12. Test in different mobile operating systems.

5.4.1.4. Features will not be tested or will be tested less

Items	Reasons
3. Coupons	Due to time
4. My Orders – Active tab	Due to time



5. Gift cards	Due to time
6. My wallet	Due to time
7. Order confirmation	Due to time
8. Reports chat	Due to time

5.4.1.5. Platforms will not be tested

MacOS, Linux.

5.4.2. Scalability/Stress Testing

1. Test if 500 users can navigate through the web app in the same time.
2. Test if 500 users can create an order in the same time.
3. Test if 500 users can login the web app in the same time.

5.4.3. Hardware Specific

CPU: AMD Ryzen 5 5600g 3.90 GHz

RAM: 32GB

SSD: 512GB M.2 PCIE NVMe

5.4.4. Documentation

- HTSM – The Box App
- The Box App – PBIs
- The Box App – DoR and DoD

6. Dependencies and Responsibility

6.1. Product Management

The Product Management team is in charge of gathering requirements from customers.

6.2. Product Development

The Product Development team reviews the requirements gathered by the Product Management team. Based on the requirements that are agreed between these teams, the Product Development team writes an Engineering Specification document, which includes the functional and internal specifications for each module.



6.3. Product Quality Engineering

The Quality Engineering team is in charge of reviewing all the specifications established in the PRD and Engineering Specifications documents. Based on these, the team will be responsible for testing the product to verify the requirements are satisfied.

This team will also be in charge of writing the Test Plan, create and execute test cases, report the bugs.

6.4. Lab or Tool Support

1. Browser Developer Tools
2. Microsoft Teams
3. Xmind
4. Excel

7. Testing Resources

7.1. Hardware

Host PC:

CPU: AMD Ryzen 5 5600g 3.90 GHz

RAM: 32GB

SSD: 512GB M.2 PCIE NVMe

7.2. Software

Desktop OS: Windows 10 Pro Education x64 Bits

Mobile OS:

Android 11 RP1A.100720.011

iOS

Browsers:

Google Chrome Version 112.0.5615.121 (Official Build) (64-bit)

Mozilla Firefox 112.0 (64-bit)

Microsoft Edge Version 112.0.1722.48 (Official build) (64-bit)

7.3. Tools

Apache Jmeter – Load Testing

7.4. Staffing

PM – Maida Sanchez

QA Team – MT19



8. Proposed Schedule of Milestones

Details here..

Feature	QA(s)	Begins	Ends
Sprint Zero	MT19	11/04/2023	20/04/2023
Sprint 1	MT19	21/04/2023	27/04/2023
Sprint 2	MT19	28/04/2023	04/05/2023

9. Planning Risks

Planning risks are unscheduled events or late activities that may jeopardize the testing schedule.

9.1. Risks and Assumptions

Internet connection problems and domain and server issues.

10. Transitions

10.1. Preparation

These sections describe the process of QE preparation.

10.1.1. Test Plan

The test plan must be reviewed by project core team before testing starts.

10.1.2. Test Cases

Test cases will be developed by QE for each individual module based on Engineering Specifications. Each test case shall include the following sections:

- Description.
- Preconditions.
- Steps.
- Expected results.
- Actual results will be added for each failed test run.
- Attachments.

The test cases will be reviewed by core team, and distributed to the product team before testing starts.

10.1.3. Test Case Cycles

For each phase, test cycles will be created which will include the test cases to be executed to cover each area.

10.2. Acceptance Testing

The following sections describe the criteria for entering and leaving the QA Acceptance Test phase.

10.2.1. Entrance Criteria

PBI is clear
PBI is testable
PBI is feasible
PBI defined
PBI Acceptance criteria defined
PBI independences identified
PBI must be broken down enough to fit in a single sprint
PBI sized by dev team
A person who will accept the PBI is identified
Team has a good idea of what it will mean to Demo the PBI

10.2.2. Exit Criteria

Relevant documentation / diagrams produced and / or updated
Test Case Suite is done
Test Case Suite is executed
Bug reports are linked to specific test cases
PBI was tested in different browsers
PBI satisfies its acceptance criteria
Function testing passed
Developer console tool was used to validate bugs
There are no high severity bugs linked the PBI
Demo is done

11. Test Execution

11.1. Test Case Management

Jira

11.2. Bug Tracking

Jira

11.3. Bug Format

- Title
- Description.
- Preconditions.
- Steps.
- Expected results.
- Actual Result.

- Attachments.

11.4. Bug Classification

- Severity 0 - Defects that halt QE testing.
- Severity 1 (Critical) - Defects that result in a program crash or data loss.
- Severity 2 (High) - Defects that result in a clear problem with the software, but there was no loss of data or crash associated with the problem.
- Severity 3 (Average) - Defects that result in an average problem with the software.
- Severity 4 (Minor) - Defects that result in the observation of a minor error, such as a spelling error, unclear dialog, unclear/inconsistent documentation or enhancement.

