

# **TEST PLAN FOR**

## **www.iana.ro**

## ChangeLog

Version	Change Date	By
1.	10.01.2023	Andreea Horhoge Ana-Maria Ionescu

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# 1 Introduction

Through the testing process, we will test the application for selling clothing items [www.iiana.ro](http://www.iiana.ro). Our team's objective is functional testing, with the aim of discovering possible defects.

## 1.1 Scope

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### 1.1.1 In Scope

The purpose of the testing team is to check the following areas and functions of the website:

- the functionality of 'Facebook' button in the blog section
- the positioning and ability of the logo to send the customer to the home page
- the display and dynamics of the 'Shopping cart' icon
- displaying items with a reduced price from the special discount section
- the delivery partners and displaying the logos on the website
- display of 'search items' field

### 1.1.2 Out of Scope

Our team does not have the aim to test the rest of the website for now.

## 1.2 Quality Objective

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The objectives of testing the [www.iiana.ro](http://www.iiana.ro) website are the following:

- The client's quality specifications are successfully met
- The testing team identifies and sends to the developer team as many issues as possible to be solved

## 1.3 Roles and Responsibilities

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Roles and responsibilities of team members:

- Business Analyst – **Florentina Calancea**
  - Acting as an information source and communicator between business branches.
  - Evaluating business processes, anticipating requirements, uncovering areas for improvement and developing and implementing solutions.
  
- QA Analyst – **Georgiana Redenstein**
  - Leading testing on software, websites, and other technical products to identify and resolve bugs, defects, and other potential issues.
  - Help the automation team to deliver automation content and workflows.
  
- QA Analyst – **Ana-Maria Ionescu**
  - Develop, write, and execute test cases based on the need of the product.
  - Engage with customers or third-party vendors for tracking and debugging issues.
  
- Test Lead/Manager – **Andreea Horhoge**
  - The use of resources in an effective way and managing the resources for software testing.
  - Applying the appropriate test measurement and metrics for the software product and testing team.
  
- Developer – **Alex-Iulian Prisecaru**
  - Build clean and efficient code based on user needs
  - Identify and deploy software tools, systems, and components
  
- Developer – **Corina Maxim**
  - Monitor and upgrade existing systems
  - Implement quality assurance standards

## 2 Test Methodology

### 2.1 Overview

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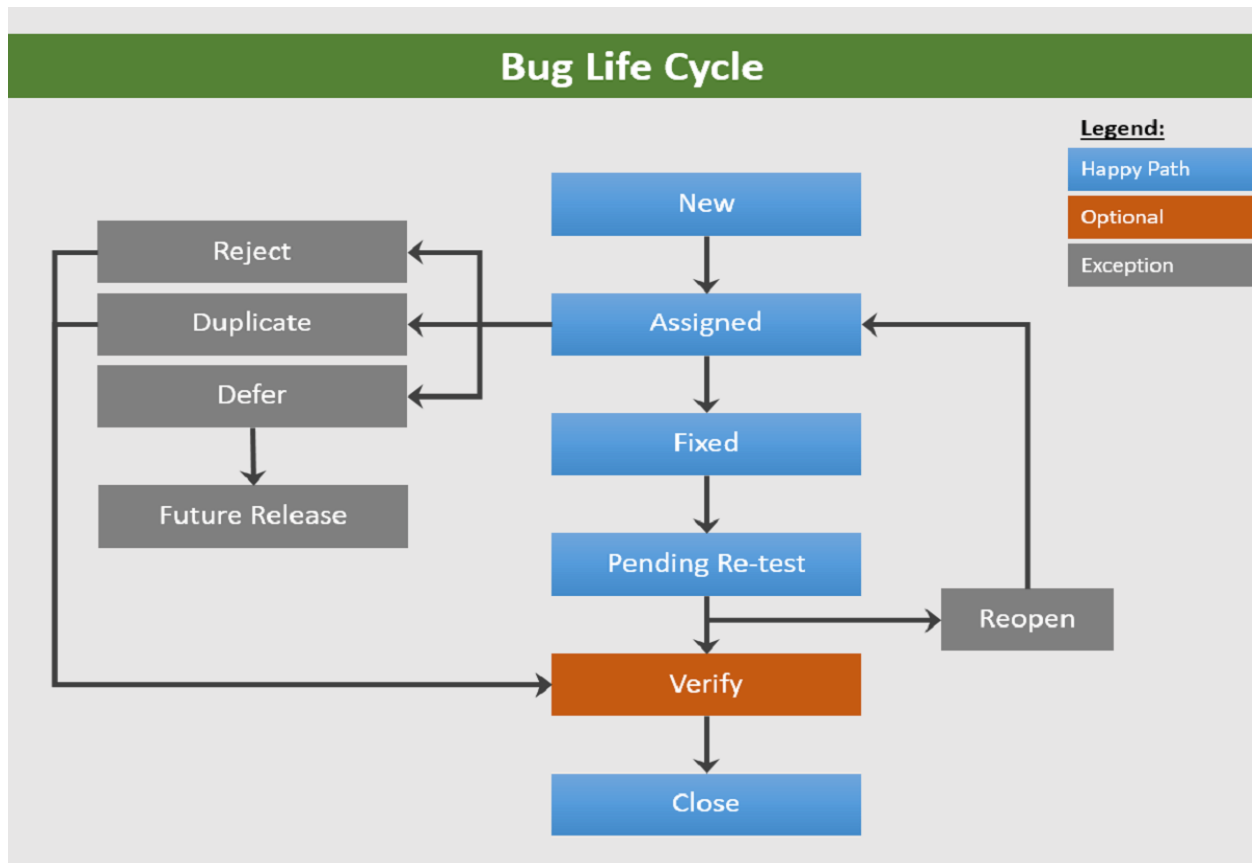
Our team adopted the *Agile* methodology for this project because this methodology helps teams and individuals effectively prioritize work and features. Also the *Agile* methodology supports regular and collaborative troubleshooting.

### 2.2 Test Levels

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Integration Testing will be carried out. The team will test different parts of the system in combination in order to assess if they work correctly together.

## 2.3 Bug Triage



## 3 Test Deliverables

Test Artifacts that will be delivered during the different phases of the testing lifecycle are:

- Test Plan
- Test Strategy
- Test Completion Reports
- Test Cases
- Bug reports
- Architecture

# 4 Resource & Environment Needs

## 4.1 Testing Tools

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The Testing Tools used for this application are:

- JIRA Software;
- JIRA Confluence;
- TestCase Lab;
- Planning Poker;
- Microsoft Office Pack;
- Google Chrome Version 108.0.5359.124 (Official Build) (arm64)
- Developer Tools from Google Chrome;
- **MacOS** Monterey 12.2.1. (Screenshot)
- Octopus.do – Visual sitemap tool,

## 4.2 Test Environment

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The Test Environment is PRODUCTION.

As a hardware we have used MacBook Pro

- Processor: Apple M1, 2020
- Installed RAM: 8.00 GB
- Monitor: 13.3- Inch



- Screen Resolution: 2560 × 1600
- Graphics Controller Model: GeForce® RTX™ 3060, 6GB

As a software we have used:

- Edition: **MacOS** Monterey
- Version: 12.2.1 (21D62)
- Kernel version: Darwin 21.3.0
- Boot Volume: Macintosh HD
- Google Chrome Version 108.0.5359.124 (Official Build) (arm64)

## 5 Terms/Acronyms

Make a mention of any terms or acronyms used in the project

TERM/ACRONYM	DEFINITION
BDD	Behavior Driven Development
OS	Operating system
QA	Quality Assurance
TC	Test Case
US	User Story