Website https://mentalist.app

Test Plan

Version 1.2

ChangeLog

Version	Change Date	By	Description
1.0	11.04.2021	Anastasiya Stankevich	Create
1.1	12.04.2021	Alexandra Lavrenova	Edition
1.2	12.04.2021	Marina Emelyanova	Edition

Website: https://mentalist.app	Version: 1.2
Test plan	Date: 12.04.2021

CONTENT

1   INTRODUCTION

The Test Plan is designed to prescribe the scope, approach, resources, and schedule of all testing activities of the project Mentalist app.

1.1   Objective

The objective of this Test Plan is to describe the testing process of the website MENTALIST App (full address - https://mentalist.app). The document helps to gain a better understanding about the scheduled work of a testing project.

1.2   Initial data

Mentalist is a smart but simple online tool to manage all your lists. Mentalist app is very flexible and intuitive. App possible to use for anything from recipe catalog to todo lists. Add detailed description and tags to every list item. Also it includes checkboxes and dates.

1.3   Objective of testing

The objective of testing the Mentalist website is to check that all of the functionalities work correctly on the most popular versions of browsers.
The result of the testing will be the following materials:
- Checklists containing coverage of typical use cases, created in Google Sheets linked with Jira;
- Test cases created in Google Sheets, linked with Jira;
- Bug reports and Test result report (TRR) created in Google Sheets, linked with Jira.

The testing will be manual according to a written checklist with the help of the ad-hoc method testing of a Black Box.

2   STRATEGY OF THE TEST PROCESS

The test plan below is formal, so to build a detailed plan, you need an understanding of the current state of the project and the presence of a technical task or specifications.

Five stages of the testing process are planned:
- first stage - analysis, Test Plan creation
- second stage - preparing Checklists;
- third stage - preparing Test cases;
- fourth stage - preparing Bug report and TRR;
- fifth stage - Final Presentation creation.

2.1   Test Levels

2.1.1 Functional testing

Objective:
Method of software testing tests the functional requirements of an app, verifying whether the software works as per customer needs.

- Mainline functions: Testing the main functions of an application
- Basic Usability: It involves basic usability testing of the system. It checks whether a user can freely navigate through the screens without any difficulties.
- Accessibility: Checks the accessibility of the system for the user
- Error Conditions: Usage of testing techniques to check for error conditions. It checks whether suitable error messages are displayed.

2.1.2 Cross-browser testing

Objective:
Check the correct work of the Mentalist app in different browsers:
- Google Chrome v. 89.0.4389.114 (64 bit)
- Google Chrome v.89.0.4389.128 x 64
- Google Chrome v.90.0.4430.72
- Safari v.14.4.2

2.1.3 Mobile testing

Objective:

Testing the functionality on various mobile devices.

List of Devices:
- HUAWEI P8 lite 2017, Android 8.0.0
- iPhone XS, iOS 14.4.2
- HUAWEI P20 lite 2019 (ANE-LX1) Android 9, 2280 x 1080

2.1.4 Usability testing

Objective:

It is carried out to assess the usability of the site for a potential user.

3 PROJECT TASK AND SCHEDULE

Tasks	Scope of work	Start Date	End Date
Creation Test plan	7 hours	11.04.2021	20.04.2021
Checklists	15 hours	12.04.2021	13.04.2021
Test cases execution	25 hours	14.04.2021	15.04.2021
Bug report and TRR	31 hours	16.04.2021	18.04.2021
Summing-up	23 hours	19.04.2021	20.04.2021

4 RESOURCE & ENVIRONMENT NEEDS

4.1 Testing Tools

№	Resources	Descriptions
1	ASUS Intel(R) Core™ i5-4200U CPU 160GHz 2.30 GHz RAM: 4GB	Run Windows 10 Pro 64 bit
2	MacBook Air (M1, 2020)	Run MacOS Big Sur v11.2.3
3	Asus Tuf Gaming fx705GM	Run Windows 10 v.20H2 x64

4.2 Test team

#	Project Role	Name	Responsibilities
1.	Team Lead, Tester	Alexandra Lavrenova	Test team management. Development of checklists, test cases, execution and writing of bug reports and TRR.
2.	Tester	Anastasiya Stankevich	Development of checklists, test cases, execution and writing of bug reports and TRR.
3.	Tester	Marina Emelyanova	Development of checklists, test cases, execution and writing of bug reports and TRR.
4.	Tester	Dzmitry Yarmolich	Development of checklists, test cases, execution and writing of bug reports and TRR.
5.	Tester	Ivan Grishenko	Development of checklists, test cases, execution and writing of bug reports and TRR.

5 RISK MANAGEMENT

Risk	Probability	Impact	Actions
Problems in the test equipment. Breakdown of computer hardware or failures on the server side of the project. This can lead to a significant slowdown in project activities.	L	M	Availability of spare equipment, which will be provided if necessary.

Risk	Probability	Impact	Actions
The testing team consists of inexperienced workers, this can lead to the omission of a different kinds of bugs.	VH	VH	Experienced people: PM or other tester will help testing team resolve any problems in urgent cases.
Different types of leave (sickness or vacation) of any Member of the testing team, can lead to additional workload on other participants of the project.	H	M	PM can provide to project for an additional temporary person to work during the absence of a team member.
Force majeure circumstances that may lead to the de-energization of the workplace, which will lead to the suspension of work on the project	L	M	The presence of another room in the absence of electricity at the permanent workplace

Legend:

VH – Very High;   H – High;   M – Medium;   L - Low

6   RESULTS

The final result of testing should be a formalized final result of the testing process with the described defects, as well as recommendations for improving the product from the point of view of the end user.