04/12/2022

Final Project

Testing a Go3.tv webpage

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Software Development Academy

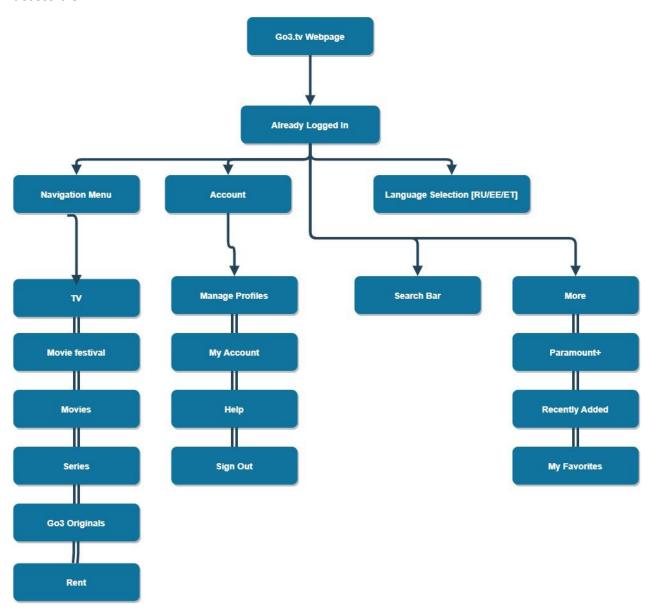
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Document Purpose

Purpose of this document is to implement, what I have learned during this course.

Testing Section

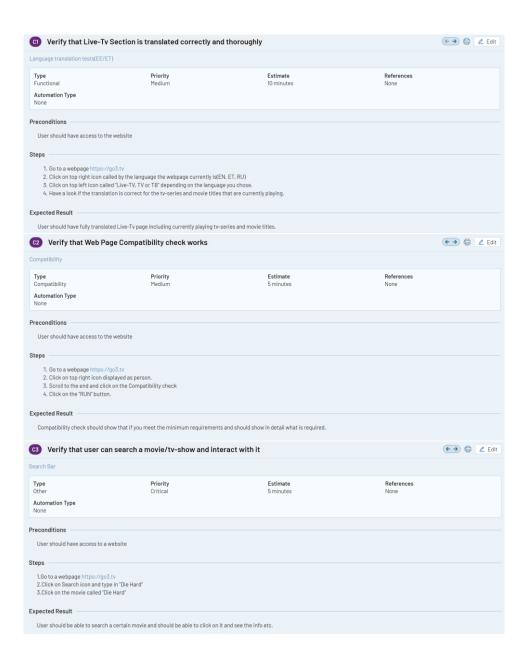
I will be focusing the functionality when user is Logged In and the features of the webpage is accessible.

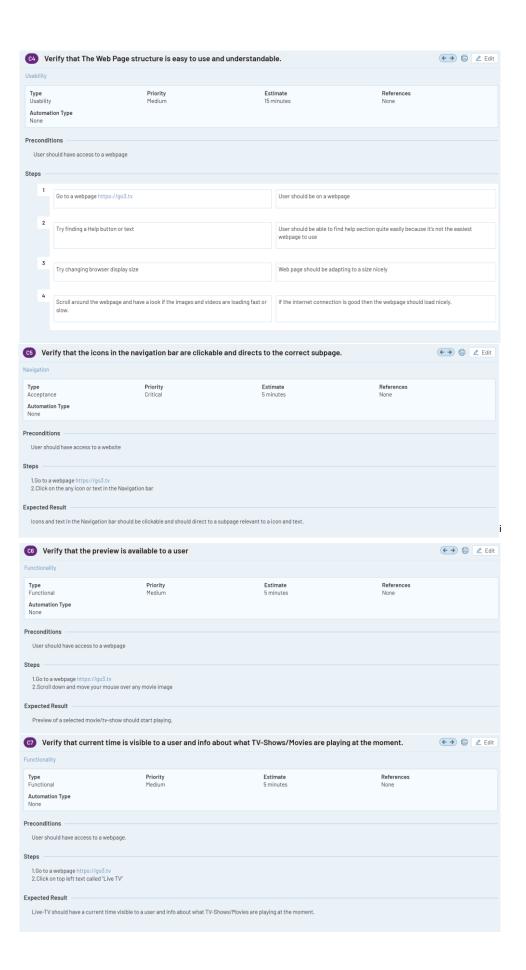


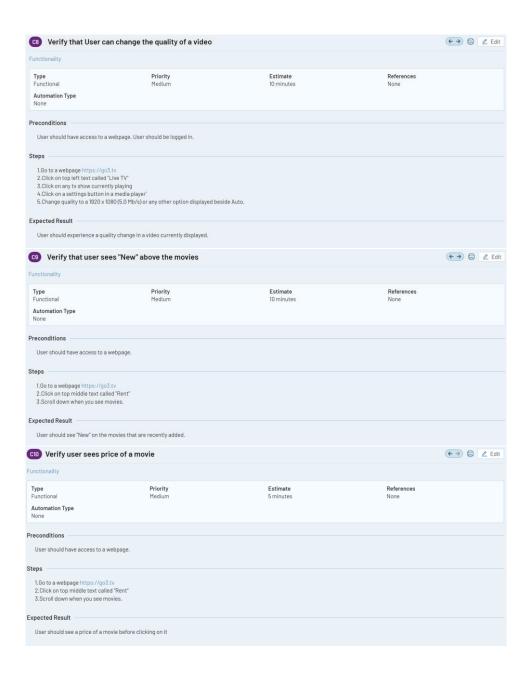
Testing Checklist

Section	ID	Work Unit	Requirement
Usability	1.1	Translation	The translation is correct and in corresponds to
			Estonian page.
	1.2	Web App	The structure is easy to use and understandable.
		structure	
	1.3	Security	The webpage uses https:// and is secured.
Navigation	2.1	Icons	The icons in the navigation bar are clickable and
			directs to the correct subpage.
	2.2	UI	Everything is aligned and responds great to the
			screen size.
Contact	3	Relevant	The contact information is correct and up to date.
		info	
Social media	4	Accessibility	The social media buttons work and direct to the
			correct social media application.
Search	5	Search Bar	The search bar directs you to the right information
			and works in every language available.
Compatibility	6	Compatible	User should be able to do a compatibility check to
			see if the device is meeting the min requirements to
			run the Web App.
Functionality	7	Preview	When user moves mouse over to a movie then a
			movie preview should start.
	7.1	Price	User should see a price of a movie before clicking on
			it
	7.2	New	User should see a "New" above the movies that have
			been recently added.
	7.3	Current Plan	User should see Movies/TV-Shows from current plan
			and not from other plans.
	7.4	Trailer	By clicking on a Movie, Trailer option should be
			visible to a user.
	7.5	Live-TV	Live-TV should have a current time visible to a user
			and info about what TV-Shows/Movies are playing at
			the moment.
	7.6	Rewatch	Live-TV channels should have a rewatching option.
	7.7	Subtitles	Movies should have an option for subtitles
	7.8	Quality	User should be able to pick the quality of the video
			playing.
	7.9	Audio	User should be able to pick from different audios.

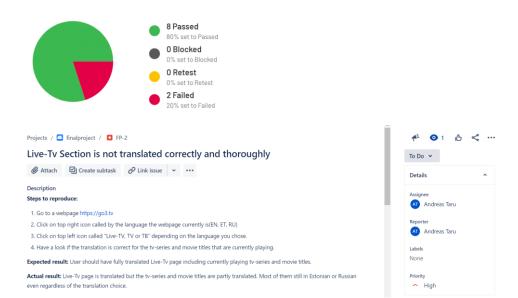
Test Cases







Issues/Bugs

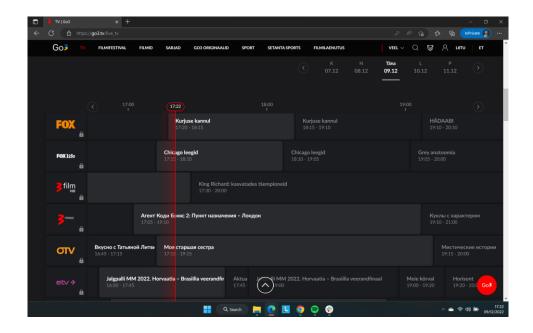


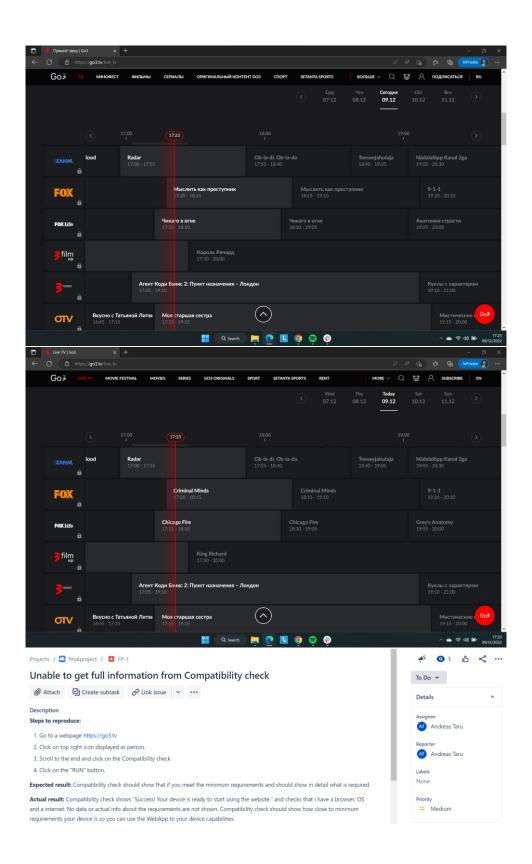
Environment

Browser: Microsoft Edge Version 108.0.1462.42 InPrivate Window

Testing App Version: 4a2c216

Reproducibility rate: 5/5



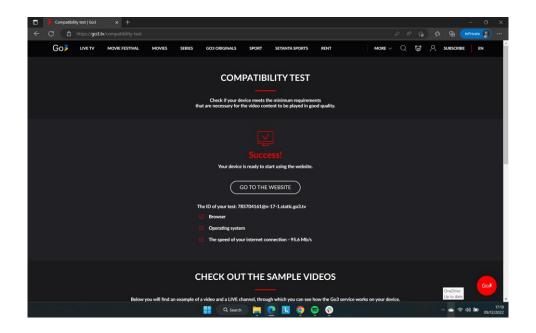


Environment

Browser: Microsoft Edge Version 108.0.1462.42 InPrivate Window

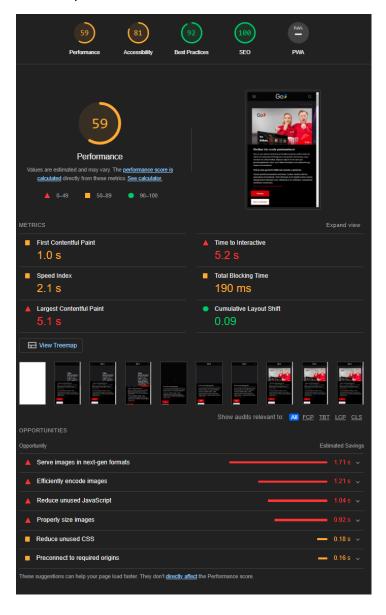
Testing App Version: 4a2c216

Reproducibility rate: 2/2



Improvements

After testing the Web App, I would suggest some improvements on top of the bugs that I found. The Help section is not easily accessible and took me quite some time to find it. WebApp don't use next-gen image formats like WebP, it would make the Web App drastically faster because the load time is much lower. As most of the Web Apps these days Go3 has the same problem and that is unused JavaScript. I would suggest load the JavaScript files only when needed this means that JavaScript will be executed only if and when certain pages need them. I added a screenshot from Google Lighthouse to give a good overview about improvements.



Test Design Techniques

During this project I used the following Test Design Techniques. Exploratory Testing, Experience Based Testing, Use Case Testing, Check List Based Testing and User Journey Testing.

Reflection

I was quite familiar with the Web App before testing it so there weren't many difficulties. I would say that it was interesting project to pick because I already knew something is wrong but what exactly was the question mark for me starting the project. I had fun doing exploratory testing and writing test cases for the project. Everything really flowed together nicely.

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