Software Test Report

Software Test Report for "Travel Maker"

Autor: **Ariel Dotan**

Date: **30/11/2023**

1. Test Summary

1.1   *Scope of Testing:*

The primary objective of was to ensure the functionality, usability, and compatibility of the "Travel Maker" Company's website.

This included testing the following main Modules:
- Weather
- Heart
- Different location
- Press for more info
- Future dates
- Maps
- Search a place
- Show weather
- Mark navigation
- Zoom in
- Zoom out
- No area addresses
- Google maps
- Attractions
- Search Activities
- Hotels
- Night life
- Transport
- Banks
- Food
- Museums
- Historic
- Cultural
- Nature
- Radius
- Favourites
- Long press to delete one city
- Trash button
- Info

Modules that were planned to be tested but did not:
-       None

1.2   Testing Period:

The testing was conducted over <mark>One</mark> sprint, each lasting <mark>two</mark> weeks, from [15/11/2023] to [2/12/2023].

1.3   Testing Environment:

Tests were carried out on the "Testing environment" of the app, mirroring the production setup.
Browsers included mobile platforms.

1.4   High-Level Results:

-   A total of 230 test cases were executed:
    with 211 passing, 19 failing,

2. Testing Activities

The Test Activities section details the comprehensive and methodical approach undertaken to evaluate the functionality, and user experience of the "Travel Maker".
This phase involved a series of targeted tests types designed to rigorously assess each aspect of the website, ensuring reliability and quality from the user's perspective.

The following Testing Activities were performed in this sprint/s:

2.1   Smoke Tests

Over the course of the sprint, **thirteen (13) instances were identified were the smoke tests pass**,

2.3 Functional Testing
all functional testing has been conducted, confirming that all
features and modules are operating as intended.
Except for **3 open** bugs classified as **'critical' priority**.
These high-priority bugs are being actively addressed now by development
team.

2.4   User Interface Testing
Our user interface testing has confirmed that the overall user experience
aligns with our company high standards.
However, we did observe a **few minor glitches** in the rendering of pages on
mobile devices, particularly in certain browsers, which Development Team
are now working to fix in order to optimize a smoother mobile user
experience."

2.5   Exploratory Testing
Approximately 100% of our testing efforts were devoted to Exploratory
Testing.
major bugs were found on this process.

3. Results and Findings

This section presents the key outcomes of our testing efforts on
"Travel Maker".

Here, we will present the important **metrics** that will highlighting both the
strengths and the areas needing attention.
These Metrics will provide a comprehensive understanding of the current
state of the website's functionality, usability, and overall performance.

3.1   Test Execution:

- **Executed:** 236 test cases (100% of planned)
- **Passed:** 211 (91.7%), Failed: 19 (6.7%),

3.2   Defects Logged:

- **Total:** 19 defects (Critical: 5, High: 10, Medium: 6, Low: 7)

3.3   Requirement coverage:

- 99% of the requirements covered

4. Open Issues, Risks and Go No Go

On this section i will present the unresolved critical issues and the potential risks that emerged during our testing process.
In addition to that i will outline here our Go No Go recommendation on whether the current state of the website aligns with our quality standards and criteria for going on "Live to Production".

4.1.1   Mobile Responsiveness:

Description: UI misalignments on mobile devices in landscape mode.
Impact: High - Affects user experience on Mobile.
Current Status: Scheduled for UI design review.

4.1.2   Go No Go Recommendation:

After thorough analysis and considering all test results, i recommend
fixing the critical before release the Travel Maker.
Our testing experience indicates that the system is not stable and performs
Not well overall.

i acknowledge the presence of open issues and propose not releasing
them as known issues to the end-users, with a commitment to addressing
them as soon as possible through immediate hotfixes."