**App: IDS Client**

**Test plan**

**Version 1.0**

**Change history**

| **Date** | **Version** | **Change type** | **Author** |
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|  | 1.0 | Creation | Perehonchuk A. |
|  |  |  |  |

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1. **Introduction.**
   1. **Objective.**

The purpose of this test plan is to describe the process of testing the IDS Client mobile app. The document provides an overview of the planned testing activities for the project.

* 1. **Project overview.**

The IDS Client is an app for managing customers' dancing activities and training from the mobile phone. It applies users to select their training schedules, locations, dance styles, and coaches. Also users can purchase different types of the subscriptions. The app also offers support from the administration of the dance studio.

* 1. **Testing goals.**

The goal of testing the IDS Client app is to verify the correct operation of all its functional capabilities and the correct display of the graphical interface in different devices using typical user scenarios. Part of the tests (about 20%) will be performed to check the app's performance under conditions of using non-typical or potentially error-causing scenarios.

The outcome of the testing process will include the following materials:

* Testing team's conclusion regarding the overall state of the app correctness in different devices;
* Report on the results of testing, typical usage scenarios;
* Documented defects reports in the Google Docs.

Testing will be conducted manually using a scripted testing method from the perspective of an end user of the IDS Client app.

1. **Testing requirements.**

The IDS Client should satisfy the user's needs related to managing their dancing activities, schedules, subscriptions, coaches and other services provided by the dance studio.

1. **Testing process strategy.**

The testing plan provided below is formal. After the first execution of functional tests, changes and improvements may be made to the test plan. The first execution of functional tests will give an idea of the system's stability level, and a set of tests will be selected to be executed in each configuration. This approach allows for a detailed report on the tested product and focuses on the weak areas.

All defects found will be entered into a Microsoft Excel table for further correction. Ad-hoc testing will be applied during the testing of the IDS Client app due to the absence of strict specifications.

Several stages are planned for the testing process:

* The first stage involves creating a test plan for testing the app;
* The second stage will be devoted to creating and passing test cases to verify the app's functionality;
* At the third stage, a functional testing checklist will be created and functional testing will be performed with a description of the defects found;
* At the fourth stage, a GUI testing checklist will be created and GUI testing will be performed with a description of the defects found.

Thus, the maximum level of testing depth is achieved, which allows for a more accurate determination of the resources used and allows developers to correct defects at early stages.

Devices approved for verification:

* Xiaomi Redmi Note 9;
* Iphone 7 plus.

OS approved for verification:

* Android 12SP1A.201812.016;
* IOS 15.7.2.

Security testing, stress testing, and regression testing will not be conducted.

* 1. **Types of testing.**
     1. *Functional testing.*

**Goal:**

Detection of functional defects, non-compliance with end user expectations through implementation of standard as well as non-trivial test scenarios.

**Process description:**

***Main processes:***

* Installation of the app;
* Deinstallation of the app;
* App's behavior under different network conditions;
* App's behavior when it's running in the background or after being inactive.

***Registration/Authorization:***

* User registration;
* User authorization;
* Guest user;
* Password recovery.

***Main screen:***

* Selection of dance styles;
* The app's behavior when the screen is swiped up/down;
* The transition between items from the app's tab bar;
* The app' elements behavior after changing the screen view;
* Redirecting to the appropriate screens after tapping on the links/buttons.

***Buy screen:***

* Selection of the different items from the selecting lists;
* Checking the form with the different types of data;
* The app's behavior when the screen swipes up/down;
* The app' elements behavior after changing the screen view;
* Redirecting to the appropriate screens after tapping on the links/buttons.

***Schedules screen:***

* Selection of days of the week;
* The app's behavior when the screen swipes up/down;
* The transition between schedules tabs;
* The app' elements behavior after changing the screen view;
* Selection of the different items from the selecting lists;
* Redirecting to the appropriate screens after tapping on the links/buttons.

***Dance styles screen:***

* Selection of dance styles;
* The app's behavior when the screen swipes up/down;
* The transition between dance styles tabs;
* The app' elements behavior after changing the screen view;
* Selection of the different items from the selecting lists;
* Redirecting to the appropriate screens after tapping on the links/buttons.

***Trainers screen:***

* Selection of coaches;
* The app's behavior when the screen swipes up/down;
* The transition between trainers tabs;
* The app' elements behavior after changing the screen view;
* Selection of the different items from the selecting lists;
* Redirecting to the appropriate screens after tapping on the links/buttons;
* Selection of different items from selecting lists;
* Checking the input fields with different data.

***Account screen:***

* Selection of items;
* The app's behavior when the screen swipes up/down;
* The app' elements behavior after changing the screen view;
* Redirecting to the appropriate screens after tapping on the links/buttons;
* Checking forms with different data;
* Transition between account's items.

* + 1. *GUI testing.*

**Goal:**

Checking if the design of the product meets the expectations of the end user.

**Description of the process:**

* Registration form;
* Login form;
* Password recovery;
* Main screen;
* Schedules screen;
* Dance styles screen;
* Trainers screen;
* Account screen.

1. **Criterias for starting and ending testing:**

**4.1 Criterias for starting testing:**

* Before starting testing, it is necessary to ensure that all system components are ready for testing and have the necessary settings.
* Before starting testing, it is necessary to have a prepared test plan with detailed instructions on which tests need to be performed.
* Before starting testing, it is necessary to have prepared test suites that will be used to perform the tests.

**4.1 Criterias for ending testing:**

* Before completing testing, it is necessary to ensure that all planned tests have been executed.
* Before completing the testing, it is necessary to ensure that all critical errors have been fixed.
* Testing can be considered complete when all planned tests have been executed and 95% of all errors have been corrected, with no critical errors remaining.

1. **Work plan**

| **Task** | **Scope of work** | **Start date** | **End date** |
| --- | --- | --- | --- |
| Creating a test plan |  |  |  |
| Testing execution |  |  |  |
| Testing analysis |  |  |  |
| Conclusions |  |  |  |

1. **Conclusion**

The ultimate conclusion of the testing process should be a final report documenting the results of the testing process, including descriptions of defects and recommendations for improving the product from the perspective of end-users.