STLC for Yalla Kora Mobile App

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1: Requirement Analysis

Understand and analyze the core features in the application:

- Live scores
- News & articles
- Match schedules
- Notifications
- Ads integration

2: Test Planning

- **Resources Needed**: Android + iOS devices, emulator, Postman (for API testing), tools like Appium for automation
- **Scope**:

  - Functional testing
  - UI/UX testing
  - API testing
  - Performance testing

- **Risk**: Live score accuracy, crash under high load.

3: Test Case Design

A List of Test Ideas for Good Coverage Based on the Requirement of Current Sprint:

In the page below:

Area	Test Scenarios
Live Scores	Verify real time update, correct teams, score change reflected immediately
Match Schedule	Search by league - date - team , check past/upcoming matches
News Feed	Scroll performance, load more functionality, share button, article details
Push Notifications	On/off toggle, notification received during app background state
UI/UX	Font readability, button alignment, theme switch
Ads Display	Ad rendering, clickable areas, impact on performance
Performance	App load time, scrolling speed during live matches
Offline Mode	App behavior with no internet

4: Test Environment Setup

- Devices: Android 12 or above, iOS 15 above, tablet, IPad
- Real devices + simulators
- Ensure proper API endpoints are stable and test data is available

5: Test Execution

- Run prioritized test cases   Note: see in the next section
- Log bugs with screenshots/video
- Perform retesting and regression testing

6: Test Closure

- Final test summary report
- Bug stats: No. of high/medium/low issues
- Suggestions for improvement in the next sprints

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Prioritization of Test Scenarios Based on Business Impact

Feature	Priority
Match Listing & Filtering Module	P1
Push Notifications Module	P1
My Favorite Teams Module	P1
Tournaments & News Integration Module	P1
Ads Functionality	P3
Live Scores & Match Details	P1
Offline Mode	P3

Note: P1 stands for High

P2 stands for Medium

P3 stands for Low

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Detailed Test Plan

1.0 Introduction

This document outlines the test plan for the YallaKora mobile app, which provides sports content, including live scores, match schedules, team details, and sports news. This plan covers all major testing activities to ensure the application meets its functional and non-functional requirements.

2.0 Objectives and Tasks

2.1 Objectives

- Validate the core and critical features of YallaKora mobile app.
- Confirm system behavior meets business and user requirements.
- Identify and report defects before the release.

- Requirement analysis and test planning.
- Writing and reviewing test cases.
- Executing functional and non-functional test scenarios.
- Logging and tracking defects.
- Test closure activities.

3.0 Scope

In Scope

- Functional testing for core modules: Matches, News, Tournaments, Push Notifications, and Favorite Teams.
- UI/UX visual review
- Integration testing for News and Tournament linking with Matches module.

Included Features and test cases for them: Execution time for each test case 2 ~4 min

1. **User Onboarding & App Launch**

Test Case ID	Description	Expected Result	Priority
TC_UI_01	Launch the app for the first time after installation	Intro screens or permissions are shown properly	High
TC_UI_02	Launch app without internet	App should load cached content or show offline message	Medium
TC_UI_03	App launch with slow internet	App handles loading gracefully (no crash/spinner forever)	High

2. **Favorites Management (My Teams)**

Test Case ID	Description	Expected Result	Priority
TC_FAV_01	Add multiple teams from different leagues	Teams are saved and listed under "My Teams"	High
TC_FAV_02	Remove one of the saved teams	Team is deleted and UI updates instantly	High
TC_FAV_03	Re-add the same team after removal	No duplicates; team appears once	Medium

3. **Live Scores & Match Details**

Test Case ID	Description	Expected Result	Priority
TC_MATCH_01	View live match with updated score	Score changes in near real-time	Critical
TC_MATCH_02	Click into match details during live match	Details like goals, cards, minute-by-minute shown	High
TC_MATCH_03	Swipe through today's matches	Matches load smoothly by swiping days	Medium
TC_MATCH_04	Check completed matches	Final scores and events displayed accurately	Medium

4. **Push Notifications**

Test Case ID	Description	Expected Result	Priority
TC_NOTIF_01	Enable notifications for favorite teams	Receive alerts for match start/goals	High
TC_NOTIF_02	Open app from notification	App redirects to the right match or article	High
TC_NOTIF_03	Deny notifications and relaunch	App doesn't crash and setting persists	High
TC_NOTIF_04	Notification arrives while app is in foreground	Proper banner or alert is shown	Medium

5. Match Filtering & Sorting

Test Case ID	Description	Expected Result	Priority
TC_FILTER_01	Filter matches by competition	Only filtered matches appear	Medium
TC_FILTER_02	Apply multiple filters (date + competition)	Filters apply together correctly	Medium
TC_FILTER_03	Reset filters	Default match list view is restored	Low

6. Tournaments & Teams Navigation

Test Case ID	Description	Expected Result	Priority
TC_ TOUR _01	View list of ongoing tournaments	Tournaments displayed with icons and dates	Medium
TC_ TOUR _02	Tap a tournament → navigate to standings	Standings table appears accurately	High
TC_ TOUR _03	Check upcoming matches in tournament view	Upcoming matches show correct schedule	Medium
TC_TOUR_04	Tap a team from standings	Navigate to team profile or stats	Medium

Out of Scope

- Database backend testing
- Security and Ads module validation

4.0 Testing Strategy

4.1 Integration Testing

Definition

Integration Testing is performed to validate the interaction between different modules or components of the application. It ensures that data flows correctly and modules work well together when combined.

Participants

- QA Team

Scope

Here are key integration scenarios for Yalla Kora:

- **Favorite Teams ↔ Matches Module**
  Example: After adding a team to favorites, its matches should appear highlighted or prioritized in the Match Center.

- **Tournaments ↔ Matches Module**
  Example: When opening a tournament, only matches relevant to that tournament should appear in the schedule.
- **Tournaments ↔ News Module**
  Example: Opening news from a tournament screen should display articles specifically related to that tournament's teams or players.
- **Push Notifications ↔ Match Updates**
  Example: When a favorite team scores, a push notification should trigger with correct match details.

4.2 System Testing

Definition

System Testing is performed on the **entire integrated application** as a whole to validate the complete functionality, performance, and overall behavior against the business and user requirements.

Participants

- QA Team
- Sometimes Product Owner (for UAT support)

Scope

- **End-to-End Functional Flows**
  Example: A user adds a favorite team → receives match notifications → views match details → reads related news articles.
- **UI Consistency Across Devices**
  Example: Checking how the app layout behaves on small screen Android phones vs larger screen iPhones.
- **Handling Offline Scenarios**
  Example: Ensuring that the app behaves properly when internet connectivity is lost > shows correct error messages and cached data where applicable.

4.3 User Acceptance Testing

Definition: Validate the product from end-user perspective.
Participants: QA & Product Owner & Stakeholders
Methodology: Execute key use cases and match with business goals.

4.4 Beta Testing

Participants: Limited real users.
Methodology: Release early version to selected users to gather feedback and detect bugs.

5.0 Hardware Requirements

- Android & iOS devices

6.0 Test Schedule

- Week 1: Requirement review and Test Planning
- Week 2: Test Case Design
- Week 3: Execution & Defect Logging
- Week 4: Regression + Closure Report

7.0 Acceptance Criteria

- All testable features have been verified through test execution.
- Minimum 80% test cases must pass.
- No open critical or high-severity defects remain.
- Any unresolved medium severity defects are documented for future release.
- Test Closure Report is completed and signed off.

8.0 Entry & Exit Criteria

8.1 Entry Criteria

- Test environment is fully set up and accessible.
- All necessary tools (e.g., JIRA, Appium) are installed and configured.
- Test cases have been reviewed and approved.
- Functional requirements and designs are finalized and shared.
- Test data is prepared and verified.
- Development team has released a stable build for testing.

8.2 Exit Criteria

- 100% of planned test cases have been executed.
- At least 80% of test cases have passed.
- No open Critical or High priority bugs remain unresolved.
- Medium severity bugs are either resolved or deferred with proper documentation.
- Test Summary and Closure Report is signed off.

Bug report
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Bug 1:

Title: Home screen slider is slow and unresponsive during swipe gestures

Reproduce Steps:

1. Open the YallaKora mobile app.
2. On the Home Page, locate the top slider section.
3. Swipe left or right to switch between slides.
4. Observe the delay response.

Expected Result:
The slider should respond immediately and smoothly to swipe gestures.

Actual Result:
Swiping is slow, and the transition lags behind the user's gesture, causing a poor user experience.

Severity: Medium
Priority: Medium

Attachment: Attachment Video Link
https://drive.google.com/file/d/1DkupAn2xcvZbedq5_r7ZuKJxy8zO1Z5O/view?usp=drive_link

Bug 2:

Title: App header remains in dark mode after switching to light theme

Reproduce Steps:

1. Open the YallaKora mobile app.
2. From the header switch the theme from Dark Mode to Light Mode.
3. Observe the appearance of the application after change the mode

Expected Result:
Both the header and the body of the app should reflect the selected Light Mode theme.

Actual Result:
The app body changes to Light Mode correctly, but the header stays in Dark Mode, causing a visual inconsistency.

Severity: Low
Priority: Medium

Attachment:

Bug 3:

Title: Misalignment between arrow icons and text in "All Matches" and "All News" sections on Home Page

Reproduce Steps:

1. Open the YallaKora mobile app.
2. Navigate to the Home Page.
3. Scroll to locate the **"كل المباريات"** (All Matches) section and observe the arrow icon to its left.
4. Scroll further to locate the **"كل الأخبار"** (All News) section and observe the arrow icon next to it.

Expected Result:
Arrow icons should be vertically centered and properly aligned with the corresponding text in both sections for consistent UI design.
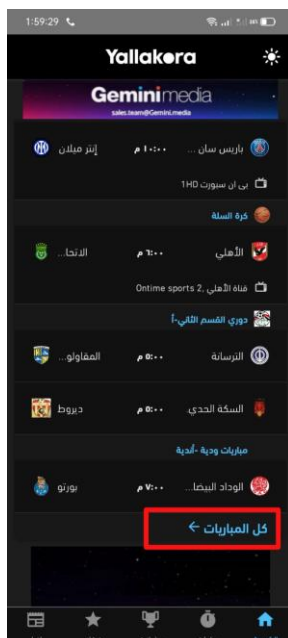
Actual Result:
In both "All Matches" and "All News" sections, the arrow icons are raised slightly above the text, causing a visual imbalance and UI misalignment.

Severity: Low
Priority: Low

Attachment:

Bug 4:

Title: "ESPORTS" section label appears in English within the Arabic version of the app

Reproduce Steps:

1. Open the YallaKora mobile app.
2. Navigate to the News tab where news sections appear.
3. Observe the label of the ESPORTS section where it appears in the slider

Expected Result:
All section titles should be displayed in Arabic when the app is running in Arabic mode. The "ESPORTS" label should be translated into Arabic, consistent with the remaining section title

Actual Result:
The section label **"ESPORTS"** appears in English while the rest of the app is in Arabic.

Severity: Low
Priority: Medium

Attachment

Bug 5:

Title: Ok button lacks visual indication that it is clickable on the "Your Teams" page (فرقك).

Reproduce Steps:

1. Open the YallaKora mobile app.
2. Navigate to the "Your Teams" page (فرقك).
3. Observe the Ok/ Confirm button at the top right.

Expected Result:
The "Ok" button should have a clear visual style (border, background color, or shadow) that indicates it's an interactive button.
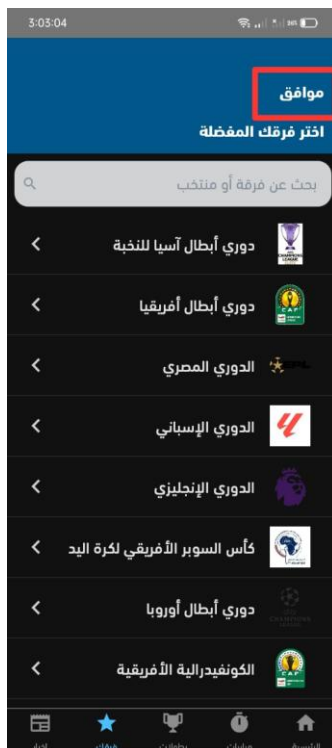
Actual Result:
The button appears flat with no borders or visual cues, making it look like plain text rather than a clickable element.

Severity: Low
Priority: Medium

Attachment:

Bug 6:

1. **Title:** Selected team opens a blank page and isn't added to favorites "Your Teams" page (فرقك).

Reproduce Steps:

1. Open the YallaKora mobile app.
2. Navigate to the "Your Teams" page (فرقك).
3. Click on add your team
4. From any league list, select a team.
5. Observe the behavior after tapping the team name.

Expected Result:
The selected team should either be added directly to the favorite list or open a page where the user can confirm their selection.

Actual Result:
After tapping on a team, a blank page appears with no content or confirmation options, and the team isn't added to the favorites.

Severity: High
Priority: High

Attachment

Attachment Video Link:
https://drive.google.com/file/d/1MOJKf87TFxGyqFB0UZ8wSDqGhjW0YQsb/view?usp=drive_link

Bug 7:

Title: Search field appears on empty team details page but doesn't return results or serve any purpose

Reproduce Steps:

1. Open the YallaKora mobile app.
2. Navigate to the "Your Teams" page (فرقك).
3. Click add your team button
4. Search for a team using the search field (type the name of a specific team).
5. Tap on the team name to open its details page.
6. Observe the presence of the search field and try searching for any content inside that team page.

Expected Result:
If the team has no content (news, matches, players, etc.), the page should either:

- Not display the search field at all, or
- Show a proper "No Data Available" message instead of an empty state.
  Also, the search should return results if any exist.

Actual Result:
The team details page appears empty but still contains a search field. Typing in the field doesn't return any results, making the search field misleading and functionally useless.

Severity: Medium
Priority: Medium

Attachment:

Attachment Video Link:
https://drive.google.com/file/d/1fGUMT6glanwjKuEp0zReuWhUIy1gCWob/view?usp=drive_link

Bug 8:

Title: YallaKora header is missing on "Your Teams" page (فرقك).

Reproduce Steps:

1. Launch the YallaKora mobile app.
2. Navigate to the "Your Teams" tab (فرقك).
3. Tap on the "+" button or "Add Your Team" to open the team selection page.
4. Observe the top of the screen.

Expected Result:
The YallaKora header should be consistently displayed across all pages, including the "Choose Your Favorite Team" screen.

Actual Result:
The YallaKora header is missing from the team selection "Choose Your Favorite Team" screen.

Severity: Low
Priority: Medium

Attachment:

Attachment Video Link:
https://drive.google.com/file/d/1hoh0kv3FZRev4Ypu2p4fzQHqetoZVoQe/view?usp=drive_link

Bug 9:

Title: Calendar on the Matches page doesn't close unless a date is selected

Reproduce Steps:

1. Launch the YallaKora mobile app.
2. Navigate to the **Matches** page.
3. Tap on the **calendar icon** in the header to open the date picker.
4. Try to close the calendar by tapping outside of it or by using the system back gesture (swiping from the edge of the screen).

Expected Result:
The calendar should close if the user taps outside of it or presses a navigation button, without forcing the user to select a date.

Actual Result:
The calendar remains open and doesn't close unless a date is selected. Tapping outside or by using the system back gesture (swiping from the edge of the screen).

Severity: Medium
Priority: Medium

Attachment:
Attachment Video Link:
https://drive.google.com/file/d/1hmMpUWYybObaLaZ9Zd0y3esgpj_xEruC/view?usp=drive_link