

Huntd – Test Plan (Web + Mobile)

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Scope: Web Application (Desktop & Mobile Browser) + Mobile Application (Android / iOS)

1. Introduction

This Test Plan describes the QA strategy, scope, approach, resources, schedule, and deliverables for testing the Huntd platform, which consists of:

- Web application (desktop and mobile browsers)
- Mobile applications (Android or iOS MVP)

The goal is to ensure the platform is functional, stable, secure, user-friendly, and provides consistent behavior across web and mobile, where features overlap.

2. Product Analysis

2.1 Who will use the product?

- Job seekers (Candidates) looking for Web3 positions
- Recruiters and companies searching for Web3 talent

2.2 What is the product used for?

Huntd is a specialized job platform connecting Web3 candidates with recruiters. It enables candidate discovery, direct communication via chat, job posting, and application management.

2.3 How does it work?

Users register/login (email or OAuth), create candidate or recruiter profiles, browse/search candidates or jobs, initiate secure chats, manage profiles. Candidate controls when their contact details are revealed.

3. Test Objectives

- Verify all implemented features work as expected on web and mobile MVP
- Ensure correct access control and permissions for Guest, Candidate, and Recruiter roles
- Validate consistent behavior and data synchronization between web and mobile (especially chats)
- Confirm usability, security, and stability for both target user groups
- Identify and resolve defects before release, with focus on P0/P1 priorities

4. Test Scope

4.1 In-Scope

Web Application (Desktop & Mobile Browser)

- All features described in functional decomposition (Main pages, Candidate list & profiles, Sign Up/Sign In, Chats, Profile management, Web3 companies & Jobs, Footer, Responsive design)

Mobile Application (Android/iOS MVP)

- Authentication, Chats, Profile settings, Basic navigation, Push notifications

4.2 Out-of-Scope

- Admin panel/features
- Feedback/question forms

5. Testing Strategy & Types of Testing

Test Runs Division:

- One test run per feature (e.g., separate runs for Sign Up, Chats, Profile, etc.): This allows focused testing on individual modules, easier bug isolation per feature, and alignment with Jira stories (one story per feature).
- Smoke test run for the entire site: A high-level run to quickly verify end-to-end stability after deployments; not executed fully in every cycle to save time, but used as a checklist for critical paths.
- One comprehensive test run for all web test cases: Aggregates all web features for overall coverage reporting and regression; not run in full during initial testing but used for final validation and statistics.
- One comprehensive test run for all mobile test cases: Similar to web, for MVP features only, ensuring mobile-specific reporting and limiting scope to implemented functionality.

Types of Testing:

- Smoke Testing
- Functional Testing
- Integration Testing
- Regression Testing
- UI/UX Validation
- Cross-browser/Responsive Testing (web)
- Cross-platform Testing (mobile)
- Permission & Security Testing
- Usability Testing
- Basic Performance Testing (large CV uploads, chat sync)

6. Risks & Mitigation

- Differences in behavior between web and mobile browsers – prioritize cross-platform testing
- OAuth instability – prepare fallback manual accounts
- Large CV uploads causing issues – include file size variations in test data
- Chat synchronization problems – dedicated sync test cases

7. Resources

7.1 Human Resources

- QA Engineer(s): Bartosz Dąbek – test design, execution, reporting
- Mentor review for test cases and documentation

7.2 System Resources & Test Environment

Web Browsers:

- OperaGX (latest version)
- Additional: Chrome (latest) for cross-browser verification

Mobile Devices:

- Android 16 (Samsung S24 Ultra)

Tools:

- TestRail (test case management and runs)
- Jira (bug tracking and stories)
- Browser DevTools

Test Data:

- Pre-created recruiter and candidate accounts
- Dummy CVs and attachments (various sizes/formats)

8. Schedule & Estimation

Project duration: about 40 hours

Estimated effort breakdown:

- Product analysis & Test Plan creation: 2-4 hours
- RTM, Permission table, Prioritization: 3-5 hours
- Test case design (web + mobile): 10-15 hours
- Test execution & bug reporting: 15-20 hours
- Final reporting: 2-4 hours

Total estimated effort: ~32-48 hours

Milestones:

- Test Plan, RTM, permission table, Jira/TestRail setup complete

- All test cases written and reviewed
- Test execution completed, bugs reported
- Final week: Regression, test summary report

9. Entry & Exit Criteria

9.1 Entry Criteria

- Build deployed to test environment
- APIs stable
- Test accounts and data prepared
- Test Plan approved

9.2 Suspension Criteria

- Critical functionality (Sign Up/Sign In, Chat initiation) not working
- Test environment unavailable for >2 days
- More than 5 P0 blockers open

9.3 Exit Criteria

- 100% of P0/P1 test cases executed
- All P0 (critical) and P1 (high) bugs resolved or accepted as known issues
- Regression testing passed
- Test coverage ≥95% for in-scope features
- Test Summary Report approved

10. Test Deliverables

- Test Plan (this document)
- Requirements Traceability Matrix (RTM)
- Permission Access Testing Table
- Priority plan
- Test Cases in TestRail (separate projects for web and mobile)
- Test Runs and results in TestRail
- Bug reports in Jira