

## **“Redmine.org” site Testing Plan**

### **Version 1.0**

**Background:** Estimations, schedule, strategy, and metrics are needed to organize the testing process efficiently.

**Purpose:** To organize the testing process effective and efficient during the whole project period.

**Scope:** Testing process description, metrics, schedule, resources.

**Audience:** QA team.

**File:** “Redmine.org” site Testing Plan.pdf

## Table of contents

1 Project scope and main goals .....	3
2 Requirements to be tested .....	3
3 Requirements not to be tested .....	3
4 Testing strategy and approach .....	3
5 Criteria .....	3
6 Resources .....	3
7 Schedule .....	3
8 Roles and responsibilities .....	4
9 Risk evaluation .....	4
10 Documentation .....	4
11 Metrics .....	4

## **1 PROJECT SCOPE AND MAIN GOALS**

The objective of this project is to test selected functionality of “Redmine.org” site according section 2.

## **2 REQUIREMENTS TO BE TESTED**

Requirements to be tested include:

- register on “Redmine.org” site as a user;
- navigating the main menu of “Redmine.org” site;
- download stable release for redmine app from site;
- filter repository revision;
- buy redmine’s books from home page.

## **3 REQUIREMENTS NOT TO BE TESTED**

Requirements not to be tested:

- work of “Redmine.org” site on Microsoft Edge, Firefox browsers will not be tested;
- mobile device will not be tested. Only desktop web browser functionality will be tested.

## **4 TESTING STRATEGY AND APPROACH**

In the process of testing the “Redmine.org” site ad-hoc testing will be applied due to the lack of strict specification.

Testing will be done automatically, with using playwright software.

## **5 CRITERIA**

5.1 Acceptance criteria:

- 100% success of test cases;
- 100% of critical and major bugs are fixed.

5.2 Entry criteria:

- readiness of auto tests.

5.3 Exit criteria:

- 100% planned test cases are executed.

## **6 RESOURCES**

6.1 Hardware: two personal workstations with: processor - i5 or AMD Ryzen5, or higher; RAM – 8 GB or higher.

6.2 Software: two licenses for windows 11 x64, playwright version 1.0.0.

6.3 Staff: One QA trainee (100 % workload during project time). Roles: create testing documentation; create functional auto tests; execute tests; deploy test project to repository. One Senior QA (10 % workload during project time). Roles: mentoring QA trainee; verification test project.

6.4 Time: one work week (40 work hours).

## **7 SCHEDULE**

10.08.22 – 11.08.22 – create test-plan, test-cases;

11.08.22 – 15.08.22 – create and execute functional auto tests;

15.08.22 – testing finalization, reporting; deploy test project on repository;

16.08.22 – verification test project.

## **8 ROLES AND RESPONSIBILITIES**

QA trainee: create testing documentation; create functional auto tests; execute tests; deploy test project to repository.

Senior QA: mentoring QA trainee; verification test project.

## **9 RISK EVALUATION**

Risks can include:

- lack of technical resources – the working station is broken and needs to be repaired;
- personnel – if any team member is inaccessible;
- loss of access to the “Redmine.org” site – bad internet connection, problems on server;
- inaccurate time estimates – inaccurate estimate a complexity of a project, lack of experience.

## **10 DOCUMENTATION**

10.1 Test plan, 5 test cases. Responsible – QA trainee, deadline – 11.08.22

10.2 Test result report (raid or allure). Responsible – QA trainee, deadline – 15.08.22

## **11 METRICS**

11.1 Test cases success percentage:

$T_{SP} = T_{Success} / T_{Total} * 100 \%$ , where

$T_{SP}$  – percentage of successfully passed test cases,

$T_{Success}$  – quantity of successfully passed test cases,

$T_{Total}$  – total quantity of executed test cases.

Minimally acceptable borders:

- Final project phase: 100%.