Test plan for

Swage Lab (Frontend)

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# Introduction

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As part of the project **‘Swag Lab’** asked **‘DMP.Cop’** to test a few functionalities of ‘**https://www.saucedemo.com/’**web application.

This document serves as a high-level testing plan document with details on the following:

1. Scope of the project
2. Test strategy
3. Test Schedule
4. Resource requirements
5. Deliverables
6. Schedule

## Scope

The scope of the project will include testing the following features of ‘**https://www.saucedemo.com/’**web application.

1. **Inclusions**

* Login
* Logout
* Drop down name/price organizer
* Add to cart
* Shopping cart
* Product display page
* Check-out page

1. **Exclusions**

* About page
* Reset app

## Quality Objective

The overall objective is to:

* Ensure the Application Under Test conforms to functional requirements.
* Ensure the AUT meets the quality specifications defined by the client.
* Bugs/issues are identified and fixed before going live.

## Roles and Responsibilities

|  |  |  |
| --- | --- | --- |
| Name | Role | Responsibilities |
| Thabo | Test Manager | --------- |
| Lebo | Test Lead | --------- |
| Lerato | Snr Test Engineer | --------- |
| Divhani | Test Engineer | * Interact with the application * Execute the Test Cases * Report Defects |

## Overview

**‘DMN.Cop’**has communicated with **‘Swag Lab’**and understood that we need to perform Functional Testing of all the functionalities mentioned in the above Scope section.

As part of Functional Testing, we will follow the below approach for Testing:

**Step #1**

**Creation of:**

* Test Scenarios
* Test case for the different features in scope

We will apply several Testing Design Techniques while creating Test Cases:

* Positive/negative Testing
* End-to-End Testing
* Use Case Testing

We will also use our expertise in creating test cases by applying the below:

* Exploratory Testing
* Error Guessing

**Step #2**

Testing process, when we get an application is as follows:

* We will perform Smoke Testing to check whether the important functionalities of the application are working.
* We will reject the build if the Smoke Testing fails and we will wait for a stable build before performing any in-depth testing of the application functionalities.
* Once we receive a stable build, which passes Smoke Testing. We will perform in-depth testing using the Test Cases created.
* Multiple Test Resources will be testing the same applications on multiple support Environments simultaneously.
* We will then report any bugs in a bug tracking tool and send them to Dev and management on a day-to-day basis via email.
* As part of Testing, we will also perform the following types of testing below:
* Manual Testing
* Usability Testing
* Functionality Testing
* UI Testing
* Smoke Testing
* Sanity
* We will repeat this cycle until we achieve a quality product.

## Test Levels

* System Testing.
* Acceptance Testing.

## Bug Reporting

During the test execution -

* Any Deviation from the expected behaviour will be noted. If it can't be reported as a defect. It will be reported as an observation/issue.
* Any useability issues will be reported.
* At the end of each Test execution day, any defects encountered will be sent to Dev and manager.
* After the discovery of a defect, it will be retested to verify reproducibility of the defect.

## Suspension Criteria and Resumption

## Requirements

* Based on the client's decision, we will suspend and resume the project.
* We will ramp up and ramp down the recourses as per client needs.

## Test Completeness

The criteria that will deem the testing complete:

* 100% test coverage
* All Manual
* All open bugs are fixed or will be fixed in the next release

# Test Deliverables

|  |
| --- |
| * Test Plan * Test Cases * Requirement Traceability Matrix * Bug Reports * Test Strategy * Test Metrics * Customer Sign Off |

## Testing Tools

The following tools will be utilized during Testing:

* XYZ Bug tracking tool
* Excel and work documents
* Snipping screenshots

## Test Environment

1. Windows 10+ |Chrome| FireFox |Edge
2. Mac OS | Safari Browser
3. Android Mobile OS |Chrome
4. iPhone Mobile OS | Safari