Yune Nadi Oo

Gone Sin Mal  Group Project

Test Plan

**Revision and Signoff Sheet**

**Document History** - To maintain a list of changes being made

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author | Description of Change |
| 1.0 | 11/12/2018 | Yune Nadi Oo | Draft |

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# Introduction

This test plan is conducted to describe the testing approach, which are the objectives, scopes, assumptions and risks, resources, roles, tools, test strategy and more approaches, for GoneSinMal Coin commerce software.

## Project Overview

Gone Sin Mal is a mobile platform for all restaurants or food shops which allows them to host their information. And then, the coin system is provided by the platform to promote the sales or attract the customers. Customers can gain coins from the restaurants, which use this application, by eating and with those coins, they can use it back when they go and eat at any restaurants that use the application. Our coin system is universal, which is any gain coins from one restaurant can be used for all of the restaurants. Additionally, customers can get special promotion coins given by restaurants, which can be only used on that particular restaurant. For the restaurant side, they will get many costumers since they will be giving promotion coins. For the benefit, they can refund those coins that are used by the customers so they don’t lose money by buying those coins and giving it to customers. Moreover, since the special promotion coins can be used only on the particular restaurant, the customers who got that promotion coins will sure come and eat at the restaurant. This promotion system is well suited for newly start-up restaurants.

## Objective

The objective of the test plan for GoneSinMal is:

* To verify that the functions of the GoneSinMal software meet the requirements (including non-functional requirements) as specified and maintain quality satisfaction.

In order to verify the functions to meet the requirements, there will be tasks for identifying the requirements to test the software, listing them down, making test strategies, defying tools and resources to execute test, providing roles, making schedules and deliverable elements, and lastly, execute tests to detect and fix the bugs or damages that can be done in the future.

Thus, at the end of the testing project, the software should exceed all of the users’ satisfaction by meeting the requirements.

# Test Items

|  |  |  |
| --- | --- | --- |
| No | Product Name | Version |
| 1 | Gone Sin Mal | Version 1.0.0.1 |
| 2 | Gone Sin Mal | Version 1.0.0.2 |

# Features To Be Tested

The purpose of the testing the application is to meet all of the functional, technical, and requirements based on the users and developers. In this GoneSinMal application, there are three sides of users to test.

1. Customer side

* To check the users’ information are showing when they login with Facebook
* to check the links are working or not.
* to test the customer ‘s available coin
* to check the QR code can able to scan
* to check customer can use the special coins
* to test the customer can able to change their location

1. Restaurant side

* To test the restaurants can register their profile information
* To test the restaurant can be updated their information as its required
* To check the home page of restaurant side can show available coins and special coins owned.
* To test the QR scanner can used to scan and pay or take the coins from the customer
* To test the restaurant can buy the normal coins and special coins from the platform owner
* To test the myanpay transaction code is equal to the transaction code from application in buying coins process

1. Admin side

* To test the main admin can login with valid username and password
* To test the main admin can pay the sub admin or not
* To test the admin can handle in paying and refunding request of the coins

# Approach

**Black Box Testing**

The testing for Gone Sin Mal application is black box testing. This testing is also called behavioral or specification-based testing which the testers evaluate the functionality of the software without knowing the internal code structure of Gone Sin Mal application. This can be applied to every level of software testing such as Unit, Integration, System and Acceptance Testing. In this Gone Sin Mal application, black box testing is used to test UI of Gone Sin Mal Application. The tester needs to know the internal code of the application. Test are done from the user’s point of view and will help in exposing the differences/error between code and UI of Gone Sin Mal application. Using black box testing is helped in testing the functionality of the application to meet the customer requirement that all the function in the application are working or not, all the necessary functions are included or not and how much that function provides the consumer. Black box testing is also used to the performance (speed and effectiveness) of the application and testing the usability of the application can make easy to use for the consumer.

# Suspension Criteria and Resumption Requirements

* Unavailability of external dependent systems during execution.
* When a defect is introduced that cannot allow any further testing.
* When a fix is successfully implemented and the Testing Team is notified to continue testing.
* The application will be accomplished if all the testing is completed.
* A specific holiday shuts down both development and testing.

# Test Deliverables

The deliverables of the test activities in this test plan are defined as in the below table.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Deliverable Items | Name | Role | Review | Due Date |
| Test Plan | Yune Nadi Oo, Myo Thiha Tun | Backend Tester, Frontend Tester | Project Manager | 20/1/2019 |
| Test Cases | Yune Nadi Oo, Myo Thiha Tun | Backend Tester, Frontend Tester | Programmers | 22/1/2019 |
| Bug Report | Yune Nadi Oo, Myo Thiha Tun | Backend Tester, Frontend Tester | Programmers | 22/1/2019 |
| Test Report | Yune Nadi Oo, Myo Thiha Tun | Backend Tester, Frontend Tester | Programmers, Project Manager | 1/2/2019 |

# Test Environments

The **software** requirements are needed to test GoneSinMal Application.

The frontend of GoneSinMal is run by Expo application in the mobile phone and GoneSinMal application can open both Android and IOS. The server is used with localhost by using Visual Studio in PC.

It mentions the minimum **hardware** requirements that will be used to test the Application.

* CPU- core i3
* RAM- 4GB
* Motherboard/HDD – normal hardware devices

# Schedule

The test schedule provides test milestones and the time required to do each testing task for GoneSinMal Application.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Milestone | Milestone Description | Start Date | End Date | Duration |
| Build Acceptance Test | ensure that Gone Sin Mal application can be built and installed successfully | 20/12/2018 | 20/12/2018 | 3 hours |
| Test Planning | Overview all the testing procedures | 23/12/2018 | 1/1/2019 | 9 days |
| Test Cases | Check the expected outcome is equal to actual outcome and Gone Sin Mal application is Pass or Fail | 6/1/2019 | 14/1/2019 | 8 days |
| Bug Report | Report all the error bugs from Gone Sin Mal application | 2/1/2019 | 28/1/2019 | 26 days |
| Test Report | Report summary of all testing | 28/1/2019 | 1/2/2019 | 2 days |

# Resources/Roles and Responsibilities

|  |  |  |
| --- | --- | --- |
| Human Resources | | |
| Role | **Name** | **Specific Responsibilities/Comments** |
| Backend Tester | Yune Nadi Oo | Managing overall  Responsibilities:   * Attaining resources * Developing Test Plan * Managing Reports * Reporting Test Cases * Writing Test Report |
| Frontend Tester | Myo Thiha Tun | Analyze, arrange, and implement the test case  Responsibilities:   * Reporting Bug Report * Developing Test Cases * Developing Test Plan * Evaluating how much the test effect * Writing Test Report |

# Assumptions/Risks

## Assumptions

Test case design activities will be performed by GONE SIN MAL Group.

Test environment and preparation activities will be owned by Bit-Geek Team.

Bit-Geek Team will deliver defect fix plans based on meetings during each cycle to plan.

The test team will be connected with discord and the data will be shared with GitHub.

Project team has the knowledge and experience necessary, or appropriate training in the system, the project and the testing procedure.

All the defects would come along with a snapshot JPEG format.

## Risks

|  |  |  |  |
| --- | --- | --- | --- |
| No: | Risk | Probability | Impact |
| 1 | During the testing, some design of task will be added | Medium | Medium |
| 2 | Testing schedule will be tight | Medium | Medium |
| 3 | Testing time is delay due to the run time error | High | High |
| 4 | Testing time is too long due to the  Testing software and resource | Medium | Medium |
| 5 | Delayed Testing Due To new Issues | High | High |
| 6 | During the testing time, one of the tester may be out, will be delayed the testing | High | High |
| 7 | Testing time will be delay due to the app of the scope added | High | High |

# Approvals

|  |  |  |
| --- | --- | --- |
| Date | Name | Role |
| 25/1/2019 | Min Thu Khant | Backend Programmer |
| 25/1/2019 | Aung Phone Kyaw | Frontend Programmer |
| 25/1/2019 | Khant Ti Kyi | Project Manager |
| 25/1/2019 | Su Pyae Thu Ya | Documentation |



Khant Ti Kyi (Project Manager)



Aung Phone Kyaw (Frontend Programmer)



Min Thu Khant (Backend Programmer)



Su Pyae Thu Ya (Documentation)