Test Plan Document For Social Serving Food Delivery System (SSFDS)

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1. Test Plan Outline

1.1 Introduction

The purpose of this testing plan is to verify the functionality of the Social Serving Food Delivery System. The main goal is to ensure that the application runs efficiently and presents accurate information to the user, with no data loss or significant data inconsistencies. The focus of the testing will be on ensuring the system provides comprehensive coverage of the available data.

1.2 Features to be tested

1.2.1 Sign up process

- 1. Test all three types of user for signup(Restaurant, customer, NGO)
- 2. Test whether redirection to page after signing up is working
- 3. Error message for unsuccessful sign up.
- 4. Redirection to login page on successful sign up.

1.2.2 Login process

- 1. Redirect to the type of user after login
- 2. Error message for unsuccessful login

1.2.3 Customer

- 1. View personal information.
- 2. Test the redirection feature by using different buttons.
- 3. Browse through multiple restaurants.
- 4. Access a restaurant's menu and add items to the cart.
- 5. Place an order and make payment using both Cash on Delivery (COD) and prepaid options.
- 6. Should be able to see the order history.

1.2.4 NGO

- 1. Can see the personal details.
- 2. Can see various restaurant
- 3. Can see the menu of the restaurant and can add it to the cart.
- 4. Can place an order
- 5. Can see the Donation history.

1.2.5 Restaurant

- 1. Can see the personal details
- 2. Can add, update or remove the food
- 3. Test the redirection using various available buttons
- 4. Should be able to view the order history

1.2.6 Admin

- 1. Can see personal details.
- 2. Should be able to see all the registered Restaurant, NGOs, and Customers
- 3. Can see the order history
- 4. Can change the Time window of Restaurants.
- 5. Should be able to approve the order request and assign a delivery agent.

2. Testing Plans

2.1 Test Plan for Signup Process

- 1. There will be one page for Signup for all three types of users
- 2. Signup link can be found in the top of the navbar along with login
- 3. User can signup with specifying the type of user, Entering correct email, username, password, location and it is optional to upload a photo.
- 4. Error Handling
 - a. If the user has entered the invalid email, an error message will pop out
 - b. If the user is already registered with username or email, they can't signup with same email or username
 - c. If any required field is not filled, error will pop.
- 5. Successful Signup: After successful signup user will be redirect to the page.

2.2 Test Plan for login Process

- 1. User has to enter their username and password for logging in
- 2. Error Handling

- a. If user enters the wrong Username, error message will pop
- b. If user enters the wrong Password, error message will pop
- 3. After successful login, user will be redirected to their respective pages.

2.3 Test Plan for Home page

- If the user is not logged in
 - 1. In the home page, on navbar there is three links to pages (i.)Home, (ii) Login, (iii)Signup.
 - 2. User can login or can signup.
- If the user is logged int
 - 1. If the user is logged in on the navbar user can be able to see (i)Home, (ii)Log out (iii)user profile and other links like (order history, my menu)
 - 2. User can navigate to other pages using these links.

2.4 Test Plan for NGO features

Features

- (i) User Profile
 - 1. User can see their profile from the icon on the navbar
 - 2. User can make changes and update using save Changes
 - 3. The details like image, name, location can be view there

(ii) Order food

- 1. User can select a restaurant from the list of restaurant available in there area.
- 2. User can add food to their cart
- 3. User can check their cart
- **4.** User can update the count of plates or remove the food from their cart
- 5. User can pay the amount and confirm the order
- **6.** Ordered product will be removed from the cart.

(iii) Order History

- 1. User can see the list of ordered food in the order history
- 2. User can see the name, amount, mode of payment

Redirections

- 1. Redirection of list of restaurant to menu should work fine
- 2. Redirection of cart link to cart page should work fine

- 3. Deletion of food after ordered should work fine
- 4. Adding up of ordered food in order history should work fine

2.5 Test Plans for Customer features

Features

(i) User profile

1. Button Redirection

After clicking on the link for profile in navbar, user must be redirected to the page where he can see the personal details added by him during signup

2. The details like Image, Name, Address and others will be shown

(ii) Cart

1. Button Redirection

When button is pressed a list of restaurants should be shown with their details. There will be a button to see the menu of a particular restaurant.

2. Menu list

When the button in restaurant list is clicked, whole Menu should be shown, with the name of item and price of one unit of it, along a button to add certain quantity of food to cart.

3. Order now

When the "Order Now" button is clicked, the customer will be directed to a new page where they can review their order and proceed to checkout and payment. Prior to completing the payment, an option to donate to a non-governmental organization (NGO) will be available. Clicking on this option will redirect the customer to a new page that contains a list of NGOs along with their details, and a button to select and donate to the chosen NGO.

(iii) Past order details

- 1. Details of Past Orders The list will show all the orders that have been placed till now(excluding the running order). This will show the name of Restaurant, Date of Order, and a button to see the bill.
- 2. Check the Order This will show the complete list of items placed by the customer and the detailed bill

(iv) Proceed to pay

This button redirects to a new gateway page for money transaction. After successful transaction, the user gets redirected to Home page.

(v) Redirections

Button on the navbar should redirect to the correct page, navbar has link to many pages like order history, cart ,user profile etc. Navigation to these pages should work properly

2.6 Test Plan for Restaurant feature

Features

(i) User profile

3. Button Redirection

After clicking on the link for profile in navbar, user must be redirected to the page where he can see the personal details added by him during signup

4. The details like Image, Name, Address and others will be shown

(ii) Editing Menu

Restaurant user can be redirect to the menu through the my menu link in the navbar

1. Adding food item

- (i) There will be an option to add a food item by entering its quantity(an integer : required), its title(required) and its description(optional).
- (ii) When incorrect details are entered, such as non-numerical values for the quantity or when required fields are left blank, an appropriate error message should be displayed.

2. Remove food item

(i) User can remove the food item from the menu by clicking on remove

(iii) Testing time window slot for editing menu

(i) It should be tested that after the time window slot restaurant user can't access the edit menu of the food because the left over food should be distributed to the poor.

Redirections

- 1. The redirection to the dashboard ought to function properly. In the event that the user selects the Dashboard option located in the top bar, they will be promptly directed to the dashboard interface, which will display the relevant buttons.
- 2. Details of past orders should be shown properly

2.7 Test Plan for Admin

- 1. To prevent any misuse of admin rights, registration of admins must not be allowed. Only one person should own the website.
- 2. The dashboard redirection must function properly. Clicking on the dashboard button in the top bar should redirect the user to the dashboard, displaying the relevant buttons.
- 3. Restaurants should be able to adjust the time window during which they are permitted to edit their menus.
- 4. Dashboard features include a button to view all registered users, with a "show details" option for each user that displays their information upon clicking
- 5. The ability of the NPO to approve order requests and assign delivery agents should be tested.

2.8. Software Risk Issue

- Before opening the web application System should be connected to the database
- Web application can be hosted in the system as a localhost
- All npm package should be installed before connecting to the database
- Any version of Node Modules is compaitable enough for this web application

2.9. Approach(strategy)

2.9.1 Test Types

1. System Testing

Software should be tested on different operating systems like windows, macOS and linux. We will be using grey box testing in which we will se the code and test some of the functionality while we will be focusing on the required input and output without looking into the details of code.

2. Unit Testing

We will focus on each and every unit of the web application and will validate that each unit of the software works as intended and meets the requirements. Unit testing is typically performed by developers, and it is performed early in the development process before the code is integrated and tested as a whole system.

3. Regression Testing

We will be testing that part of the code which is modified later on. This testing is done when When some defect has been identified in the software and the code is debugged to fix it.

2.10 Environmental Needs

- The application does not necessitate any specialized hardware to run.
- To evaluate the software, trial orders and demo user registration will be conducted with supplied test data.
- During the testing process, no particular requirements need to be met apart from a functional internet connection and email address.
- While testing, there are no particular limitations on the data range, except for using smaller image sizes to expedite image uploads and retrievals. Additionally, it is recommended to use distinct data for each test case as repetitive data may generate errors in user creation.
- Each element of a multipart feature should be tested at least once through the creation of prototype users, orders, etc.