

Test Plan

PROJECT “TRAVEL BUDDY”

1.VERSION HISTORY

Version	Date	Description	Author
1.0	2024-09-15	Initial draft	Harikumar P
1.1	2024-09-22	Updated test scenarios	Harikumar P
1.2	2024-09-29	Added exploratory testing	Harikumar P
1.3	2024-10-06	Revised bug reports	Harikumar P
1.4	2024-10-13	Final version for review	Harikumar P

2.INTRODUCTION

Travel Buddy” is a web-based application designed to help users plan trips and discover new destinations. It offers features for browsing destinations, creating itineraries, and booking accommodations and activities.

3. SCOPE

The document focuses on testing the user interface and checking that the report data matches the client's requirements.

4. OBJECTIVES

The main goal of testing is to ensure the system meets all requirements, both functional and non-functional, and fits all quality standards. By the end of development, the project should meet or exceed user expectations. Any changes to the requirements will be documented and tested as thoroughly as possible within the project's timeline and the test team's capacity.

5. KEY FEATURES

- 1. Destination Exploration:** Users can browse a curated collection of destinations, each with detailed information on attractions, accommodations, and local amenities.
- 2. Trip Planning Tools:** Travel Buddy provides intuitive tools for users to create, edit, and manage their travel itineraries, including adding activities, accommodations, and transportation options.

3. Accommodation Booking: The platform integrates with leading accommodation providers, allowing users to search for and book accommodations directly within the application.

4. Activity Discovery: Users can explore various activities and experiences available at their chosen destinations, with options ranging from sightseeing tours to adventure activities.

5. User Profiles: Travel Buddy offers user profiles where travellers can save their preferences, favourite destinations, and past trips for easy reference.

6. RESPONSIBLE PARTIES

Role	Responsibilities
Project Head	<ul style="list-style-type: none">* Acts as a primary contact for development and QA team.* Responsible for Project schedule and the overall success of the project.
QA Head	<ul style="list-style-type: none">* Participation in the project plan creation/update process.* Planning and organization of test process for the release.* Coordinate with QA analysts/engineers on any issues/problems encountered during testing.* Report progress on work assignments to the PH.
QA	<ul style="list-style-type: none">*. Understand requirements.*. Writing and executing Test cases.*. Preparing RTM.*. Reviewing Test cases, RTM.*. Defect reporting and tracking.*. Retesting and regression testing.*. Bug Review meeting.*. Preparation of Test Data.*. Coordinate with QA Head for any issues or problems encountered during test preparation/execution/defect handling.

7.TEST ENVIRONMENT

* Support level 1 (browsers):

1. Windows 8: Edge, Chrome (latest), Firefox (latest), Safari (latest)
2. Mac OS X: Chrome (latest), Firefox (latest), Safari (latest)
3. Linux Ubuntu: Chrome (latest), Firefox (latest)

* Support level 1 (devices):

1. iPhone 13 /14, iPad 7, Samsung Galaxy, Google Pixel 9, Nokia.
1. Windows 10: Chrome (latest), Firefox (latest), Safari (latest)
2. Windows XP: Chrome (latest), Firefox (latest), Safari (latest)

8.TEST APPROACH

The approach taken is analytical, leveraging a requirement strategy where the analysis of the requirements specification guides the planning, estimation, and design of tests. Test cases will be created during exploratory testing, and the team will use experience-based testing and error guessing, drawing on testers' skills and intuition, along with their experience with similar technologies. The project follows an agile methodology with weekly iterations. At the end of each week, the identified requirements will be handed over to the team for testing.

9. TEST SCHEDULE

Task Name	Start	Finish	Effort	Comments
Test Planning	22-10	23-10	1d	
Review Requirements documents	24-10	25-10	1d	
Create initial test estimates	26-10	27-10	1d	
Staff and train new test resources	28-10	29-10	1d	
First deploy to QA test environment	30-10	31-10	1d	
Functional testing – Iteration 1	01-11	02-11	1d	
Iteration 2 deploy to QA test environment	03-11	04-11	1d	
Functional testing – Iteration 2	05-11	06-11	1d	
System testing	07-11	08-11	1d	
Regression testing	09-11	10-11	1d	

UAT	11-11	12-11	1d	
Resolution of final defects and final build testing	13-11	14-11	1d	
Deploy to Staging environment	15-11	16-11	1d	
Performance testing	17-11	18-11	1d	
Release to Production				
