1- Requirement analysis and gathering (client side)

* Design understanding
* Figma comments
* Animations and requests
* Block maps

All related documents of a project should be here to study and a period for this should be provided to understand the requirements completely

Use less dev language so that a nontechnical person can also understand the points required

Once a scope is defined a proper way to process change requests should be used, sending a message to the group or adding a comment on Figma is not a valid approach

2- Test plans (made by us)

* Test plan → includes all testing points needed to be done

1- Base theme

2- CMS

3- Design match

Create a high-level test plan, that which testing approach will be applied as we do not have an exact process outlined and things are mostly provided to us in the opposite manner

E.g. Sometimes CMS before Basetheme etc.

3- Testing (will be made by Hassan – once made can be modified for each project a bit)

* 1- Base theme
* 2- CMS
* 3- Design match

For each point make a clear ticket including all points needed to be tested instead of the Google sheet add all these points to the ticket with a proper description

During testing nothing will be changed from the dev side to exclude any possible issues. A better approach is to use a testing environment specifically made for this

4- Regression testing

* Provide a popper timespan for testing – it should not be done on the last day
* If necessary detailed comments and images needed to be added on tickets from the dev sides
* Tickets should not be closed and moved without proof from the dev side