**“GEOGUESSR Software Test Plan”**

<Tom>

Version <3.6>

<Date>

Version Control

Current Version

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Approval

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Version History

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# Document Overview

## Introduction

This document serves as the Software Test Plan for Geoguessr mobile game, version 3.6.

The purpose of this STP is to define the framework and Strategy for the testing of “Geoguessr” mobile game.

The plan is tailored to support the Agile Scrum methodology, emphasizing on flexibility, and iterative development.

Our objective is to validate the High Quality of the Geoguessr mobile game.

We will verify that Geoguessr mobile game behaves as expected by testing its features and functionality.

In alignment with Scrum principles, this document will try to stay as short and focused on Testing needs so it could be easily updated and evolve throughout project iterations.

## Objectives

At a high level The primary objectives of this Software Test Plan for Geoguessr mobile game are as follows:

* **Ensure Product Quality:**

To uphold the high standards of quality for which the Geoguessr mobile game is known, verifying that all features work as intended and meet player satisfaction.

* **Enable Efficient Development Cycles:**

To align testing activities with Scrum sprints, facilitating swift identification and resolution of defects, and supporting the development team in quick iterations.

* **Support Business Goals:**

To ensure that the testing process aligns with the overarching business objectives, contributing to the sustained success and growth of the Geoguessr mobile game.

## Scope

* The scope of this document is only for version 3.6 of Geoguessr mobile game.
* This STP will not include the Test Planning and Test Execution of Geoguessr mobile game on the following platforms: Apple Phone, Android Phones of versions older then version 14.

## References

No documents or references are available.

***1.5 Threshold***

Successful passing of the smoke test and 85% of the planned tests will constitute a passing grade and a go status for the game.

# Scope of testing

## Features to be tested

* Account management
* Account registration
* Settings editing for free and “Pro” accounts
* Profile editing for free and “Pro” accounts
* Subscription purchase
* Single player “Classic” mode gameplay
* Multiplayer “Duels” mode
* Multiplayer “Battle royale countries” mode
* Multiplayer “Battle royale distance” mode
* “Infinity” mode
* “Country streaks” mode

## Features not to be tested

* Community maps
* “Friend” management
* “Play with friends” mode
* Unique maps
* “Trail” mode
* Compatibility with other devices and OS's

## Testing Types

Outlined below are the test types that will be planned and performed during this project:

* **Functionality Verification:**

To ensure all features of the Geoguessr mobile game, such as basic gameplay, connectivity, navigation and ranked work properly.

* **Usability Assessment:**

To evaluate the user interface for intuitiveness, ease of use, and accessibility.

This includes ensuring the main menu is easily navigable and that the interface elements are responsive to user interactions.

* **Stress testing:**

To ensure that the Geoguessr mobile game works well under a load of players with a smooth experience.

* **Gameplay testing:**

To ensure that the Geoguessr mobile game works well under normal conditions.

* **Smoke Testing**

To ensure the main functionality of the game works properly,

and that the user will have basic playability of the game.

* **User Interface Testing**

To ensure that users will find the game pleasant to look at

and easy to navigate.

* **Integration Testing:**

To ensure that users will be able to sign up and subscribe

correctly through their “Google play” store account, and share

the game with friends through the “WhatsApp” application.

## Test Strategy and Approach

Our test approach is systematic and structured to ensure thorough and efficient validation of each build received from the Development team.

The following outlines our planned testing progression for each release cycle:

**Initial Build Assessment with Smoke Testing:**

Upon receipt of a new build, the Quality Assurance (QA) team will execute a Smoke Testing Suite.

This suite is designed to quickly check the stability of the build and ensure that the core functionalities of the Geoguessr mobile game are operating as expected.

Only after a build passes the smoke test will it move forward in the testing process.

**Incorporation of Exploratory Testing:**

Parallel to the structured testing phases, we allocate approximately 20% of the total testing effort during the execution phase for Exploratory Testing.

This approach allows testers to go beyond predefined test cases and scenarios, using their insights and experience to uncover issues that may not have been anticipated in the test planning stages.

**Iterative Feedback and Continuous Integration:**

The testing strategy is aligned with the Agile Scrum framework, which advocates for continuous integration and iterative feedback.

Testing phases will be tightly integrated with the sprint cycles, ensuring prompt feedback to the Development team and allowing for quick iteration and refinement of the application.

The proposed testing approach ensures a balance between structured testing and the flexibility to discover unforeseen issues, making it highly effective in an Agile development environment.

By following this approach, the QA team contributes to the delivery of a stable, high-quality product that meets the rigorous standards expected of the Geoguessr mobile game

# Planed Smoke Test for “Geoguessr”

## Test objectives

**To guarantee** that the new build is ready for comprehensive testing.

|  |  |  |  |
| --- | --- | --- | --- |
| **#** | **Step** | **Expected Result** | **Actual Result** |
| 1. | Open Geoguessr app | App opens on main screen |  |
| 2. | Press “single player” icon | Play mode page opens |  |
| 3. | Press “classic mode” icon | “choose map” page opens |  |
| 4. | Press “world map” icon | Pre-game map screen opens |  |
| 5. | Press “play” icon | Game starts on first round |  |
| 6. | Press “choose location” icon and press a location on the map pop up | Chosen location on the map is set |  |
| 7. | Press the “finalise guess” icon | Score page opens, shows score for the round and distance from actual location |  |
| 8. | Press “next round” icon | Second round page opens |  |
|  | Repeat steps 6 to 8 until round five | On round five after confirmed guess score page opens |  |
| 9. | Press continue icon | “total score” page opens |  |
| 10. | Press “view summery” icon | “Summery” page opens |  |