Test Plan for Alter Shop Web Application

**1. Introduction**

**1.1. App Name:** Alter Shop

**1.2. Description:** AlterShop is a dynamic marketplace designed for 3D artists and enthusiasts within the Alter.game ecosystem. It allows users to buy and sell 3D assets such as avatars, environments, buildings, and structures. The platform is integrated seamlessly into Alter.game to offer an immersive experience for exploring, purchasing, and exchanging 3D assets.

**2. Objectives**

* Verify that all features of the Alter Shop function correctly and meet the specified requirements.
* Ensure the platform is user-friendly and provides a seamless experience.
* Validate integration with the Alter.game ecosystem.
* Identify and resolve any bugs or performance issues.

**3. Scope**

The testing will cover:

* Functional testing
* User interface (UI) testing
* Usability testing
* Performance testing
* Security testing
* Integration testing

**4. Test Items**

* Multi-category Asset Marketplace
* Artist Upload and Listing
* Search Functionality
* My Assets Management
* Followers and Contacts Management
* Buy/Sell Transactions
* Web3 Wallet Integration

**5. Features to be Tested**

**5.1. Functional Testing:**

* Browsing and searching for 3D assets
* Viewing asset details, including previews and descriptions
* Adding/removing items from the shopping cart
* Completing the checkout process
* Payment gateway integration and processing
* Profile management (viewing and editing)
* Asset upload process for sellers
* Integration with Alter.game ecosystem (e.g., syncing assets, user interactions)

**5.2. Usability Testing:**

* Navigation and ease of use
* Layout and design consistency
* Accessibility features (e.g., text readability, keyboard navigation)

**5.3. Performance Testing:**

* Load times for asset browsing and checkout
* System response times under varying loads
* Scalability with increasing numbers of users and assets

**5.4. Security Testing:**

* Data protection (e.g., personal information, payment details)
* Authentication and authorization mechanisms
* Vulnerability assessment (e.g., SQL injection, XSS attacks)

**5.5. Integration Testing:**

* Interaction with Alter.game (e.g., asset synchronization, user data sharing)
* Payment gateway integration
* Third-party services and APIs

**6. Test Environment**

* **Hardware:**
  + Standard desktop or laptop with at least 4GB RAM and a modern processor.
* **Software:**
  + Web browsers: Chrome, Firefox, Safari, Edge (latest versions).
  + Operating Systems: Windows 10/11, macOS, Linux distributions.
* **Network:**
  + Stable internet connection with a minimum speed of 5 Mbps.
  + Test under various network conditions: normal, slow (1 Mbps), and intermittent connectivity.
* **Tools:**
  + Selenium for automated functional and regression testing.
  + JMeter for performance and load testing.

**7. Test Schedule**

* **Preparation:** [31/07/2024 – 03/08/2024]
  + Test plan development
  + Test case creation
  + Test environment setup
* **Execution:** [31/07/2024 – 03/08/2024]
  + Functional testing
  + Usability testing
  + Performance testing
  + Security testing
  + Integration testing
* **Reporting:** [31/07/2024 – 03/08/2024]
  + Issue logging and tracking
  + Test summary report preparation
  + Review and sign-off

**8. Test Cases: Test cases link:**

**9. Acceptance Criteria**

* All critical and major defects must be resolved.
* The application must meet performance benchmarks.
* Usability issues identified during testing must be addressed.
* Security vulnerabilities must be mitigated.
* Integration points with Alter.game and payment systems must be validated.

**10. Risks and Assumptions**

* **Risks:**
  + Integration issues with Alter.game or payment gateways
  + Performance degradation under high load
  + Security vulnerabilities
* **Assumptions:**
  + All necessary resources and access will be provided on time
  + Test data will be available and relevant

**11. Test Deliverables**

* Test Plan Document
* Test Case Document
* Test Execution Reports
* Defect Reports
* Final Test Summary Report

### **12. Entry Criteria**

These are the conditions that must be met before testing can begin:

1. **Environment Setup**:
   * Test environment, including hardware, software, and network configurations, must be set up and verified.
   * Necessary tools (Selenium, JMeter) must be installed and configured.
2. **Test Data**:
   * Test data must be created and available, including user accounts, asset listings, and transaction details.
3. **Test Cases**:
   * Test cases must be written, reviewed, and approved.
   * Test cases must be linked to the requirements specified in the test plan.
4. **Application Readiness**:
   * The AlterShop application must be deployed in the test environment and should be in a stable state.
   * All critical and major features must be implemented and ready for testing.
5. **Access and Permissions**:
   * Access to all relevant systems, databases, and third-party services (e.g., Alter.game integration, payment gateways) must be granted.
6. **Documentation**:
   * Test Plan Document must be finalized and approved.
   * Any relevant project documentation must be up-to-date and available.

### **Exit Criteria**

These are the conditions that must be met before testing can be considered complete:

1. **Test Execution**:
   * All test cases must be executed, and their results recorded.
   * All identified defects must be logged, and their statuses tracked.
2. **Defect Resolution**:
   * All critical and major defects must be resolved and retested.
   * Minor defects should be addressed or documented for future releases.
3. **Performance and Security**:
   * The application must meet the performance benchmarks defined in the test plan.
   * All critical security vulnerabilities must be mitigated.
4. **Usability**:
   * Any significant usability issues identified must be addressed.
5. **Integration**:
   * Integration points with Alter.game and payment systems must be validated and confirmed to be working as expected.
6. **Reporting**:
   * Test execution reports, defect reports, and the final test summary report must be prepared and reviewed.
   * Test summary report must be signed off by relevant stakeholders.
7. **Sign-off**:
   * Test Manager and Project Manager must review and sign off on the final test summary report and associated documentation.
8. **Documentation**:
   * All test artifacts, including test cases, test data, execution results, and defect reports, must be properly archived and made available for future reference.

**13. Sign-off**

**Test Manager:** [Name, Signature, Date]

**Project Manager:** [Name, Signature, Date]