

Team QA Trainee

Test Plan for Tango.me APP.

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1. Introduction

This document describes the approach and methodologies used by the testing team to plan, organize and perform the testing applications of the *Tango.me*.

The *Tango.me* provides the user to start streaming, the streamer receives coins from streaming by viewers, which he converts into diamonds with subsequent withdrawal into real money. Product owners receive revenue in the form of a commission from streamers to withdraw diamonds.

MST31622-201	Test plan for Tango.me		24, 2022	11, 2022		DONE	Done
MST31622-200	[Android] Test set		24, 2022	10, 2022		TO DO	Unresolved
MST31622-198	[IOS] Test set		24, 2022	10, 2022		TO DO	Unresolved
MST31622-197	[WEB] Test set		24, 2022	24, 2022		TO DO	Unresolved

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1. Scope of work
- 2.1 Components and functions to be tested





#	Application/ component name	Function name	Reference
1	Streaming tango.me Web-version	Stream from PC platform	https://www.tango.me
1.1	Starting the stream	User can start stream by click	https://www.tango.me
2	Streaming tango.me IOS- version	User should download the app from Appstore	https://apps.apple.com/us/app/tango-live-stream-video-chat/id372513032
2.1	Starting the stream	Starting the stream	

3	Streaming tango.me Android-version	User should download the app from Play Market	https://play.google.com/store/apps/details?id=com.sgiggle.production&hl=ru&gl=US
3.1	Starting the stream	Starting the stream	-
4.	GUI testing	GUI	-
5.	Chat	ommunication with other users	https://www.tango.me/chat
6.	News feed	Watch news from your followed streamers.	https://www.tango.me/timeline

2.2 Components and functions with low priority

#	Application/ component name	Function name	Reference/Comment
1.	Donation	User can buy gifts for favorite streamers.	Testing in production environment. Not enough technical means.

MST31622-196	[Android] Join a streamer		24, 2022	10, 2022			Unresolved
MST31622-195	[Android] Start streaming from a tab in the "Receive" menu		24, 2022	10, 2022			Unresolved
MST31622-194	[Android] Start streaming from profile page		24, 2022	10, 2022			Unresolved
MST31622-193	[Android] Start streaming from the main page		24, 2022	10, 2022			Unresolved
MST31622-192	[Android] Connecting third-party resources		24, 2022	10, 2022			Unresolved
MST31622-191	[Android] Recommendations		24, 2022	10, 2022			Unresolved
MST31622-190	[Android] Following of streamer		24, 2022	10, 2022			Unresolved
MST31622-189	[Android] Registration via Google account		24, 2022	10, 2022			Unresolved
MST31622-188	[Android] Registration via mobile Telephone		24, 2022	10, 2022			Unresolved
MST31622-187	[Android] Sending a gift to a streamer		24, 2022	10, 2022			Unresolved
MST31622-186	[IOS] Following of streamer		24, 2022	10, 2022			Unresolved
MST31622-185	[Android] Buying coins		24, 2022	10, 2022			Unresolved
MST31622-184	[IOS] Recommendations		24, 2022	10, 2022			Unresolved
MST31622-183	[IOS] Registration via Google account		24, 2022	10, 2022			Unresolved
MST31622-182	[IOS] Connecting third-party resources		24, 2022	10, 2022			Unresolved
MST31622-181	[IOS]Registration via mobile Telephone		24, 2022	10, 2022			Unresolved
MST31622-180	[IOS] Start streaming from the main page		24, 2022	10, 2022			Unresolved
MST31622-179	[IOS] Start streaming from profile page		24, 2022	10, 2022			Unresolved

MST31622-178	[iOS] Start streaming from a tab in the "Receive" menu		24, 2022	10, 2022		TO DO	Unresolved
MST31622-176	[iOS] Join a streamer		24, 2022	10, 2022		TO DO	Unresolved

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2.3 Third-party components

#	Component name	Component role	Reference/Comment
1.	Lokalise	Correction localization issues.	https://lokalise.com/

3. Quality and acceptance criteria

- Users must have uninterrupted access to the ability to stream at any time from anywhere in the world.
- Users must have uninterrupted access to the ability to conduct transactions with coins from any country and from any credit card or virtual wallet.
- The application must be resistant to a large flood of users.
- Withdrawal of the amount for gift or coins must be correct.
- Streamers' content must not contain nudity, violence, controversial content without the consent of the user.
- When connecting third-party social networks, the data of these networks must be securely protected.
- Viewers should be able to follow and subscribe to favorite streamer.
- Users should be able to chat publicly and privately.
- Users should be able to post news and track the news of followed streamers.

4. Critical success factors

- Support multi-language interface.
- Application shouldn't have known bugs with severity Critical and Major at the time of Final Release.
- Functional requirements do not have last minute changes.
- The testing team should be cohesive, constantly communicate with each other
- The team must maintain documentation throughout the duration of the project support.
- Documentation should be detailed, understandable to the whole team, even for beginners.
- Documentation should be linked and easily accessible.

5. Resources

5.1 Key project resources

#	Project Role	Name, e-mail, location
1	Test Leader	Evgeny Artsiomenko, jenik.art@gmail.com

5.2 Test team

#	Project Role	Name	Responsibilities
1	Team Lead	Egorov K.D.	WEB, Jira, TRR
2	Manual Tester	Sachilovich O.N.	iOS, Confluence
3	Manual Tester	Runec D.A.	Android

5.3 Test hardware

#	Type/ amount	Hardware configuration	Software configuration
1	PC/1	Win 10 x64	Google chrome 102.0.5005.115
2	iPhone 11 /1	IOS 15.2.1	7.32.1655129150
3	Sony Xperia XA2/1	Android 9 50.2.A.3.77	7.32.1655129150

6. Test documentation

#	Title	Responsible person	Frequency (delivery time)
1	Tango.me TestPlan	Egorov K.D.	Once before the testing start
2	Tango.me Check list	Runec D.A.	Once
3	Tango.me Web TestCases	Egorov K.D.	Before the testing start
4	Tango.me Android TestCases	Runec D.A.	Before the testing start
5	Tango.me IOS TestCases	Sachilovich O.N.	Before the testing start
6	Bug reports	Sachilovich O.N.	Upon finding a bug
7	Test Result Reports	Sachilovich O.N.	Weekly

7. Test strategy

The *Tango.me* will be tested release build. Without access to developer tools as a normal customer.

7.1 Test methods

Testing is the process of attempting to find discrepancies between the program and its functional specification/ requirements. The goal is to make sure that all functions of the *Tango.me* applications work correctly.

- Manual functional testing – is considered as the main method of the application testing.

7.2 Test types

Functional testing is one of the key types of testing, the task of which is to establish compliance of the developed software (SW) with the initial functional requirements of the customer. Functional testing is a process that allows you to check the ability of an information system to work in certain conditions and solve problems that users need.

7.3 Test levels

Smoke Test is performed to quickly assess the readiness of the product for further more deep and thorough testing. It includes testing *Tango.me* applications major functions on the one most often used and consequently most important server/ client configuration.

Critical Path Test will be performed after Smoke Test is passed. The goal of the Critical Path Test is to find bugs that could affect the major functionality of the application that is most important for the product users. Critical Path Test will be performed manually according to *Tango.me* Test Cases document on all platforms to be certified.

The *Extended Test*'s goal to find bugs related to the non-typical but still possible and likely usage scenarios (e.g. entering the incorrect data into the fields, boundary testing and so on). Extended Test will be performed both according to test cases and using ad hoc testing scenarios.

7.4 Bug and documentation tracking

All bugs are filed in Jira, test plan is in Confluence, checklists are in Excel, TTR is in Word.

Current bugs are documented in Excel template.
























7.4.1 Bug severity definition

Critical – Application, component or module crash or are not accessible

Major – Data corruption/loss, a problem in major functionality, no workaround is known.

Medium – A problem with workaround, secondary features do not work properly

Minor – Cosmetic flaw

MST31622-349	[Android] Editing a nickname in the profile tab		01, 2022	10, 2022		TO DO	Unresolved
MST31622-223	[Android] Registration via invalid phone number		25, 2022	10, 2022		TO DO	Unresolved
MST31622-222	[Android] Editing a nickname in the profile tab		25, 2022	01, 2022		TO DO	Unresolved
MST31622-157	No video in profile feed(WEB)		23, 2022	24, 2022		TO DO	Unresolved
MST31622-147	Missing horizontal scrolling of collections (WEB)		19, 2022	10, 2022		TO DO	Unresolved
MST31622-146	Irrelevant links (WEB)		19, 2022	10, 2022		TO DO	Unresolved
MST31622-145	Not full list of registration methods (WEB)		19, 2022	10, 2022		DONE	Done
MST31622-144	Missing volume selection (WEB)		18, 2022	10, 2022		TO DO	Unresolved
MST31622-143	GUI defect (IOS)		18, 2022	10, 2022		TO DO	Unresolved
MST31622-142	Restoring purchases without making purchases (IOS)		18, 2022	10, 2022		TO DO	Unresolved
MST31622-141	Localization problem (IOS)		18, 2022	10, 2022		TO DO	Unresolved
MST31622-140	No return to previous page (IOS)		18, 2022	10, 2022		TO DO	Unresolved
MST31622-104	Missing feature(Web)		18, 2022	10, 2022		TO DO	Unresolved

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8. Testing schedule

#	Activity	Begin Date	End Date	Assignment	Work content
1	Sprint 1	13.06	19.06	Team QA Trainee	Base documentation preparation.
2	Sprint 2	20.06	26.06	Team QA Trainee	Improved documentation preparation.
3	Sprint 3	27.06	03.07	Team QA Trainee	Test plan Execution.
4	Sprint 4	04.07	10.07	Team QA Trainee	Final TRR and presentation.

9. Attachments to sprints

1st sprint

Doc. 1.1- Check list



Check list template ENG.xlsx

Doc. 1.2-TTR for the 1st sprint



TTR by 20.06.22.docx

2nd sprint

Doc. 2.1- List of test cases



Test case template ENG.xlsx

Doc 2.2- TTR for the 2nd sprint



TRR by 28.06.22 (2).docx

3rd sprint

Doc 3.1- TRR for 3rd spreent



TRR by 05.07.22.docx

4rth sprint

Doc 4.1- presentation of final TRR



Отчет об выполн...QA Trainee.pptx

Doc 4.2- Final TRR



Final TRR.docx

10. Notes

Revision history					
Ver.	Description of Change	Author	Date	Approved	
				Name	Effective Date
1.00	Creation	Team QA Trainee	14-06-22		
1.01	New chapter	Egorov K.D.	21-06-22		
1.02	New attachments+new feature	Egorov K.D.	24.06.22		
1.03	New TRR for spreent 3	Egorov K.D.	03.07.22		
1.04	Final TRR and Presentation	Egorov K.D.	07.07.22		
1.05	Changed env.	Sachilovich O.N.	10.07.22		