**Test Plan**

**Tango.me**

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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.

**2. 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 | Сommunication 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. |

**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](mailto:jenik.art@gmail.com) |

**5.2 Test team**

|  |  |  |  |
| --- | --- | --- | --- |
| # | Project Role | Name | Responsibilities |
| 1 | Team Lead | Egorov K.D. | Test plan |
| 2 | Manual Tester | Sachilovich O.N. | Peer-review, bug reporting |
| 3 | Manual Tester | Runec D.A. | Check list |

**5.3 Test hardware**

|  |  |  |  |
| --- | --- | --- | --- |
| # | Type/ amount | Hardware configuration | Software configuration |
| 1 | PC/1 | Win 10 x64 | Google chrome 102.0.5005.115 |
| 2 | Iphone/2 | IOS 15.5/15.2.1 | 7.32.1655129150 |
| 3 | Android/2 | Android 9.4.4 | 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**

**На будущее- уточнить вопрос у препода, следующий лидер по спринту дописывает. Function an nonfiction.(?)**

**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’*sgoal 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

**8. Testing schedule**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| # | Activity | Begin Date | End Date | Assignment | Work content |
| 1 | Sprint №1 | 13.06 | 19.06 | Team QA Trainee | Documentation preparation. |
| 2 | Sprint №2 | 20.06 | 26.06 | Team QA Trainee |  |
| 3 | Sprint №3 | 27.06 | 03.07 | Team QA Trainee |  |
| 4 | Sprint №4 | 04.07 | 10.07 | Team QA Trainee |  |

All dates and values are examples. If an activity is executed by more than one person, please specify the activity and each person in separate table row.

**9. Notes**

|  |  |
| --- | --- |
| **Related Artifacts** | |
| **Name** |  |
|  |  |
|  |  |
|  |  |
|  |  |

| Revision history | | | | | |
| --- | --- | --- | --- | --- | --- |
| Ver. | Description of Change | Author | Date | Approved | |
| Name | Effective Date |
| 1.00 | Creation | Team QA Trainee | 14-06-22 |  |  |
|  |  |  |  |  |  |
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