**TEST PLAN**

*Carbon Client App*

*ChangeLog*

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| --- | --- | --- | --- |
| **Version** | **Change Date** | **By** | **Description** |
| version number | Date of Change | Name of person who made changes | Description of the changes made |
| 1.0 | 27 January, 2021 | Amicki Fabian | First Draft |
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# Introduction

Carbon is a mobile bank for transferring cash, paying bills and making investments. Customers can store cash in the wallet, pay bills and perform other transactions.

## Scope

### In Scope

* Account Activation
  + Successful activation
  + Failed activation
  + Error messages
* Login
  + Successful login
  + Failed login with wrong pin
  + Failed login with invalid phone number
  + Error messages
* Recharge
  + Successful recharge
  + Usage of invalid phone number
  + Selection of wrong network provider
  + Entering wrong pin
* Fund wallet
  + Successful wallet funding using the saved debit cards
  + Unsuccessful wallet funding using wrong pin
* View Transactions
  + Transactions filter by type
  + Transactions filter by date

### Out of Scope

* Any item not listed in section 1.1.1 above

## Quality Objective

* Ensure the Application Under Test conforms to functional and non-functional requirements.
* Ensure the solution meets the quality specifications defined according to the SRS.
* Bugs/issues are identified and fixed before go live.

## Roles and Responsibilities

* QA Analyst (Fabian Amicki) – Ensure End to End Quality Assurance of the application according to the client.
* Test Manager (Fabian) – Design Test Plan, Strategy, Test Management and Bugs Resolution.
* Project Manager (OluKunle Oduwobi) – Manages the project in its entirety
* Business Analyst (NIL) – Requirements gathering to meet client’s expectations
* Developers (OluKunle Oduwobi) – App Development (CreditClub)
* Installation Team (OluKunle Oduwobi) – Infrastructure & Development Team.

# Test Methodology

## Overview

Test Methodology selected for the project is Waterfall Approach. Every stakeholder is responsible for the app’s quality. Developers would also test the app during development.

## Test Levels

* System Testing (GUI, Functional & Non-Functional)
* User Acceptance Testing

## Bug Triage

* Critical Bugs should be fixed within 1hour of assignment.
* High Severity Bugs should be fixed within 2 hours of assignment.
* Low Severity/Cosmetic Bugs should be fixed within 4 hours of assignment.

## Suspension Criteria and Resumption Requirements

**Test Resumption Requirements**

* Complete setup of test environment
* App tested by development team.

**Test Suspension Criteria**

* If 30% or less of the first 10 test cases (picked at random) fail.
* If all Resumption Requirements are not met.

## Test Completeness

Testing is said to be completed when the following is achieved:

* 100% test coverage (This could be lower, provided a clear reason is given).
* All Test cases executed.
* All open bugs are fixed or will be fixed in next release.
* COO approves test documentation and test closure.

## Test Data

* Test Data would be provided by the development team.

# Test Deliverables

* Test Plan
* Test Cases/Bug Report
* Test Completion Sign Off

# Resource & Environment Needs

## Testing Tools

* Test Scripts and Test Data

## Test Environment

1. Windows 8 and above.
2. BankOne Staging Server for Web Testing.
3. Browsers: Mozilla Firefox 55 & above Google Chrome, Microsoft Edge.
4. Android Emulator for Mobile App Testing
5. Katalon Studio for Mobile App automation

## Test Schedule

Timeline for all test activities scheduled:

|  |  |  |
| --- | --- | --- |
| **MODULES** | **DATES** | **DURATION** |
| * Account Activation * Login * Recharge * Fund wallet * View Transactions | January 27, 2021 – January 31, 2021 | 4 days |

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| --- | --- | --- |
| Tested by: | Signature | Date |
| Fabian Amicki |  | 31 January, 2021 |

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| --- | --- | --- |
| **Reviewed by:** | **Name** | **Signature** |
| Project Manager | Olukunle Oduwobi |  |
| Product CTO | Olukunle Oduwobi |  |
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