

TEST PLAN FOR WWW.BDVRENTACAR.RO

ChangeLog

Version	Change Date	By
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1 Introduction

Through the testing process we will test the rent a car application www.bdvrentacar.ro. We are particularly interested in functional testing based on User Stories for discovering the defects.

1.1 Scope

1.1.1 In Scope

The purpose of the test team is to check the functionality of the language change button, displaying the logo and its property to return the user to the main page, as well as displaying phone numbers in the header of application.

We will also test the 'Prices' section, the correct display of the cars in the 'Rent a Car' section, as well as the loading of the 'Privacy Policy' page.

1.1.2 Out of Scope

The team is not intended to test the rest of the application. Also, the testing team does not aim to perform non-functional testing.

1.2 Quality Objective

The objectives of the www.bdvrentacar.ro application testing are the following:

- We make sure that the application meets the specifications required by the client;
- We will make every effort to identify and send to the team of developers as many defects as possible.

1.3 Roles and Responsibilities

Roles and responsibilities of team members:

1. Business Analyst – Arvinti Daniela:

- Producing reports on application development and implementation;
- Analyzing data to inform business decisions;
- Analyzing business needs.

2. Test Manager – Pocovnicu Alexandru:

- Leading the Testing Team to the success of project;
- Planning, deploying and managing the testing effort.

3. QA Analyst – Matei Dorin:

- Developing, writing and executing Test Cases based on the need of the product;
- Updating and optimizing procedures for testing within the project cycle;
- Creating defect reports.

4. Developer – Iordache Cristina Alexandra:

- Building clean and efficient code, based on user needs;
- Implementing quality assurance standards;
- Fixing existing defects.

2 Test Methodology

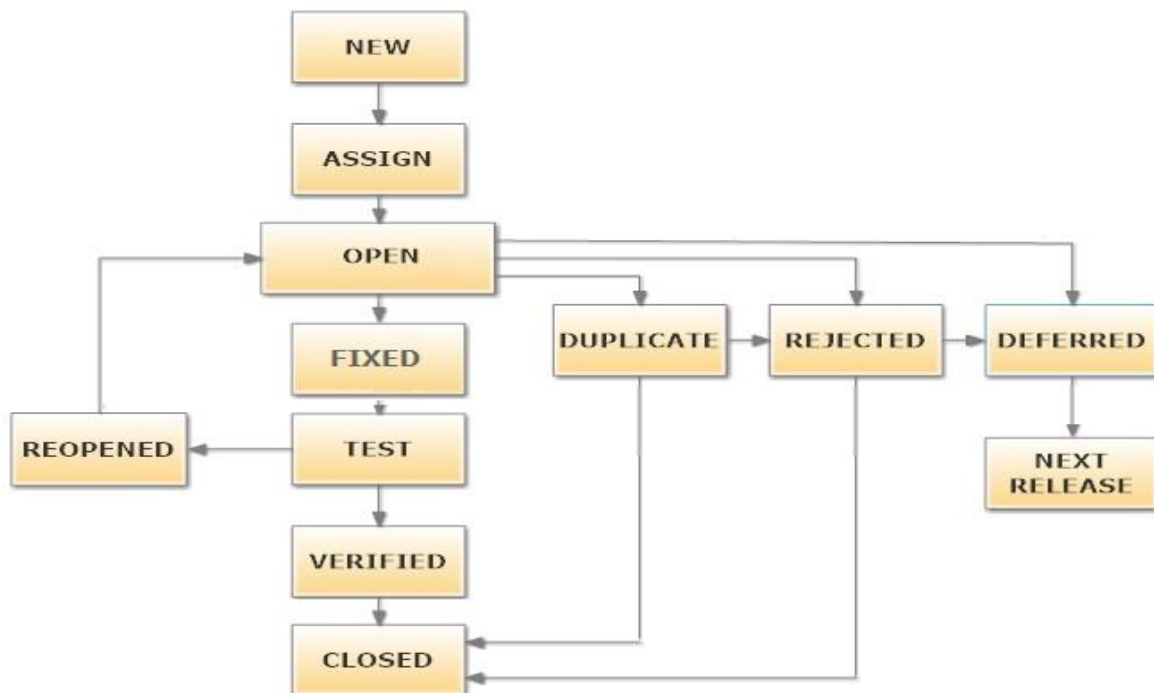
2.1 Overview

Our team adopted the Agile methodology for this project because this methodology is evolutionary, giving to the team the opportunity to learn with each new iteration. Also, the Agile methodology is a fast and flexible process that increases the productivity.

2.2 Test Levels

Integration Testing will be carried out. The team will test different parts of the system in combination in order to assess if they work correctly together.

2.3 Bug Triage



3 Test Deliverables

Test Artifacts that will be delivered during the different phases of the testing lifecycle are:

- Test Plan
- Test Strategy
- Test Completion Report for each Sprint
- Test Cases
- Bug Reports
- Architecture

4 Resource & Environment Needs

4.1 Testing Tools

The Testing Tools we will use for this application are:

- JIRA Software;
- JIRA Confluence;
- TestCase Lab;
- Planning Poker;
- Microsoft Office Pack;
- Google Chrome Version 108.0.5359.125 (Official Build) (64-bit)
- Developer Tools from Google Chrome;
- Windows 11 - Screenshot;
- Paint from Windows 11.
- www.rachy.com for website architecture.

4.2 Test Environment

The Test Environment is PRODUCTION.

As a hardware we have used Acer Laptops, Nitro AN517-52 with these specifications:

- Processor: Intel(R) Core (TM) i7-10750H CPU @ 2.60GHz 2.59 GHz
- Installed RAM: 8.00 GB (7.83 GB usable)
- Monitor: 17.3 Inch – FHD 120Hz
- Screen Resolution: 1920 x 1080
- Graphics Controller Model: GeForce® RTX™ 3060, 6GB
- Solid State Drive Capacity: 500GB
- System type: 64-bit operating system, x64-based processor

As a software we have used:

- Edition: Windows 11 Home
- Version: 22H2
- OS build: 22621.1105
- Experience: Windows Feature Experience Pack 1000.22638.1000.0
- Microsoft Office Pack
- Google Chrome Version 108.0.5359.125 (Official Build) (64-bit)

5 Terms/Acronyms

TERM/ACRONYM	DEFINITION
BDD	Behavior Driven Development
OS	Operating System
QA	Quality Assurance
TC	Test Case
US	User Story