**TEST PLAN**

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**Project**: Sports Fantasy App

**Introduction**: Testing will cover

**Overview**: An application that allows users to draft available players to create a team that plays against other users within a league. Players real gameday stats will help users earn points to win their fantasy league games.

**Scope**: Testing will cover registration, creating a team,

**Team**: Malik Davis

**Objective**:

**Goals**:

* Ensure functional accuracy
* App can perform cross-platform compatibility
* Maintain performance and scalability

**Objectives**:

* Monitor post-deployment
* Gather feedback and insights
* Plan for updates and feature enhancements
* Ensure all core functionalities work across all platforms.

**Test Strategy**:

**Type of Testing**: Functionality, Performance

**Testing Environments**: [Stage, Performance, Production]

**Device Matrix**:

|  |  |  |  |
| --- | --- | --- | --- |
| Platform | OS | Browser | Version |
| Laptop | Windows | Chrome | 11 |

**Test Deliverables**:

**Test Cases**: [Link /Define all test cases]

Test 1 – registration: Navigate to registration page. Enter email/password. Submit form

Test 2 – Creating a Team: Navigate to “Create Team” selection. Select valid and available players during a mock draft. Once the draft is complete, the team has been officially submitted.

**Test Schedule**: 3-week time period, January 3rd is the expected date

**Risks**:

* Version conflicts
* Churn during live league drafting