Software Test Plan

Kiwi.com

Version 2024.28.0

Version Control

Title	Software Test Plan
Author	Michal Nahshon
Version	2024.28.0

Table of Contents

1. Document Overview

1.1 Introduction

This document serves as the Software Test Plan for “Kiwi.com” app version 2024.28.0.

The purpose of this STP is to define the framework and strategy for testing the “Kiwi.com” app.

The plan is tailored to support the Agile Scrum methodology, emphasizing flexibility, and iterative development.

Our objective is to validate the High Quality of the “Kiwi.com” app.

We will verify that the “Kiwi.com” app behaves as expected by testing its features and functionality.

In alignment with Scrum principles, this document will try to stay as short and focused on Testing needs so it can easily be updated and evolve throughout project iterations.

1.2 Objectives

At a high level, The primary objectives of this Software Test Plan for “Kiwi.com” app are as follows:

Ensure Product Quality:

To uphold the high standards of quality for which the “Kiwi.com” app is known, verify that all features work as intended and meet user and business requirements.

Enable Efficient Development Cycles:

To align testing activities with Scrum sprints, facilitating swift identification and resolution of defects, and supporting the development team in quick iterations.

Support Business Goals:

To ensure that the testing process aligns with the overarching business objectives, contributing to the sustained success and growth of the “Kiwi.com” app.

1.3 Scope

The scope of this document is only for version 2024.28.0 of the “Kiwi.com” app product.

This STP won’t include the Test Planning and Test Execution of the “Kiwi.com” app on the following: OS - iOS

2. Scope of testing

2.1 Features to be tested

Main screen

Menus- Trip / Passengers / Baggage

Fields- From / To / Departure

Payment screen

“Pay with” section

“All filters” (Bags, Stops, Times, Duration, Booking options, Carriers, Price)

2.2 Features not to be tested

Sections: Ticket fare / Disruption Protection / Seating

Payment screen (Passenger information, Contact details, AirHelp Plus, Billing details, Add promo code)

“All filters” (Days, Connections, Travel hacks, Exclude countries)

Footer menu (Search, Deals, My trips, Profile)

2.3 Testing Types

Smoke Testing:

We will determine the main use of the app and check the process of purchasing a flight ticket starting from downloading the app, going through flight details selection, payment, and ending with receiving a confirmation email.

Functionality Verification (Includes GUI testing):

To ensure all features of the "Kiwi.com" app, such as query input, search execution, filters, and screens, operate as intended.

Usability Assessment:

To evaluate the user interface for intuitiveness, ease of use, and accessibility.

This includes ensuring the search page is easily navigable and that the interface elements are responsive to user interactions.

Compatibility Testing:

To confirm that the "Kiwi.com" app works seamlessly across different devices: Tablet

Interface Testing:

To ensure that the app interfaces with different software such as translator.

Localization Testing:

To ensure that the app can properly manage and display different timezones.

Error Handling:

Check how the software reacts to predictable and unpredictable actions.

2.4 Test Strategy and Approach

Our test approach is systematic and structured to ensure thorough and efficient validation of each build received from the Development team.

The following outlines our planned testing progression for each release cycle:

Initial Build Assessment with Smoke Testing:

Upon receipt of a new build, the Quality Assurance (QA) team will execute a Smoke Testing Suite.

This suite is designed to quickly check the stability of the build and ensure that the core functionalities of the "Kiwi.com" app are operating as expected.

Only after a build passes the smoke test will it move forward in the testing process.

Focused Testing on New Features and Bug Fixes with Sanity Testing:

After the build has passed the Smoke Testing phase, the QA team will proceed to Sanity Testing.

This phase is targeted at the new features and bug fixes included in the release.

The objective is to ensure that specific updates are functioning correctly in the application without any immediate issues.

Comprehensive Regression Testing:

Following the Sanity Testing phase, comprehensive Regression Testing will be conducted.

This is critical to ensure that new code changes have not adversely affected existing functionalities of the "Kiwi.com" app.

The Regression Testing will be extensive and is designed to cover all areas of the application that could potentially be impacted by the changes.

Incorporation of Exploratory Testing:

Parallel to the structured testing phases, we allocate approximately 20% of the total testing effort during the execution phase for Exploratory Testing. This approach allows testers to go beyond predefined test cases and scenarios, using their insights and experience to uncover issues that may not have been anticipated in the test planning stages.

Iterative Feedback and Continuous Integration:

The testing strategy is aligned with the Agile Scrum framework, which advocates for continuous integration and iterative feedback.

Testing phases will be tightly integrated with the sprint cycles, ensuring prompt feedback to the Development team and allowing for quick iteration and refinement of the application.

The proposed testing approach ensures a balance between structured testing and the flexibility to discover unforeseen issues, making it highly effective in an Agile development environment.

By following this approach, the QA team contributes to the delivery of a stable, high-quality product that meets the rigorous standards expected of the “Kiwi.com” app.