Test Plan Template:

QuintrixClothing.com

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1.1INTRODUCTION

QuintrixClothing.com is an online e-commerce site dedicated to clothing. Users will be able to browse clothing, add items to a cart, make an order, track an order, and make a return. The user will also be required to make an account in order to access most features, such as writing a review on a given product.

2.0OBJECTIVES AND TASKS

2.1Objectives

- User can purchase clothing
- User can search for products
- Quintrix is able to manage and send products
- User can track orders
- User can write product reviews

2.2Tasks

List all tasks identified by this Test Plan, i.e., testing, post-testing, problem reporting, etc.

- Verify that user can navigate the website
- Verify that user can purchase items
- Verify that user can track orders
- Verify that Quintrix is able to manage and send products
- Verify that users can write product reviews
- Ensure that the website can handle 1,000 concurrent users
- Verify that text and images are displayed properly on the website

3.0 SCOPE

General

The user should be able to navigate the website in order to browse items, look at deals, filter by categories, etc. All images and text should be properly displayed to the user, and the page shouldn't take more than a few seconds to load. Users should be able to create and track orders with ease and Quintrix should be able to manage and send products with ease. Each product should have reviews displayed by previous users, and the current user should be able to write one of their own. The website should also be able to recommend products to the user based on their shopping habits. The user will be required to make an account in order to access most features of the website.

Tactics

The tactic is to ensure that text and images are properly displayed to the site, and that users are able to navigate and interact with the site as expected. Time will be given throughout the day to make sure the website is working as expected, and that a fix can be made in the event that an error has been found. Reports will be printed out at the start of the day, in order to give us information about what is and isn't working. Meetings will be held in order to discuss the current status of the website, and plans will be made in order to achieve success for the company.

4.0 TESTING STRATEGY

Testing will be done with a mix of automated tests and manual tests. Technologies include Selenium, Maven, TestNG, and Java.

- Automated tests
    - Verify website navigation
    - Verify text and images
    - Creating an order and requesting a return
    - Verify product search & filters
    - Verify site load times
    - Simulate Quintrix staff managing and sending products
    - Verify account creation
- Manual tests
    - Verify sales calculations

    - Writing and deleting product reviews

4.1Unit Testing

Definition:

It's important to ensure that text and images are properly displayed, as well as that the user is able to properly interact with the website. This is the highest priority. Additionally, the website should be able to handle 1,000 concurrent users and load times should be minimized, which is medium priority. Users should also be able to create and track orders as well as request returns, and Quintrix staff should be able to manage said products, which is a high priority as well. All sales done through the website should be calculated and executed correctly, which is another high priority. Reports should be made in the case that an error is found.

Participants:

- Unit Testing Team
    - Bobby Hill
    - Joseph Gribble
    - Connie Souphanousinphone
    - Luanne Platter

Methodology:

Luanne Platter will serve as the QA lead for the team mentioned above. Bobby, Joseph, and Connie will all conduct and unit testing under Luanne's supervision and guidance. Reports will be generated at the start of the day for Luanne to read. Luanne will then relay the information to her teammates and hold a meeting if necessary.

4.2System and Integration Testing

Definition:

The database should be regularly tested to ensure that it contains the correct contents. The servers should also be regularly tested to ensure that the website can function as expected. The front end should also be able to interact with the back end as well. Reports should be made in the case of an issue.

Participants:

- System & Integration Testing Team
    - Spongebob Squarepants
    - Patrick Star
    - Squidward Tortellini
    - Eugene Krabs

Methodology:

Eugene Krabs will serve as the lead for the team listed above. Spongebob, Patrick, and Squidward will conduct tests as Eugene oversees the process to make sure everything is working smoothly. Eugene will receive daily reports and relay information to the team on a regular basis, and conduct meetings if needed.

4.3Performance and Stress Testing

Definition:

The website should be able to handle 1,000 users at the same time, and load times shouldn’t exceed more than three seconds.

Participants:

- Stress Testing Team
    - Stan Marsh

- Kyle Broflovski
- Eric Cartman
- Kenny McCormick

Methodology:

Kenny will serve as the lead for the above team. Stan, Kyle, and Eric will write the test scripts for testing, then conduct the tests afterwards. Kenny will oversee the process and review the tests to make sure everything is according to plan.

4.4User Acceptance Testing

Definition:

A beta version of the website will be released for user acceptance testing once enough progress has been made.

Participants:

- User Acceptance Testing Team
    - Akari Akaza
    - Kyoukou Toshinou
    - Chinatsu Yoshikawa
    - Yui Funami

Methodology:

Yui will serve as the test lead for the above team and oversee the testing process. Akari, Kyoukou, and Chinatsu will write the test scripts under Yui's supervision.

4.5Batch Testing

4.6Automated Regression Testing

Definition:

Batch and automated regression testing will be done to make sure that the system and its components properly function.

Participants:

- Batch and Automated Regression Testing Team
    - Gabriel Tenma
    - Satania Kurumizawa
    - Raphiel Shiraha
    - Vignette Tsukinose
    - Tapris Chisaki

Methodology:
Gabriel and Tapris will be responsible for batch testing, while Satania and Raphiel will be responsible for automated regression testing. Vignette will oversee both groups as the overall lead to ensure success.

4.7 Beta Testing

Participants:

- Beta Testing Team
    - Peter Griffin
    - Joe Swanson
    - Glenn Quagmire
    - Cleveland Brown

Methodology:
Cleveland will be the lead for the above team while Peter, Joe, and Glenn will conduct the testing under Cleveland's supervision.

5.0 HARDWARE REQUIREMENTS

Computers
Modems

6.0ENVIRONMENT REQUIREMENTS

6.1Main Frame

PC: Windows, Mac, Linux
Mobile: Android, iOS
Technologies: Selenium, Maven, TestNG, Java, Eclipse
Cloud: AWS, MS Azure, GCP

6.2Workstation

A computer with a desk, a printer, and a lovely coaster to put your coffee mug on.

7.0 TEST SCHEDULE

Include test milestones identified in the Software Project Schedule as well as all item transmittal events.

Define any additional test milestones needed. Estimate the time required to do each testing task. Specify the schedule for each testing task and test milestone. For each testing resource (that is, facilities, tools, and staff), specify its periods of use.

- Website navigation: 1 day
- Searching products: 1 day
- Track orders: 1 day
- Account creation: 1 day

- Writing a review: 1 day
- Creating an order: 3 days
- Database access: 1 week
- Website servers: 1 week

8.0 CONTROL PROCEDURES

Problem Reporting

Create a report using the problem report template. Once completed, send the report to the appropriate test lead.

Change Requests

Create a request using the change request template. Once completed, send the request to the appropriate test lead.

9.0 FEATURES TO BE TESTED

- Users can compile articles of clothing together onto a virtual human to get an idea of what an outfit may look like

10.0 FEATURES NOT TO BE TESTED

- User will be able to access the website and interact with it using a VR headset

11.0 RESOURCES/ROLES & RESPONSIBILITIES

Roles are listed above in section 4.

12.0 SCHEDULES

Major Deliverables

-Test Plan
-Test Cases
-Test Incident Reports
-Test Summary Reports

13.0 SIGNIFICANTLY IMPACTED DEPARTMENTS (SIDs)

Department/Business Area Clothing Manager Tester(s)

14.0 DEPENDENCIES

- $10m budget
- 1 year to complete the project

15.0 RISKS/ASSUMPTIONS

- Servers may fail
- Database may fail
- Sales may not be calculate properly
- Deliveries may be delayed
- Application may crash on certain OS’s

16.0 TOOLS

Selenium, TestNG, Maven, Java, Eclipse

17.0 APPROVALS

Name	Signature	Date
1. Yamada Aoi		
2. Satou Jun		
3. Souma Hiroomi		
4. Todoroki Yachiyo		