User Acceptance Testing (UAT) Test Plan for Group Q

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# 1. Introduction

## 1.1. Purpose

The purpose of this User Acceptance Testing (UAT) Test Plan is to ensure that the web application developed for Group Q meets the requirements and expectations of the client. This plan will outline the process of testing the application's functionalities, features, and user experience to ensure a smooth transition from the development phase to production.

## 1.2. Scope

The scope of this UAT includes all functionalities and features outlined in the Figma prototype and agreed upon with the client. The testing will cover both front-end and back-end components of the web application, as well as user interactions.

## 1.3. Objectives

The primary objectives of this UAT are to:

- Verify that the web application meets the client's requirements and expectations.

- Validate the usability, functionality, and overall user experience of the web application.

- Identify and resolve any defects, issues, or areas for improvement before the application is released to production.

## 1.4. Testing Team

## Name Responsibilities

Abraham Sharon UAT Coordinator - handles communication between end users and QA team

Clara Langat Design test cases for the accounting team

Joseph Ogles Design test cases for the management team

Michael Harvey Create test data and write UAT reports

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# 2. Test Approach

## 2.1. Test Strategy

The testing strategy will consist of a combination of functional testing, usability testing, and regression testing. Test cases will be developed based on the Figma prototype and the agreed-upon requirements with the client. The test levels will include system testing and integration testing, ensuring that all components of the web application are thoroughly examined.

## 2.2. Test Cycles

There will be four test cycles during the UAT process:

- Prototype evaluation

- Ongoing testing during development sprints

- Pre-UAT comprehensive testing

- Final UAT execution with the client

# 3. Test Schedule and Milestones

## 3.1. Test Schedule

Design & Testing Process Completion: April 25th, 2023

UAT Execution: May 1st, 2023

Reporting & Data Analysis: May 3rd, 2023

# 3.2. Milestones

- Completion of test case design

- Execution of all test cases

- Analysis of test results and identification of defects

- Resolution of all identified defects and issues

- Client sign-off on UAT results

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# 4. Test Environment and Tools

## 4.1. Test Environment

The web application will be deployed on a staging server, accessible to the testing team through a web browser.

## 4.2. Test Tools

- Test management tool for organizing test cases and tracking test execution.

- Defect tracking tool for reporting and managing defects.

- Communication and collaboration tools for the testing team.

# 5. Test Cases and Test Data

## 5.1. Test Case Design

Test cases will be designed based on the Figma prototype and the agreed-upon requirements with the client. Each feature or functionality will have a corresponding set of test cases that cover all possible user interactions and scenarios.

## 5.2. Test Data Requirements

Test data will be created to support the execution of test cases, including input data for test scenarios, expected output data for validating test results, and any data needed for setting up or configuring the test environment.

# 6. Test Execution and Defect Management

## 6.1. Test Execution Process

Test cases will be executed in the order defined in the test plan, with testers following the step-by-step instructions provided. Test results will be recorded in the test management tool, and any

defects or issues encountered during testing will be reported using the defect tracking tool.

## 6.2. Defect Management Process

The defect management process will involve reporting, tracking, and resolving any defects identified during UAT. Defects will be reported using the defect tracking tool, with a clear description of the issue, steps to reproduce it, and any relevant screenshots or logs. The development team will be responsible for addressing and resolving defects, while the testing team will be responsible for retesting and confirming that the defects have been resolved.

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# 7. Test Closure and Sign-Off

## 7.1. Test Closure Criteria

UAT will be considered complete when the following criteria are met:

- All test cases have been executed successfully.

- All identified defects have been resolved and retested.

- The client has reviewed the test results and provided their sign-off on the UAT outcomes.

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## 7.2. Test Sign-Off Process

The test sign-off process will involve a final review of the test results by the client, as well as a discussion of any outstanding issues or concerns. Once the client is satisfied with the UAT results and has provided their sign-off, the web application will be considered ready for release to production.

# 8. Appendices

## 8.1. Features to be tested

Feature 1: Owner management of boats

- Test that the owner can create, edit, update, and delete boats.

Feature 2: User access to boats and purchasing functionality

- Test that users can view boat listings, access detailed boat information, and complete a purchase through the payment service.

## 8.2. Test case examples

## Feature 1:

1. log in to the owner dashboard.

2. Create a new boat listing, providing all required information.

3. Edit the boat listing, updating the information.

4. Delete the boat listing.

## Feature 2:

1. Access the boat listing page as a user.

2. View a boat's detailed information page.

3. Complete the payment process and confirm the purchase.

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