

# YallaKora Test Plan

## Introduction:

### Brief Overview of YallaKora App:

YallaKora is a cutting-edge sports application designed to provide users with real-time information, updates, and engagement opportunities related to various sports, with a particular focus on soccer (kora).

The app aims to be a one-stop destination for sports enthusiasts, offering a seamless platform to stay informed about match schedules, scores, player statistics

### Key Features:

Live Match Updates

Match Schedules

User Interactions

Notifications

Ticketing (if applicable)

## 2. Purpose of Testing:

The primary purpose of testing the YallaKora app is to ensure the robustness, reliability, and user satisfaction of the application.

Testing aims to identify and rectify any potential issues in functionality, security, and performance, guaranteeing a seamless experience for users.

By conducting thorough testing, we strive to deliver an app that meets the highest standards of quality, providing users with a trustworthy and enjoyable sports companion.

## 2. Testing Objectives:

Functional Testing: Validate the correctness and reliability of each feature.

Usability Testing: Assess the user-friendliness and intuitiveness of the app.

Compatibility Testing: Ensure the app works seamlessly across various devices and browsers.

Performance Testing: Evaluate the app's responsiveness and stability under different conditions.

Security Testing: Verify the secure handling of user data and transactions.

### 3. Scope and Limitations:

#### 3.1 Scope:

Testing will cover all core features, including live match updates, schedules, user interactions, and notifications.

The app will be tested on a range of devices, browsers, and operating systems to ensure broad compatibility.

Comprehensive test cases will be developed to address functional, usability, compatibility, performance, and security aspects.

#### 3.2 Limitations:

1. Testing may not cover every possible device, browser, or OS combination due to the vast array of options available.
2. The app's performance under extreme conditions may be challenging to simulate entirely.
3. External factors such as network conditions are beyond the scope of testing.
4. By defining the scope and limitations, we aim to provide transparency and set realistic expectations for the testing process while striving to deliver a high-quality YallaKora app experience for all users.

## 4. Test Items

### 4.1 Features to be Tested

## 1. User Authentication:

1. Verify the registration process.
2. Confirm the functionality of the login system.
3. Test the password reset and recovery process.
4. Ensure secure handling of user credentials.

## 2. Match Information:

1. Confirm accurate display of match schedules.
2. Verify real-time updates for match scores and events.
3. Test the reliability of match statistics.
4. Check for consistency in presenting match-related information.

## 3. User Interactions:

1. Test the ability to comment on matches.
2. Verify the functionality of liking or sharing match updates.
3. Confirm that user interactions are reflected in real-time.
4. Check for any restrictions on user engagement features.

## 4. Notifications:

1. Confirm push notifications for upcoming matches.
2. Test notifications for live match updates and important events.
3. Ensure users can customize their notification preferences.
4. Verify the accuracy and timeliness of notifications.

## 5. Settings:

1. Verify the functionality of user settings.
2. Test the ability to customize language preferences.
3. Confirm that changes in settings are reflected throughout the app.

## 6. Compatibility:

1. Test the app on various devices (smartphones, tablets) and browsers.
2. Ensure compatibility with different operating systems (iOS, Android).
3. Check for responsiveness and adaptability to different screen sizes.

## 7. Performance:

1. Conduct load testing to assess performance under heavy traffic.
2. Evaluate the app's response times during peak usage.
3. Test the app's stability under normal and stressful conditions.
4. Verify efficient use of system resources.

## 8. Security:

1. Verify secure data transmission through encryption protocols.
2. Test user authentication mechanisms for vulnerabilities.
3. Check for secure storage of user data on the server.
4. Assess the app for potential security risks and issues.

## 9. Language Support:

1. Test the app's functionality with different language settings.
2. Verify the accuracy of translations and localized content.

## 10 Accessibility:

1. Ensure the app adheres to accessibility standards (e.g., WCAG).
2. Test the app with screen readers and other assistive technologies.

## 11 Offline Functionality:

1. Verify the app's behavior when the device is offline.
2. Confirm that essential features remain accessible without an internet connection.

## 12 Data Privacy:

1. Test how the app handles user data and adheres to privacy policies.
2. Confirm that user data is not shared without consent.
3. This list provides a comprehensive overview of features to be tested in the YallaKora app.

The goal is to ensure the app's functionality, usability, performance, and security across a range of scenarios and user interactions.

### 2.2 Features Not to be Tested

## 3. Test Deliverable

### 3.1 Test Cases

Provide a list of test cases for each feature or functionality from responsible team.

### 3.2 Test Data

Data required for testing.

### 3.3 Test Scripts

Automated test scripts or tools.

### 3.4 Test Reports

Bug report and automated test reports depend on used tools.

Network Conditions

Testing Activity	Work products
Test Planning	Test plans
Test Monitoring & Control	Test Progress/ Summary Report
Test Design	Test Cases Test Data
Test Execution	Status of Test Cases Defect Reports
Test Completion	Test Summary Reports Change Requests

## 4. Testing Strategy

### 4.1 Testing Types

Types of testing to be performed:

- Functional
- Usability
- Compatibility
- Operational
- Installation
- Performance
- Security
- Interrupt
- Maintenance

### 4.2 Testing Levels

Testing levels at this app

- Integration testing
- System testing
- Acceptance testing
- Contract and Acceptance testing
- Beta testing

### 4.3 Testing Methods

Will rely on manual testing until agreed upon automation testing.

### 4.4 Test Methodologies

Testing methodologies to be performed: Black-box testing and Exploratory testing.

## 5. Test Environment:

The devices, browsers, and operating systems to be used during testing.

1. Devices
  - iphone 14 pro max
  - xiaomi redmi note 10 pro
2. Operating Systems
  - iOS
  - Android
3. Network Conditions
  - Network conditions that testing be conducted were WIFI, 4G, Mifi

## 6. Test Schedule

### 6.1 Resource Allocation

Resources required for testing: Test team, devices, Test Env, Test data, Network conditions).

### 6.2 Dependencies

There no deficiencies that may impact the testing schedule.

## 7. Project Estimation

Learning	Activities	Delivery	Team	Effort	Period
Learning	Test Planning	Test plans	Team Lead Test Team Business analysis	1 1-2 1	3d
Control	Test Monitoring & Control	- Test Progress - Summary Report	Team Lead Test Team Project Manager	1 1-2 1	
Design	Test Design	- Test Cases - Test Data - Test Traceability Matrix	Test Team	3-4	2w
Execution	Test Execution	- Status of Test Cases - Defect Reports	Test Team	3-4	1w
Feedback	Test Completion	- Test Summary Reports - Change Requests	Test Team Team Lead Project Manager	3-4 1 1	2d

## 8. Entry and Exit Criteria:

### 8.1 Entry Criteria

1. Testing environment is setup
2. (HW or SW or Licenses or New tool or installed tool)

3. Test Data ready
4. Build is ready to test
5. Smoke testing is done

## 8.2 Exit Criteria

1. Verify that All test plan objectives have been addressed, and testing activities have been executed as planned.
2. All test cases, including positive and negative scenarios, have been executed, and the results have been reviewed and validated.
3. All critical defects have been resolved.
4. All critical defects have been resolved.
5. High-priority defects have been addressed and validated.
6. The application meets predefined performance benchmarks for response times, system resource usage, and scalability.
7. UAT has been conducted, and stakeholders, including end-users, have validated that the application meets their expectations.
8. Regression testing has been performed, and the application is free from new issues introduced during the testing or development process.
9. Test documentation, including the test plan and test cases, has been updated to reflect the latest changes.
10. User documentation is complete and up-to-date.
11. Stakeholders, including product owners, project managers, and any other relevant decision-makers, have reviewed and approved the testing results.
12. There are no showstopper issues or critical defects that would prevent the app from being released to end-users.
13. The test environment has been cleaned, and any test data or configurations used during testing are reset to ensure a clean slate for future testing or development activities.
14. A final review meeting must be conducted with key stakeholders to discuss testing results and the readiness of the application for release.
15. Stakeholders must provide formal approval for the release of the YallaKora app



## 9. Conclusion:

1. The testing plan is designed to deliver a reliable and high-quality YallaKora app that meets user expectations and adheres to industry standards. The combination of thorough testing techniques, clear documentation, and a systematic testing schedule ensures that the application is comprehensively examined and ready for release.
2. In conclusion, the YallaKora app testing strategy and plan are robust, aiming to identify and address potential issues across various dimensions. By following this comprehensive plan, the development team can have confidence in the application's quality and its ability to provide a positive user experience. Regular communication, collaboration, and adherence to the outlined processes will contribute to the successful delivery of the YallaKora app.