TEST PLAN FOR "Daruieste Viata" Website Testing

ChangeLog

Version	Change Date	By
version number	Date of Change	Name of person who made changes
1.1	20/06/2022	Oana-Alexandra Miu

1 Introduction

For this test an efficient split into 2 sprints of a total of 11 US was attempted. Although in both sprints we test the same type of functionalities present on the site (the basic ones, identified by the client's requirement), the aim is to streamline time and improve the working experience of the testing team. The methodology applied in this testing process will be Agile.

1.1 Scope

1.1.1 In Scope

As mentioned, the basic functionality of the site will be checked. The main actions to be performed by the user will be displayed on the home page. The aim is to check how they work, as they represent a priority in the client's request. It tests functionalities such as the choice of the language used, the option to donate by filling in fields with personal data, the option to view the contributions of some shareholders, etc.

1.1.2 Out of Scope

Functionality involving the organisation's old online platform will not be tested.

1.2 Quality Objective

- Ensure the Application Under Test conforms to functional and nonfunctional requirements;
- Ensure the AUT meets the quality specifications defined by the client;
- Bugs/issues are identified and reported before go live;
- Ensure a satisfying user experience that benefits our customer.

1.3 Roles and Responsibilities

Detail description of the Roles and responsibilities of different team members like:

- Business Analyst - transform technical information into non-technical information and vice versa to simplify the exchange of information between customer and technical team.

- Product Owner - knows the product ; knows the business and technical needs of the company.

- Test Manager - Building up and leading the Testing Team to the success of project;
    - Defining the scope of testing within the context of each release / delivery;
    - Deploying and managing resources for testing;
    - Applying the appropriate test measurements and metrics in the product and the Testing Team;
    - Planning, deploying and managing the testing effort for any given engagement.

- Developers - knows programming languages and coding
    - the engine that produces the software
    - fixes bugs reported by the testing team

- QA Engineer - Analyze and clarification of requirements with a customer or a business analyst.
    - Plan the process of testing.
    - Write test cases (test scripts)
    - Conduct functional testing.
    - Identify problem areas, add them to a tracking system.
    - Discuss fixes with developers.

2 Test Methodology

2.1 Overview

For this testing process, Agile methodology is preferred because of its multiple advantages that encourage the whole team to progress and evolve (both technical and non-technical). Advantages such as:

- Superior quality product - testing is an integrated part of the project execution phase;
- Customer satisfaction – the customer is always involved when it comes to making any changes involving the product;
- Better control – because of the transparency;
- Improved project predictability - greater ways to identify and predict risks and plan to ensure that the project runs smoothly;
- Reduced risks - Agile works in small sprints that focus on continuous delivery;
- Increased flexibility - However, Agile divides the project in short sprints that are both manageable and flexible enough to allow the team to implement changes on short notice;
- Continuous improvement - The methodology works in iterations which means that each sprint will be better than the last one and previous mistakes will not be repeated.
- More relevant metrics - important metrics like lead time, cycle time, and throughput that helps measure the team's performance .

2.2 Test Levels

Integration Testing
System Testing
Acceptance Testing

And other testing types such as:

- Black box testing
- Functional testing
- Non-functional testing (stress testing)
- Static Testing
- Dynamic Testing

2.3 Bug Triage

The goal of the triage is to

- To define the type of resolution for each bug
- To prioritize bugs and determine a schedule for all "To Be Fixed Bugs".

2.4 Test Completeness

For instance, a few criteria to check Test Completeness would be
- 100% test coverage
- All Manual & Automated Test cases executed
- All open bugs are fixed or will be fixed in next release
- Ensure that all customer requirements have been met or addressed

3 Test Deliverables

Here are the sample deliverables

- Test Plan
- Test Cases
- Requirement Traceability Matrix
- Bug Reports
- Test Strategy
- Test Metrics
- Customer Sign Off

4 Resource & Environment Needs

4.1 Testing Tools

- Requirements Tracking Tool: **Jira**
- Bug Tracking Tool: **Jira**
- Manual Testing Tool: **Test Case Lab**

4.2 Test Environment

Following hardware is necessary for completing this process:

- A functional PC

- Equipment needed to connect to an internet network

Following **software is** required in addition to client-specific software.

- Windows 8 and above
- Office 2013 and above

5 Terms/Acronyms

TERM/ACRONYM	DEFINITION
US	User Story
TC	Test Case
PC	Personal Computer