Test Result Report for Ringl Messenger

Project Information

Product name: Ringl Messenger Mobile App

Version IOS: 1.9.9.332

Version Android: 1.9.5 (5388)

Testing period: December 19,2023 - January 31, 2024

Testing team: QA Team Group 3:

Volha Novikova, Team Lead, QA Engineer

Ilya Meleshkevich, QA Engineer

Polina Karalenka, QA Engineer

Purpose

Purpose of this testing is to verify the functionality, reliability, performance, and security of the Ringl Messenger mobile application.

Summary

Ringl Messenger testing included different types of tests aimed at checking the functionality, stability and security of the application. The Smoke test allowed for a quick check of key features to ensure that the application starts and runs correctly. A total of 32 test cases were created for iPhone and Android. Critical path testing aimed to test key user interaction paths to make sure they functioned smoothly. A total of 59 test cases were created for iPhone and Android. Extended testing involved deeper analysis of various features and usage scenarios to uncover hidden issues and improve the quality of the app.

As a result of the testing, 15 bugs were discovered, which are expected to be fixed before a new version of the app is released. These bugs may include functionality issues, incorrect display of the interface, incorrect behavior under certain conditions, or possible security issues.
The total number of tests performed and the relatively small number of bugs found indicate that the application is fairly stable and has passed basic testing.

Testing process description

Ringl Messenger has been tested on iOS 15.8, 17.0.3 and Android OS 11. The testing was performed using the black box method:

Functional testing, non-functional testing, usability testing, interrupt testing, boundary value testing were performed according to the [test plan](#).

Timetable

Type	Planned, hours	Spent, hours	Dates	Volha, Team Lead, QA Engineer	Polina, QA Engineer	Ilya, QA Engineer
Planning	10	14.5	19.12.2023-26.12.2023	6	3.5	5
Documentation	30	45	06.01.2024-25.01.2024	20.5	15	9.5
Functional and non-functional testing	30	38	26.12.2023-25.01.2024	15	13.5	9.5
Bug logging and reporting	10	25	22.01.2024-31.01.2024	9.5	12	3.5
Final reporting	10	17.5	28.01.2024-31.01.2024	13	4	0.5

Date	Volha	Polina	Ilya
19.12	0.5 h - Planning	0.5 h - Planning	0.5 h - Planning
20.12	1.5 h - Planning	1 h - Planning	1 h - Planning
21.12	1 h - Planning		1 h - Planning
25.12	2 h - Planning	1h - Planning	1.5 h - Planning
26.12	1 h - Planning	1h - Planning	1 h - Planning
06.01	0.5 h Testing, 1 h Documentation	0.5 h Testing, 0.5 h Documentation	0.5 h Testing
07.01	1 h Testing, 1.5 h Documentation	0.5 h Testing, 1 h Documentation	1 h Testing, 0.5 h Documentation
08.01	1 h Documentation	0.5 h Testing, 0.5 h Documentation	0.5 h Testing, 0.5 h Documentation
09.01	1.5 h Testing, 2 h Documentation	1 h Testing, 1 h Documentation	0.5 h Testing, 0.5 h Documentation
10.01	2 h Testing, 2 h Documentation	1.5 h Testing, 1.5 h Documentation	1 h Testing, 1 h Documentation
11. 01	0.5 h Testing, 0.5 h Documentation	0.5 h Testing, 0.5 h Documentation	0.5 h Testing, 0.5 h Documentation
12.01	0.5 h Testing, 1 h Documentation		
13.01		2 h Testing, 2 h Documentation	1 h Testing, 1 h Documentation
14.01	0.5 h Testing, 0.5 h Documentation	1 h Testing, 1 h Documentation	0.5 h Testing, 0.5 h Documentation
15.01	1 h Testing, 1 h Documentation	0.5 h Testing, 0.5 h Documentation	
16.01	0.5 h Testing, 0.5 h Documentation		1 h Testing, 1 h Documentation
17.01	1 h Testing, 1.5 h Documentation	1 h Testing, 1 h Documentation	0.5 h Testing, 0.5 h Documentation
19.01	2 h Testing, 3 h Documentation	1.5 h Testing, 1.5 h Documentation	0.5 h Testing, 0.5 h Documentation
22. 01	1 h Testing, 1 h Documentation, 1 h Bug reporting	1 h Testing, 2 h Documentation, 1 h Bug reporting	1 h Testing, 1 h Documentation, 1 h Bug reporting
23.01	1 h Testing, 2 h Documentation, 1 h Bug reporting	1 h Testing, 1 h Documentation	
24.01	1 h Testing, 1 h Documentation, 2 h Bug reporting	1 h Testing, 1 h Documentation	1 h Testing, 2 h Documentation, 1 h Bug reporting
25. 01	1 h Testing, 1 h Documentation		
27. 01	2.5 h Bug reporting	2 h Bug reporting	1 h Bug reporting
28.01	1 h Bug reporting, 3 h Final reporting	2 h Bug reporting	0.5 h Bug reporting, 0.5 h Final reporting
29.01	2 h Final reporting	1 h Bug reporting	
30.01	2 h Bug reporting, 3 h Final reporting	3 h Bug reporting, 3 h Final reporting	
31.01	5 h Final reporting	3 h Bug reporting, 1 h Final reporting	

Total hours planned - 90

Total hours spent - 140

Bug statistics

Status	Quantity	Severity			
		Critical	Major	Medium	Minor
Found	15	2	4	0	9
Verified	15	2	4	0	9