**MOBILE TEST PLAN FOR BELIEVE APP**

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# Introduction

Believe LLC is a social media app that allows the user to earn money by helping other users to participate in competitions and challenges such as Dance in video, poetry text, audio music, photography, modeling. And then by making them able to take up challenges of jokes, dance in video and audio.

This test plan describes the testing approach and overall framework that will drive the testing of the Believe LLC social media app.

# 2. Scope

The scope of this test plan is to ensure **BELIEVE LLC APP(Android & IOS)** meets all of its technical, functional and business requirements. The purpose of this document is to describe the overall test plan and strategy for testing the **BELIEVE LLC MOBILE APP**.

**Below screens will be tested for each of their functionality.**

1. Congrats Win
2. Congrats Loss
3. Forgot password
4. Notification
5. Notification user detail
6. Notification mark all as read
7. List of followers
8. List of Following
9. Add Consent
10. Select Media
11. Post
12. Post Challenge
13. Edit Profile
14. Login
15. Register
16. Verification
17. New Password
18. Home
19. Comment
20. Search
21. More
22. Favorite
23. Share
24. Save
25. Download
26. Profile
27. Profile self
28. Edit profile
29. Help
30. About Us
31. Contact Us
32. Cup Home
33. Search Cup
34. Cup upper menu
35. Cup lower menu
36. Choose Cup contest
37. Cup Rules
38. Upload Media for Challenge
39. Successful Media for Cup
40. Congrats win cup
41. Lost Cup winner
42. See All Achievement
43. Language
44. Payment Option
45. Payment
46. Chat list
47. Chat menu
48. Single chat
49. Chat element menu
50. Trending Challenge
51. Trending Challenge menu
52. Search Challenge
53. My Challenge
54. My Challenge menu
55. My challenge sub menu
56. Challenge Trending
57. Challenge Invited
58. Challenge Hosting
59. Challenge Past
60. Challenge Accepted
61. Challenge Rejected
62. Create Challenge
63. See All Challenge
64. Invite others challenge
65. Settings
66. Secure Account
67. Notification Setting
68. Privacy
69. Bank Account
70. About Us

**3. Test Objectives**

The general test objective is to test the correctness of the production data ﬁle, the content of the application, and any error conditions found in the **BELIEVE APPLICATION**. Other quality objectives of testing the **BELIEVE MOBILE ANDROID APPLICATION** are:

* **VERIFICATION** and **VALIDATION** of the **BELIEVE APPLICATION** requirements:
* Verification of the Believe App Functionalities
* To Uncover many flaws, find bugs and defects.
* To Know how to manage the bugs found and their level of severity.
* To Validate the product for Public use
* To make sure that when the app is in use there is no interruption of any sort.

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# 4. Detailed Test Approach

Detailed testing phases and methodologies are mentioned below. We will follow the protocols of each phase and achieve the Detailed results.

* **Requirement Analysis**
* **Design Testing**
* **Functionality Testing**
* **Non-Functional Testing**
* **Requirement Analysis**

Requirements analysis of the application is critical to the success or failure of producing the **Believe Social media Application** project. So we have to verify, validate and conﬁrm each requirement. Requirements must be validated on the basis of User Experience and User Interface. **Believe** social Media Application is required to have the requirements below.

Ability to Host Challenges between user and the host

Ability to post videos

Ability to make posts and share contents.

Ability to Favorite Contents

Ability to make payment through the payment gateway (Visa and Paypal).

Ability to add cards or link the payment to a user account.

Ability to Share challenge links.

Ability to join challenges.

Ability to Like posts

Ability to save posts.

Ability to upload profile pictures

Ability to Caption posts

Ability to Win Challenges.

Ability to Save

Ability to Download

Ability to Secure Profile through 2 factor Authentication. (2FA)

Ability to Chat

These are the requirements for the **BELIEVE MOBILE APPLICATION**. These requirements are going to be analyzed but the general team.

## Design Testing

Verify all the designs must be correct and usable as per the requirements. And also make sure the designs for all the speciﬁed languages and themes match the User Usability Experience..

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## Functionality Testing

Functionality Testing requirements are going to be done by the QA Team to determine every function of the Believe APP, acting in accordance with the predetermined requirements and tasks On the mobile application. Functional testing on the BELIEVE mobile app is extended to testing the following.

**SCENARIOS:**

A scenario in the Believe App is a specific tool that could perform an action immediately. Example of a scenario in the App is Login, Register. Therefore we will be verifying the following scenarios.

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* Verifying the Login functionality
* Verifying the Register account functionality
* Verifying the Forgot password scenario.
* Verify Login Functionality via social media (Google and Facebook)
* Verification of the About us Scenario
* Verification of the Terms and conditions of the Believe Mobile App
* Verification of the Modules in the Home screen after successful login
* Verification of Screen Functionalities. Below are some screen functionalities that

to be tested:

Verify Congrats Win

VerifyCongrats Loss

Verify Notification

* + Verify Notification user detail
  + VerifyNotification mark all as read
  + Verify List of followers
  + Verify List of Following
  + Verify Add Consent
  + Verify Select Media
  + Verify New Post
  + Post Challenge
  + Verify Edit Profile
  + Verify Verification
  + New Password
  + Verify Home Screen
  + Verify Comment
  + Verify Search
  + Verify More
  + Verify Save
  + Verify Download
  + Verify Profile
  + Verify Profile self
  + Verify Edit profile
  + Verify Help
  + Verify About Us
  + Verify Cup Home
  + Verify Search Cup
  + Verify Cup upper menu
  + Verify Cup lower menu
  + Verify Choose Cup contest
  + Verify Cup Rules
  + Verify Upload Media for Challenge
  + Verify Successful Media for Cup
  + Verify Congrats win cup
  + Verify Lost Cup winner
  + VerifySee All Achievement
  + Verify Language
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  + Verify Single chat
  + Verify Chat element menu
  + Verify Trending Challenge
  + Verify Trending Challenge menu
  + Verify Search Challenge
  + Verify My Challenge
  + Verify My Challenge menu
  + Verify My challenge sub menu
  + Verify Challenge Trending
  + Verify Challenge Invited
  + Verify Challenge Hosting
  + Verify Challenge Past
  + Verify Challenge Accepted
  + Verify Challenge Rejected
  + Verify Create Challenge
  + Verify See All Challenge
  + Verify Invite others challenge
  + Verify Settings
  + Verify Secure Account
  + Verify Notification Setting
  + Verify Privacy
  + Verify Bank Account

**Analyzing Believe mobile app for functionality:**

The most important function of any app is the user's ability to navigate it. Tabbed

menus centered at the top or bottom of the screen have become a popular option in

recent years. Users understand how to use them intuitively, and most menu items are

within tapping distance of the thumb at all times. The Believe app has several menus, tabs and which amount up to 100+, these buttons and menus will be analyzed thoroughly during testing.

**Visual appeal Of the Believe Mobile Application:**

Visual appeal is what meets the eye. It's the colors, shapes, pictures, fonts, white space, and overall visual balance of a design. We will also have to verify the appearance and the layout of the believe app.

**Consistency across multiple mobile devices:**

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You might think the goal of a responsive design is to present the exact same

experience to visitors regardless of what device they use and under what context

they visit. The experience is going to be different with the **Believe App**, because the device and The context are different. What we want to provide is the higher level of experience and connection and that means our designs will look different across devices.

Other Functional Testing type that will be conducted on the Believe Mobile App are

System Testing

Basic Usability Testing

User Acceptance Testing

**System Testing:**

System testing, also referred to as system-level tests or system-integration

testing, is the process in which a quality assurance (QA) team evaluates how the

various components of an application interact together in the full, integrated

system or application. This type of testing will be done on the **Believe Mobile App** when the App has been generally assembled to know how the pages linked to each other interact when given a specific command to carry out..

**Basic Usability Testing:**

Usability testing is a method of testing the functionality of the **Believe app**, by observing real users as they attempt to complete tasks on it.

**User Acceptance Testing:**

User Acceptance Testing UAT is going to be done in the final phase of testing after functional, integration and system testing. it will be done by an end user to Score and accept the requirements of the **Believe Mobile Application**

* **Non-Functional Testing:**

Non-functional testing accesses application properties that aren't critical to functionality but

contributes to the end-user experience. In a simple definitive essay we can say non-functional testing is the process of accessing the performance of the application under load. In this case the **Believe Mobile** app will undergo a non-functional test under some certain load to verify its performance under certain loads. The load we are referring to is the end user. Its performance will be tested based on the amount of end users that will be using the mobile application when the Application is deployed to the Public. Examples of the Non-Functional tests Believe App will undergo are:

* Performance Testing.
* Security Testing.
* Usability Testing.
* Localization Testing.
* Speed Testing.
* Load Testing
* Stress testing

**Performance Testing:**

Performance Testing is the process of analyzing the quality and capability of a software or application. It is a testing method performed to determine the system performance in terms of speed, reliability and stability under varying workload. Therefore **Believe Mobile** Application will undergo a performance testing procedure to determine the quality, speed, reliability and stability of the application under varying workload devices.

**Security Testing:**

Security Testing is a type of Software Testing that uncovers vulnerabilities of the system and determines that the data and resources of the system are protected from possible intruders. It ensures that the software system and application are free from any threats or risks that can cause a loss. Therefore the **Believe Social Media Mobile App** will have to be tested for Security to avoid intruder, and we will like to introduce a Two Factor Authentication Code (2FA) to help make the Application more secure. This security system will help avoid intruders in a way whereby, the mobile cell phone number will be linked to the user account and a code will be sent to the number for verification, after the code sent to mobile cell is entered the application validates the security as High Level security.

**Usability Testing:**

Usability testing is a form of non-functional testing because it assesses how the product performs for the user. Usability testing gauges the accessibility of applications and if users can complete tasks using your product. The **Believe App** will be tested for usability experience.

**Internationalization and Localization Testing:**

This is a Type of non-functional testing that will be carried out on the **Believe Mobile App** to ensure if it is able to adapt in different regions or places in different languages and also if it is able to adapt in a particular region or a specific language.

**Speed Testing:**

In this type of non-functional testing, The QA team will test the speed of the **Believe mobile** application in uploading, downloading, saving and transferring data and information under an internet server with the help of a speedest application for mobile application.

**Load Testing:**

Load testing examines how the system behaves during normal and high loads and determines if a system, piece of software, or computing device can handle high loads given a high demand of end-users. This is why we need to perform the load test on the **Believe Mobile App**, to determine the amount of workload the mobile app can handle under high demand.

**Stress Testing:**

Stress testing is defined as a type of software testing that verifies the stability and reliability of the system. This test particularly determines the system on its robustness and error handling under extremely heavy load conditions. This type of Testing will be done on the **Believe mobile** application because it would positively or negatively determine the reliability of the mobile app when a good extreme number of users make use of the app when the app is launched.

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### 5. Test Schedule:

The **Believe App** Test Schedule will describe the time or duration and Testing Activities that will be carried out on the **Believe Mobile** Application during the testing Process.

Testing activities are mentioned below.

● Requirement Analysis.

* Design Testing

● Develop test scenarios

● Develop test cases

● Review scenarios/test cases for accuracy, completeness and sequence (conﬁrm

test data is correct)

* Stress Testing

● Integration testing

● API Testing

● Regression Testing

● Functionality Testing

● Database Testing

● Load testing

● Usability Testing

● Compatibility Testing

● Performance Testing

● Security Testing

● UAT Testing

● Automation Testing

● Smoke Testing

● Beta Testing

### Database Testing:

* This type of testing will be carried out on the **Believe Mobile App** inorder to verify for data integrity and errors while you edit, delete, modify the forms or do any database related functionality in the APP.
* it will also Check if all the database queries are executing correctly and data is retrieved correctly and also updated correctly on the Mobile app.

Also we need to validate the Database by executing the queries.

## API Testing

API Testing will be done on the Believe app to analyze the interface of the application between the frontend and backend, so we can validate the performance, stability, reliability and the security of the Application.

Below are some of the types of API tests that will be conducted on the application.

* + - Verify required request headers and their correct values
    - Verify response payload
    - Verify expected result and correct application state
    - Verify correct performance sanity

**Regression Testing:**

This type of testing might be introduced to **Believe Mobile** Application if new features are to be added to the build, or if a bug has been fixed. The mobile application will need to be re-tested to verify if there is any effect on other features in other regions also.

## Usability Testing:

We will conduct a usability testing On **Believe Mobile App** in order to achieve The goals of usability testing which includes, establishing a baseline of user performance, establishing and validating user performance measures, and identifying potential design concerns to be addressed in order to improve the efﬁciency, productivity, and end-user satisfaction.

## Compatibility Testing:

This test is one of the most important tests to be conducted on different mobile devices, in order to verify the performance and compatibility of **Believe Mobile** App in various Mobile devices.

## Performance testing:

Mobile apps sustain some type of heavy load. Application performance testing should include: Load Testing & Stress Testing. We would conduct the Test on the **Believe Mobile** Application on different Internet connection speeds.

### Load Testing:

This is the act of Testing **Believe** **Mobile** Application if many users are accessing or requesting the same page. Can the system sustain peak load times? The **Believe Mobile** Application should handle many simultaneous user requests, large input data from users, Simultaneous connection to DB, heavy load on speciﬁc pages etc.

### Stress Testing:

Generally stress means stretching the system beyond its speciﬁcation limits. Stress testing is performed Stress is generally given on input ﬁelds, login and sign-up areas. We will conduct a stress test on the **Believe Mobile App** to break the application by giving stress and checking how the system reacts to stress and how the system recovers from crashes.

**Integration Testing:**

Integration Testing is introduced when there is a need to test how the two parts of the mobile application interact between themselves. Invariably Believe Mobile App will undergo Integrated Testing.

## Security Testing:

The Believe App will undergo security testing to verify a certain way a malicious user will try to attack it. It will also help verify ways to prevent and information leak.

## Automation Testing:

Believe Mobile App will pass through the process of Automation testing. The Mobile test automation will ensure the proper functioning of these apps and improve their quality, usability, performance, security, and reliability. Details of Automation testing will be discussed and covered inside the Test Plan of automation testing. Meanwhile below are things to consider during Automation Testing.

* + - Write the test cases in a test rail for speciﬁc features.
    - Analysis of test cases which are possible to be automated
    - Plan the test cases and how to execute all the test cases.
    - Write the test cases w.r.t environment.
    - write the logic for how to validate the test.
    - Write the pass/fail criteria against each test case.
    - run and actually verify the test.
    - Integrate all the test cases of each feature/module

## Smoke Testing:

Smoke Testing is a software testing process that determines whether the deployed software build is stable or not. Inside the smoke testing On **Believe mobile** App the ǪA Engineer will make sure all the critical functionalities are working ﬁne.

## Beta Testing:

Beta testing will be basically the release of **Believe App** for speciﬁc users to use the product in a production environment to uncover any bugs or issues before a general release.

Beta testing will be the ﬁnal round of testing the Believe App before releasing a product to a wide audience. The objective is to uncover as many bugs or usability issues as possible in this controlled setting..

# 6. Problem/Bug Severity Classiﬁcation:

These identiﬁed severity below are going to be for each problem found in the **Believe Mobile** Application and it will imply general reward for resolving Bug Severity on the **Believe Mobile app** and a general risk for not addressing it.

**Severity 1** - Crash or High impact problems that often prevent a user/host from correctly completing an experience.

**Severity 2** - Moderate to high frequency problems with the functionality/UI or UX impact

**Severity 3** - Either moderate problems with low frequency or low problems with moderate frequency; these are minor annoyance problems faced by a number of participants.

**Severity 4** - Low impact problems faced by few participants; there is low risk of not resolving these problems. Reward for resolution is typically exhibited in increased user satisfaction.

# 7. Test Resources

Here is the list of resources with their roles and where they will be used for testing the **Believe Mobile App**.

**Appium**: For Mobile Testing of the Believe App.

**Jmeter or Loadrunner**: For Load testing and performance testing

**Microsoft Excel**: For writing Test Cases and test Scenarios

**Trello**: For tracking Bug and Believe Mobile app Product Test management.

**Microsoft Word**: For writing Summary test Report.

**Postman**: For API Testing of the Mobile App Believe

# 8. Pass/Fail Criteria:

The Believe App test cases will be created and also the tests will be executed by the QA team. After the test has been executed the results are graded as expected. If the actual result matches the expected result in each test case, The test is supposed to be a Pass criteria, But if the actual result doesn't match the expected result in the test case, the test has failed in its criteria.

# 9. Test Environment

The Test environment will be remote. Also the QA Team will choose the end user environment to test in the environment of the end user for a beta testing.

# 10. Test Cases and Test Scenarios

Believe Mobile App will have the detailed test cases and test Scenarios on the basis of requirements, technical document and test plan, of which every activity have been discussed intensively In the REQUIREMENT ANALYSIS in this document (**BELIEVE MOBILE APP TEST PLAN**). Test Cases and Test Scenarios for the **Believe App** will be written in Microsoft Excel sheet.

**11. Object property Testing (Radio Button, Check Box, Dropdown arrow)**

This test is going to be carried out on the **Believe Mobile App** to verify the checkboxes, radio buttons and drop down arrows in order for the user to select their option.

**12. Bug/Defect Tracking and Believe Product Management Tool**

Trello will be used for defect reporting issues, bugs/defects management and traceability.

# 13. Final Test Report

Test closure reports for the Believe Mobile Application Testing will be generated for each testing phase as the testing phase gets completed.

# 14. Exit Criteria

All the test cases and test scenarios of the BELIEVE SOCIAL MEDIA APP must be passed and validated.

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