Из слак

The product I am working on right now is  a video-focused social networking service which is similar to TikTok, Instagram and other social networks. It is aт app that allows users to download short videos, which often feature music in the background, share them with others, do competition between users, like and comment them. This product supports desktop and mobile platforms. I performed exploratory testing, build acceptance testing, regression testing, release acceptance testing, reported bugs in Jira, wrote and executed test cases, participated in daily stand up meetings.

So the first project that I was part of a team  who was working with mobile applications. During the working on this project in an agile environment my responsibility was to test the application of the functionality and non-functionality aspects.  
Actually, I personally participated with my team in one of the projects - testing an application that was created for mobile devices. In the app, users can upload short videos that enter the daily competition, and have their own rating.  Also users have an account, can win virtual money-coins, and have different payment methods, if you need to pay, put likes, dislikes views, and receive different entertaining video content at the Application. I performed exploratory testing, build acceptance testing, functional testing, regression testing, and I also wrote bug reports on the Jira platform with photos, videos and log files. My responsibility also was a verification of fixed bugs. Another project is an application for mobile devices and desktops, the purpose of which is business interaction, the creation of projects, tasks, collaboration using management tools in group and individual chats, calls, storage and sharing of files. An application similar to platforms such as slack, telegram, trello, Asana. I have tested this application with exploratory, build acceptance testing, functional testing, regression testing. I had written test cases, and executed them.  
In another words I was just involved in the manual functional blackbox testing  in case if I found the deviation between expected and actual behavior, I reported a ticket in Jira backtracking system and continue the process, so I’m working in a agile environment with every day scrum meetings in close cooperation with my QA lead and developer teams.

The most recent project I tested, was a video-sharing and betting mobile application. The idea of the app is that a user can not only upload a shot video, share video, make connections with other users, post comments. A user can also vote for the video. And by placing bets on videos, users can earn money. Themain difference from other video sharing platforms, what the PO and developers were pointing out to the QA team, is that each video has equal chance to be seen. It has equal timing (24 hours) regardless of the popularity of the user. That makes this app stand out from Tik-tok, Instagram, Snapchat and other **social video platforms.**Although the target audience is obviously young people.

Recently I have tested a video sharing application with a set of brand new functions. Being a part of a team, I have performed exploratory testing, functional testing, positive and negative testing, wrote bug reports. The app has various options like creating of personal account, uploading videos, sharing them and having competitions, called “battles”, voting abilities, acquiring awards and coins. During testing period we have studied the functionality of some options mentioned above, having a chance to communicate not only with team members but also with a developer. That was a completely new experience, where we have shared our thoughts on the app, participated in a survey and met a developer via online video conference and chat.

By Tanya

Tell me about your project:  
- what’s about  
- what was your responsibilities   
- how did you do it, what tools did you use and why  Writing Test Cases based on PRD/based on User Stories and Acceptance criteria