**General project description**

This project is an introductory project for the Manual QA course. Its goal is to give a student a general understanding of the testing process and guide him through the main steps and techniques.

The main goal is to build a simple food ordering application where the student will participate in the Manual QA role. The process will be organised using the following tools:

* Fliplet - will be used to build the web application and conduct the testing (<https://fliplet.com/food-ordering/> ).
  + <https://studio.fliplet.com/apps/25250/edit/components>
  + L: [andres@cerebrumhub.com](mailto:andres@cerebrumhub.com)
  + P: Cerebrumhub.123
* Jira - organisation of the agile development and testing, including reporting of the bugs.
* Confluence - used for documentation management (use cases, test cases, etc.).

**Preconditions**

(what should be done/learned before)

* Efficient learning skills
* Motivation to be a QA and approach challenges
* Understanding of the learning process fundamentals (PBL)
* Understanding of the problem-solving mindset

**Learning goals/outcomes**

* **Understanding of the testing process** (Test cases + Process + Bugs)
  + The success factor of the course: Ability to independently and optimally organize and pass the testing process.
  + Will assess during the second project based on the results.
* **Architectural principles + Front-end architecture - specifically Client-Server architecture**
  + Basic understanding of theory based on the quiz.
* **Functional testing** - specifically Use Case Testing., **Bug/Defect Lifecycle - REPORTING OF BUGS in Jira**
  + Analysis of use cases, checklists, bugs, bug fixes.
  + What can be assessed:
    - Ability to create a checklist
    - Ability to report bugs
    - Ability to use the Jira and Board
* **Initial knowledge of Browser testing (Windows, Mac, Linux)**
* **Understanding of the SDLC models - specifically the Agile development process.**
  + The success factor of the course: Ability to participate and fill your tasks
* **Collaboration and teamwork**
* **Self-management**
* **Problem-solving**
* **Self-development**

**Major products (public outcomes)**

1. **Testing checklists must be built for all functionalities of the restaurant food ordering web app.**
   1. Menu browsing with search
   2. Previewing products
   3. Ordering products
   4. Viewing and completing orders
   5. Managing products
2. **Functionalities must be tested and bugs must be reported to the Bug Tracking Software.**
   1. Testing must be done in all popular browsers.
   2. All main issues must be found.
3. **Final bug report must be prepared at the end of the project.**

**Project structure and agenda**

1. **Project introduction** - discussing the app's main functions and purpose.
2. **Sprint #1** 
   1. Expected outcomes:
      1. Prepare testing checklists for the first block of functionalities
         1. Menu browsing and Product preview
         2. Search and Filtering functionality.
         3. Ordering functionality.
      2. Perform browser testing for the first block of functionalities
3. **Assessment, review and feedback.**
4. **Sprint #2**
   1. Expected outcomes:
      1. Prepare testing checklists for the second block of functionalities
         1. Admin panel login and menu.
         2. Viewing and completing orders functionalities.
         3. Product management functionality (bonus)
      2. Perform browser testing for the second block of functionalities
      3. Perform regression testing of all functionalities and generate the final bug report.
5. **Assessment, review and feedback. Initiation of the new project.**