

Test Plan for the Suppliers Feature of <https://hub88.io/>

Introduction

This test plan is designed to prescribe scope, approach and pass/ fail criteria of all testing activities of the “Suppliers” section of hub88.

Scope

Features to be tested: Below, features of the “Supplies” section of hub88 needs to be tested.

Module Name	Sub Modules	Test Scenario	Priority
Suppliers	Provider list	User can navigate to supplier view	High
		User can view list of providers	High
		User can select providers	High
		User can search providers	High
		User can navigate to list of game associate with the provider	High
	Game list	User can select games	High
		User can search games	High
		User can load more games associate with the provider	High
		User can navigate to list of game from the list of game view	High
	Game view	User can select the specific game	High
		User can add his/her name	High
		User can see other similar game	High
		User can accept the game, clicking on accept button	High
		User can play the selected game	High
		User can see proper error messages if game is not available or if it is unable to open	High

Features not to be tested: Features will be not tested on devices, platforms which or not supported.

Approach

Functional Testing: During functional testing, it is aimed to ensure that the Supplier's section of application working as per the defined requirement.

Regression Testing: Need to conduct regression testing after feature verification to make sure that new features didn't break existing system.

Test Automation: Need to achieve 100% automation coverage for the identified regression test scenarios, with the 95% of pass rate for both UI and API regression testing.

Usability Testing: Below verification points will be covered with usability testing.

- Verify application is works in multitasking mode when necessary.
- Verify navigation between application modules (News selection, Marketplace, Solutions, ...etc.)
- Ensure the icons and pictures look natural in the app environment.
- Verify text is simple, clear and visible to the user.
- Ensure page scrolling with the item count increase in the UI.
- Ensure application components are synchronized with the user's actions. (change provider, change game, ... etc.)

User Interface Testing: Below verification points will be covered with UI testing.

- Verify responsiveness of applications on different devices. (Mobile, Tablet, iPad)

Compatibility Testing: Verify application across supported web browsers (Chrome, Firefox Safari and IE) and with different Operating systems (MacOS, Windows and Linux) to make sure GUIs and functionalities are consistent and accurate

Performance Testing: Below verification points will be covered with performance testing.

- Checking the response time of the supplier section to various user actions (Supplier search, game selection, game loading to the UI, changing the game, changing the supplier), in order to make sure that the application is working according to the specification for normal user load.
- Examine the operability of the supplier section for long time work.

- Verify user can simultaneously work in the supplier section without any interruption.

Timeline and the Resource Allocation: TBD

Item Pass/Fail Criteria

Entry criteria:

Testing activities will start when,

- Test build is available and ready for testing
- Testable code is available
- All swagger documents are available for the automation

Suspension Criteria:

Testing will be suspended if:

- Blockers or critical issues, which prevent the testing of major functionality, are encountered
- Functionality is unstable, i.e., too many non-reproducible defects are encountered

Testing will be resumed when the blockers and critical defects are fixed.

Exit criteria:

Testing will be completed once,

- All tests planned have been run.
 - All regression tests have been automated.
 - Level of requirement coverage has been met.
 - There are NO Critical or high severity defects that are left outstanding
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