E-commerce Website Testing Plan

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Created by: Stafaniya Ruseva
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Versions and signoff assertions:

Test Plan History:

Version Num	Date	Author	Changes Summary
1.0	2021/02/12	Stafaniya Ruseva	Initial Version
2.0	2021/04/20	Stafaniya Ruseva	Final Version

SRS Document Reference:

Document Name	URL
Business Requirements	N/A
Technical Requirements	N/A

Table of Contents:

1. INTRODUCTION:

1.1 Project Overview:

The project involves comprehensive testing of the PetZone.bg e-commerce website, which specializes in selling pet products. The objective is to ensure the website functions correctly, provides a seamless user experience, and meets all business and technical requirements.

1.2 Audience:

The primary audience for this document includes QA engineers, project managers, developers, and stakeholders involved in the PetZone.bg project.

Title/Department	Name
QA Team	S. Ruseva
Development Team	P. Kamburov
Project Management	S. Ruseva, P. Kamburov
Stakeholders	Optimal Trade Ltd
Business Analysts	S. Ruseva, P. Kamburov

2.TEST STRATEGY:

2.1 Test Objectives:

The main objectives of testing PetZone.bg are:

- Verify all website functionalities.
- Ensure a user-friendly and intuitive interface.
- Check for performance issues and bugs.
- Validate security measures to protect sensitive data.

2.2 Test Assumptions:

- The website requirements are well-defined and approved.
- Test environments are available and stable.
- Test data is prepared and accessible.
- Necessary tools and resources are available for testing.

2.3 Test Principles:

- Testing will be conducted in accordance with industry standards and best practices.
- Test cases will cover all critical functionalities.

- Testing will be both manual and automated.

- Defects will be logged and tracked systematically.

2.4 Scope and Levels of Testing:

2.4.1 Build Acceptance:

- **Objective**: Ensure that each build is stable and ready for further testing.
- **When**: On each new build release.
- **Responsibility**: QA Team.
- **Methodology**: Smoke testing to verify critical functionalities.

2.4.2 Functional Test:

- **Objective**: Verify that all functionalities of the website work as expected.
- **When**: After build acceptance.
- **Responsibility**: QA Team.
- **Methodology**: Execute detailed functional test cases.

***Test Deliverables:**

What to Deliver	Responsibility	Review By
Test Plan Document	S. Ruseva	P. Kamburov
Functional Test Cases	S. Ruseva	P. Kamburov
Defects Logging Under	S. Ruseva	P. Kamburov
Closure Report	S. Ruseva	P. Kamburov

2.4.3 User Acceptance Test (UAT):

- **Objective**: Validate that the website meets user expectations and business requirements.
- **When**: After functional testing.
- **Responsibility**: QA Team, Users.
- **Methodology**: Execute UAT test cases with user involvement.

***Test Deliverables:**

What to Deliver	Responsibility	Review By
UAT Test Cases	S. Ruseva	Users
Users Support	S. Ruseva	P. Kamburov

2.5 LOE (Level OF Effort):

QA Task	Working Hours / Days	Note(s)
SRS meeting(s)	8 Hours	Initial meetings to understand the requirements.
Requirements Analysis (QA meeting)	16 Hours	Analyzing and understanding the requirements.
Project Test Plan	24 Hours	Creating a comprehensive test plan.
Testing Environment Setup	16 Hours	Setting up the test environment and ensuring it mirrors production.
Ad-hoc testing round once deploy	16 Hours	Initial ad-hoc testing to find obvious issues.
Test Cases Development including reviews	40 Hours	Developing detailed test cases for all functionalities.
Total Test Design Time	120 Hours/15 Days	Total time for designing tests.
Test Execution		
First testing round	40 Hours	Executing the first round of testing.
Results logged into JIRA	8 Hours	Logging defects found in the first round.
Second testing round	32 Hours	Executing a second round after fixes.
Final Sanity round form the exit report	16 Hours	Final round of testing to ensure everything is working.
Total Test Execution Time	176 Hours/22 Days	Total time for executing tests.
UAT Phase		
UAT test	24 Hours/Days	User Acceptance Testing with real users.
Support	16 Hours/Days	Providing support during UAT phase.
Total UAT Time	40 Hours/5 Days	Total time for UAT.
Margin (for all Phases)	32 Hours/Days	Buffer time for unexpected delays/issues.
Total Testing TIme (Working Hours / Days)	368 Hours/46 Days	Total estimated testing time.

3. EXECUTION STRATEGY:

3.1 Start and Exit Criteria:

Start Criteria:

- Test environment is set up and stable.
- Test data is available.
- Approved test cases are ready**.**

Exit Criteria:

- All planned tests are executed.
- All critical defects are resolved.
- Test summary report is prepared**.**

Now the conditions for the exit criteria are:

Condition	Result
All test cases executed	Pass
All critical defects resolved	Pass
Test summary report prepared	Pass

3.2 Test Cycle:

- Test cycles will be iterative.
- Each cycle will involve planning, execution, defect logging, and reporting.
- Regression testing will be performed after each cycle.

3.3 Test Metrics:

Metrics to Track:

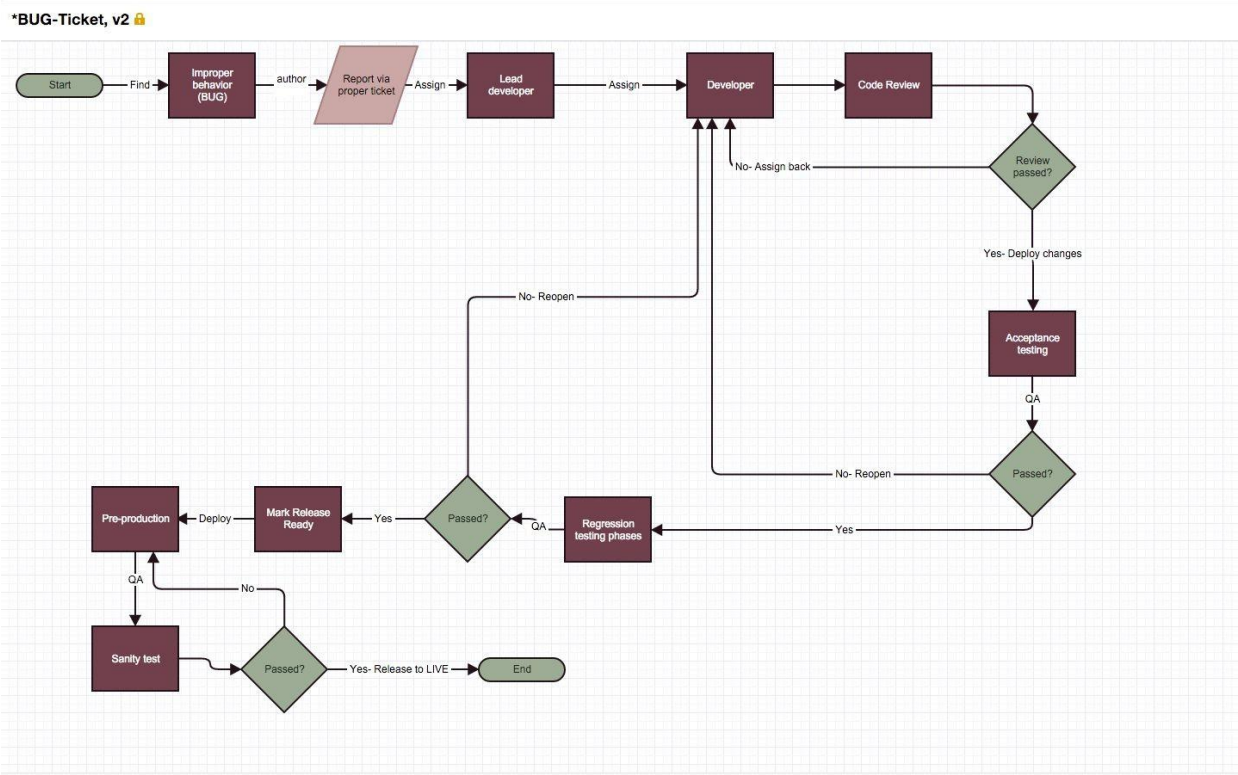
Report For	Report Description	Frequency
Test Execution Status (Overall)	Progress of test execution	Weekly
Execution progress (Daily)	Daily execution status	Daily
Test coverage	Percentage of test coverage	Weekly

3.4 Defect tracking & Reporting:

Defects will be logged and tracked using JIRA. The defect life cycle will include:

- New
- Assigned
- In Progress
- Fixed
- Verified
- Closed

Kindly refer to the below draw for more information about the BUG life cycle:



4. TEST MANAGEMENT PROCESS:

4.1 Test Design Process:

Designing the test is depending on some major factors as listed below:

- Business and technical requirements.
- User scenarios.
- Risk assessment.
- Previous defect trends.

4.2 Test Execution Process:

Real execution should cover all the documented test cases which should be for each as:

- Functional tests
- Regression tests
- Performance tests
- Security tests

4.3 Test Risks & Dependencies:

Risk	Severity	Back-Up
Changing requirements	High	Agile process
Lack of testers	Medium	Hire more testers
Unstable testing environment	High	Stabilize environment
Unexpected BUGs	Medium	Buffer time
Delayed between SDLC phases	High	Adjust timelines

4.4 Team Members Roles:

NAME	ROLE	TASKS
Stefaniya Ruseva	QA Engineer	Oversee QA activities
Stefaniya Ruseva	QA Engineer	Develop test cases
Stefaniya Ruseva	QA Engineer	Execute test cases
Stefaniya Ruseva	QA Engineer	Log and track defects

5. TEST ENVIRONMENT:

5.1 Test Stage:

Testing will be performed in a staging environment that mirrors production.

5.1 Test Compatibility:

Testing will cover compatibility across different:

- Browsers (Chrome, Firefox, Safari, Edge)
- Devices (Desktop, Mobile, Tablets)
- Operating Systems (Windows, macOS, iOS, Android)

6. DEADLINES AND DELIVERABLES:

For different departments deadlines, please refer to below table:

Phase	Duration	Note(s)
Requirements	2-4 weeks	Gathering and documenting requirements.
Designing	3-6 weeks	Includes UI/UX design, mockups, and design reviews.
Developing	8-12 weeks	Core development of the platform
Testing & maintenance	6-8 weeks	Includes all testing phases and initial maintenance post-launch.
UAT phase	2 weeks	User Acceptance Testing with feedback from end-users.

BEST OF LUCK TEAM!

Greetings From

Stefania