

## Acceptance Testing

### UAT Execution & Report Submission

<b>Date</b>	20 February 2026
<b>Team ID</b>	TVIP2026TMIDS41611
<b>Project Name</b>	OrderOnTheGo: Your On-Demand Food Ordering Solution
<b>Maximum Marks</b>	4 Marks

#### 1. Purpose of Document

The purpose of this document is to report the test coverage, defect status, and issue resolution of the Order on the Go project at the time of release to User Acceptance Testing (UAT). This report summarizes:

- Defects identified, resolved, and closed at each severity level
- Resolution categories and trends
- Test case execution results by feature module
- Overall UAT readiness

This UAT report provides stakeholders with visibility into code quality, feature completeness, and production readiness before the application is deployed to the production environment.

#### 2. Defect Analysis

##### Overview

This report shows the number of resolved or closed bugs at each severity level and how they were resolved.

##### Severity Levels:

- **Severity 1 (Critical):** Blocks functionality; data loss; security vulnerability; system crash
- **Severity 2 (High):** Major feature broken; workaround not available; significant impact
- **Severity 3 (Medium):** Feature not working as expected; workaround available; minor impact
- **Severity 4 (Low):** Cosmetic issue; UI/UX improvement; minimal business impact

##### Defect Resolution Summary

Resolution Type	Severity 1	Severity 2	Severity 3	Severity 4	Subtotal
By Design	2	3	4	5	14
Duplicate	0	1	2	1	4
External	1	0	2	3	6

<b>Resolution Type</b>	<b>Severity 1</b>	<b>Severity 2</b>	<b>Severity 3</b>	<b>Severity 4</b>	<b>Subtotal</b>
Fixed	8	5	6	12	31
Not Reproduced	0	0	1	0	1
Skipped	0	0	0	2	2
Won't Fix	0	2	1	0	3
<b>Totals</b>	<b>11</b>	<b>11</b>	<b>16</b>	<b>23</b>	<b>61</b>

## Defect Analysis Insights

### By Severity:

- Severity 1 (Critical): 11 bugs total – 8 fixed (72%), 2 by design (18%), 1 external (9%)
  - Key fixes: JWT token validation, payment signature verification, database connection pooling
- Severity 2 (High): 11 bugs total – 5 fixed (45%), 3 by design (27%), 2 won't fix (18%), 1 duplicate (9%)
  - Key fixes: Order status synchronization, subscription limit enforcement, restaurant approval workflow
- Severity 3 (Medium): 16 bugs total – 6 fixed (37%), 4 by design (25%), 2 external (12%), 2 duplicate (12%), 1 not reproduced (6%), 1 skipped (6%)
  - Key issues: UI alignment on mobile, email notification delays, image upload validation
- Severity 4 (Low): 23 bugs total – 12 fixed (52%), 5 by design (22%), 3 external (13%), 2 won't fix (8%), 1 skipped (4%)
  - Examples: Button styling, tooltip text, sorting order on dashboards

### Status Summary:

- Total Bugs Found: 61
- Bugs Fixed: 31 (51%)
- Bugs Closed (Including By Design/External): 54 (89%)
- Bugs Open/Pending: 7 (11%)
- Blocking Issues: 0 – All critical/high severity issues resolved

### 3. Test Case Analysis

#### Overview

This report shows the number of test cases executed, passed, failed, and untested across major feature modules.

#### Test Execution Summary by Feature Module

Feature Module	Total Cases	Not Tested	Failed	Passed	Pass Rate
Authentication & Access Control	15	0	0	15	100%
Restaurant Management	10	0	1	9	90%
Food & Menu Management	12	1	0	11	92%
Cart & Checkout	8	0	0	8	100%
Order Management	10	0	1	9	90%
Payment Processing	6	0	0	6	100%
Reviews & Ratings	6	0	0	6	100%
Staff Management	6	0	0	6	100%
Subscriptions & Plans	6	0	0	6	100%
Admin Dashboard	8	1	0	7	88%
Email & SMS Notifications	6	0	1	5	83%
Security & Performance	8	0	0	8	100%
<b>TOTALS</b>	<b>101</b>	<b>2</b>	<b>3</b>	<b>96</b>	<b>95%</b>