

Draft UAT

Test Plan

for

Animalcafély

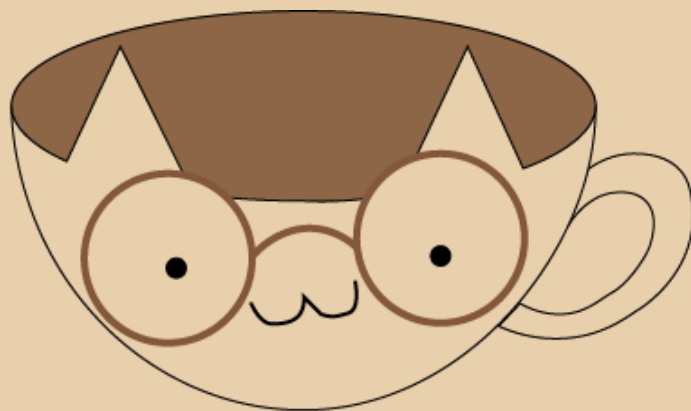


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1) Scope

1.1 Objectives and business requirements

- Goal:
The goal of this user acceptance test is to see if my website works accordingly. I'm planning to create a website that helps fans of animal cafes in Japan delve deeper into the fun animal cafe experience and support their possible plans to travel to such cafes there.
- Measurement of success:
I will measure success by evaluating how easy the website is to navigate and if the testers can follow the UX Navigation wireframes with no problems. Functionality is another factor in measuring success—if the website is working accordingly and there are no bugs, it is successful.

1.2 Outline of the scope

I'm trying to check if my website is working properly and in conjunction with my plans. For this UAT test, I'd like to:

- Verify that all the buttons redirect to the right place
- Get feedback from my testers on problems they encountered or how to improve the website
- Test the homepage, article pages and list page. Other pages/features have not been created yet.

2) Testing team

List of members and their roles during UAT.

<u>Name</u>	<u>Responsibilities</u>
Jade Huang	UAT Coordinator, designing test cases and UX navigation wireframe
Melody Trojanowski	Testing #1 UX navigation wireframe
Darlene Purnomo	Testing #2 UX navigation wireframe
Crawford Lieu	Reporting bugs and downfalls
Aarav Shrestha	Reporting possible improvements

3) Milestones and deliverables

This section contains all deliverables for successful UAT execution.

3.0 Design & testing process

UX Navigation and page wireframes and how and when the testing will take place.

Links to:

- [UX navigation wireframes](#)
- [List page wireframe](#)
- [Article page wireframe](#)
- [Homepage wireframe](#)

The testing will occur in 4 stages:

- 1) Staging environment: set up by Jade Huang, this environment should closely mirror production.
- 2) Training: UAT testers will be informed of what to do by Jade Huang.
- 3) UAT execution: create test cases and have our testers/reporters report on said test cases.
- 4) Reporting: full data analysis, bug triage, and working on what remains to be done.

Deadline for design & testing process: N/A

3.1 Staging environment

Requirements for the staging environment.

My staging environment will be accessible for all UAT testers on [my website link which has not been created yet].

Deadline for staging environment: N/A

3.2 Training

I will be talking to my testers in the *first few weeks of June*. I will walk them through the UX navigation wireframes, what to look for and what steps to go through to check the website.

- First week's meeting: 5 minutes - present website and its objectives
- Second week's meeting: 10 minutes - how to get onto staging environment, navigate the website and what to look out for

- Third week's meeting: 10 minutes - how to report on test cases

Deadline for training: N/A

3.3 UAT Execution

How and when UAT execution will take place—from onboarding to having testers report on test cases.

Execution will take a few minutes. During these, we need to ensure every tester successfully gets onboard and explores the website as much as possible.

Steps:

- 1) Onboarding. Onboard each accountant individually, help them set up on staging, and explain what I expect of them (briefly touched on during training as well).
- 2) Test case execution. Each accountant will be given specific test cases (see below), and report bugs and feedback via word of mouth or a Google doc.
- 3) Once done, note to discuss feedback in the next meeting with testers.

Deadline for UAT execution: N/A

3.4 Reporting & data analysis

Full analysis of individual test cases—understand what testers struggled with, what the general feedback is, and areas of improvement.

Deadline for reporting & data analysis: N/A

4) Environmental requirements

The minimal and recommended requirements for testing.

4.1 Hardware requirements

- 1.8GHz or faster processor. Quad-core or better recommended.
- 2 GB of RAM; 8 GB of RAM recommended.
- Hard disk space: Minimum of 800 MB, depending on features installed.
- Hard disk speed: to improve performance, install on a solid state drive (SSD).
- Video card that supports a minimum display resolution of 720p.

4.2 Software requirements

No extra software or dependencies must be downloaded and installed.

5) Features to be tested

5.1 UX navigation wireframe #1

Pass/fail criteria

- **Pass:** the tester was able to follow UX navigation wireframe #1 without problems.
- **Fail:** the tester was unable to follow the UX navigation wireframe #1 without problems.

Test cases

- 1) Go onto the animalcafély website.
- 2) Click the "BEST ANIMAL CAFÉS IN JAPAN" button to find out if it redirects to a list page showing the top 10 animal cafès in Japan.
- 3) If successful, click on any café on the page and check if it redirects to the correct café page.

5.2 UX navigation wireframe #2

Pass/fail criteria

- **Pass:** the tester was able to follow UX navigation wireframe #2 without problems.
- **Fail:** the tester was unable to follow UX navigation wireframe #2 without problems.

Test cases

- 1) Go onto the animalcafély website.
- 2) Click on the circular button that says "Entertainment" and check if it redirects to a list page of entertaining articles.
- 3) Click on the "Weird cafès" button and check if it redirects to an article about weird animal cafès in Japan.
- 4) If the above steps are successful, go back to the homepage and click on an image in the carousel at the bottom. Check that it redirects to what it is promoting.

6. Features to avoid testing

To avoid testers being sidetracked by specifying what features must be avoided during testing.

6.1 Other circular buttons, linked image's and popular articles snippet

Buttons or images that aren't mentioned in the steps should be avoided. The "popular articles" snippet should not be interacted with as I have not worked on it.

6.2 Navigation bar

All the buttons on the navigation bar have not been linked and the search bar is not functioning so it should not be interacted with.