



TED UNIVERSITY

Faculty of Engineering

Department of Computer Engineering

CMPE 492- Senior Design Project II

Test Plan Report

Project Title: Univhex

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1. Introduction

The purpose of this Test Plan Report is to ensure that our multifunctional social media platform for university students provides a unique social media experience while maintaining a safe and user-friendly environment. Our primary goal is to create a social media platform that allows students to share their ideas, needs, wishes, and other campus life-related subjects with ease. We aim to provide a platform that university students can use to spend their time with pleasure. In creating this social media platform, our primary duty is to afford a secure and user-friendly environment where university students can socialize. The aim of this test plan is to ensure that the social media platform meets the requirements and provides a seamless experience for the university students.

2. Testing Approach

2.1. Test Objectives

- Ensuring that users can register and sign-in properly.
- Ensuring the e-mail verification feature working.
- Ensuring that users can see and make interaction with posts properly.
- Validating the user interface is working without a delay.
- Ensuring that the users share posts without a problem.
- Verifying the user profile contains all the information.
- Validating the app performance on different devices.
- Validating the app compatibility on different devices.

2.2. Test Tools

- Flutter
- Web

2.3 Test Environment

We will conduct our testing in an environment that includes Android and iOS mobile devices and popular web browsers such as Google Chrome, Safari, and Mozilla Firefox. By conducting testing in a diverse environment, we will be able to identify any compatibility issues that may arise and ensure that our social media platform is accessible to all university students.

2.4 Test Methods

We will use both manual testing and automated testing methods to conduct our testing. Manual testing will involve real users interacting with the social media platform to identify any issues that may arise during normal usage. Automated testing will involve using testing tools to identify any functional, usability, security, or performance issues that may not be apparent during manual testing.

3. Test Scope

Test scope of the Univhex application contains:

1. General performance
2. Compatibility on different devices
3. Performance of user interface
4. Delay issues
5. Posting/ Post Interactions

4. Test Plan Overview

4.1. Testing Phases

- **Unit Testing:** The App's individual components will be tested separately to ensure they work as intended.
- **System and Integration Testing:** The app will be tested as a whole to ensure that its different components work together seamlessly.
- **Compatibility Testing:** The app will be tested to ensure it works well across different devices and platforms.
- **Performance Testing:** The app's performance will be tested under different conditions to identify the areas that require improvement.
- **Ethical and Security Testing:** The app will be tested to ensure it handles user data ethically and securely.
- **User Acceptance Testing:** A selected group of end-users will test the app in real-world conditions to ensure it meets their needs and expectations.
- **Usability Testing:** The app's usability will be tested to evaluate how easy it is to use and navigate.
- **Beta Testing:** The app will be released to a limited group of users to gather feedback before full release.

4.2. Test Schedule and Timeline

| | |
|--------------------------------|--------|
| Unit Testing | Week 1 |
| System and Integration Testing | Week 2 |
| Compatibility Testing | Week 3 |
| Performance Testing | Week 3 |
| Ethical and Security Testing | Week 4 |
| User Acceptance Testing | Week 4 |
| Usability Testing | Week 4 |
| Beta Testing | Week 5 |

5.Team Roles and Responsibilities

The testing team will be responsible for conducting testing and reporting any issues that arise during testing. The testing team will also be responsible for maintaining a testing environment that is consistent and stable. The development team will be responsible for addressing any issues that are identified during testing and ensuring that the social media platform meets the requirements.

6. Resources

Testing is some of the most crucial parts of our project. For resources we will be using for to test will consist of task manager, test engineers, testing tools, test environments, testing data and test infrastructure. To be more specific about testing environment, we will be using mobile device emulators, cloud-based testing platforms, social media testing tools and beta testing programs to make sure the app is running smoothly.

7. Risks and Mitigation

Knowing potential risks are important and to prevent them before getting them is important. Risks and mitigation could alter but the main problems we can face are user engagement risks, user privacy and data security risks, technical risks, legal regulatory risks, and financial risks. These are just the potential risks that we can face and it's important to mitigate any risks by knowing beforehand the possibilities.

8. Conclusion

The test plan is a comprehensive guide for the testing team with an overview of the testing process. We are confident that our testing approach will ensure that the social media platform we create meets the needs of university students, is user-friendly, and provides a unique social media experience.