

Test Plan for TCGPlayer Mobile Application

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Project Manager:

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Document Purpose

The test plan documents the test approach for TCGPlayer mobile application and testing disciplines (including smoke, integrated functional, regression, performance, user acceptance, and so on) to validate that the solution will perform as documented in the requirement/design. It described the detailed specification for the test scenarios, cases and scripts required to complete testing. The summarization of all details into the test plan allows for overall testing coordination, identification of gaps, and facilitates cross-organization planning.

Approvals

Documentation of approvals is required from those designated as approvers of this document. The QA manager must ensure that the test plan is approved by the business owner, technology manager, and the testing manager prior to deploying the change to production. If regulatory compliance requirements are in scope for the work effort, approval must also be obtained from a compliance representative.

Role and Approval Details	Name of Approver and Email Address	Title
BA Manager Validates that the Test Plan have captured all the applications and impacts.		
Technology Manager (or designer) Approval indicates that information contained in the Test Plan sufficiently tests the business requirements as defined in the Design document.		
QA Manager (or designer) Approval indicates that information contained in the Test Plan sufficiently tests the business requirements as defined in the requirement documents.		

Version History

List all revisions to the original artifact, starting with publication of the artifact with the author listed.

Version No.	Revision Date	Revised By	Change Descriptions

Contributors

Name	Work Effort Role

Glossary of Terms

Terms and acronyms within this document that may be unfamiliar to readers are listed in the following table.

[illegible]

1. Test Strategy

Test will be performed using various Android and iOS devices, including both mobile and tablets, by executing manual and automated test scripts.

1.1 Requirements for Testing

Application should be installed correctly to the device will be used for testing.

1.2 Application Installation

Application installation instruction:

1.2.1 Android Device

Android application can be installed from Google Play store by searching TCGPlayer.

1.2.2 iOS Device

iOS application can be installed from Apple's App Store by Searching TCGPlayer.

1.3 Testing Overview

Testing Type	In-Scope (Enter Yes or N/A)	Summary of Efforts
Unit	N/A	
Integrated Functional Testing	Yes	Functional testing will occur.
Regression Testing	N/A	
User Acceptance Testing	N/A	
Performance Testing	N/A	
End to End	N/A	
Security Testing	N/A	
Production Validation	N/A	

1.4 In-Scope Testing Activities

Test Scenario: following scenarios will be tested as a part of test execution

1. Mobile App Installation
2. DB update validation
3. Scan functionality of the application

Test Scenario	Description
App Installation	<ul style="list-style-type: none"> Installing Android Application Installing iOS Application
DB updates	<ul style="list-style-type: none"> Validate backend after transactions
Scan cards	<ul style="list-style-type: none"> Scan different types of cards

Test Cases: following test cases will be executed:

Test Case Name	Description	Priority
TC001_Validate_AndriodApp_Installation	Follow installation instruction download and install app to an Android device	
TC002_Validate_iOSApp_Installation	Follow installation instruction download and install app to an iOS device	
TC003_Scan_Single_MagicCard_Andriod	Validate android app scan functionality by scanning a single Magic card	
TC004_Scan_single_PokemonCard_Andriod	Validate android app scan functionality by scanning a single Pokémon card	
TC005_Scan_Single_YuGiOhCard_Andriod	Validate android app scan functionality by scanning a single Yu-Gi-Oh card	
TC006_Scan_Multiple_SameCards_Andriod	Validate android app scan functional by scanning multiple same cards at the same time	
TC007_Scan_Multiple_DifferenctCards_Andriod	Validate android app scan functional by scanning multiple different cards at the same time	
TC008_Scan_Partially_DamagedCard_Andriod	Validate android app scan functional by scanning partially damaged card	
TC009_Scan_Fake_Card_Andriod	Validate android app scan functional by scanning fake card	
TC010_Scan_Single_MagicCard_iOS	Validate iOS app scan functionality by scanning a single Magic card	
TC011_Scan_single_PokemonCard_iOS	Validate iOS app scan functionality by scanning a single Pokémon card	
TC012_Scan_Single_YuGiOhCard_iOS	Validate iOS app scan functionality by scanning a single Yu-Gi-Oh card	
TC013_Scan_Multiple_SameCards_iOS	Validate iOS app scan functional by scanning multiple same cards at the same time	
TC014_Scan_Multiple_DifferenctCards_iOS	Validate iOS app scan functional by scanning multiple different cards at the same time	

TC015_Scan_Partially_DamagedCard_iOS	Validate iOS app scan functional by scanning partially damaged card	
TC016_Scan_Fake_Card_iOS	Validate iOS app scan functional by scanning fake card	

1.5 Out-of-Scope Testing Activities

All functionalities other than Scan will not be tested.

1.6 Entrance Criteria

- Test plan is reviewed and approved.
- Functional Requirement Document has been provided.
- Test requirements, test cases are reviewed, approved and ready for execution.
- Testers have proper access to the environment and tools used for testing.

1.7 Exit Criteria

- All test cases executed.
- All critical and high-level defects are resolved before UAT.
- Outstanding issues and defects have been identified, documented, and communicated to QA manager, Business subject matter expert, Business and Project Manager.
- Test report and test evidence document reviewed and accepted.

1.8 Testing Type

Following are the types of tests that will be conducted.

1.8.1 Functional Testing

Functional testing verifies that the system accepts the proper data and processes and retrieves the data based on the appropriate business rules.

Test Objective:	Ensure proper functionality, including navigation, data entry, processing, and retrieval.
Technique:	<p>Execute each function, using valid and invalid data, to verify the following:</p> <ul style="list-style-type: none"> • The expected results occur when valid data is used. • The appropriate error / warning messages are displayed when invalid data is used. • Each business rule is properly applied. • Each requirement is properly implemented

Completion Criteria:	<ul style="list-style-type: none"> • All planned tests have been executed. • All identified defects have been addressed.
Special Considerations:	N/A

2. Overall Testing Assumption, Constraints, Dependencies, and Risks

Assumptions:

1. All the application BRDs/FSDs should have been approved.
2. All the development are completed.
3. Upstream and downstream applications can meet installation.
4. Application is available on both App Store and Google Play for installation.
5. Appropriate back-end access will be given to the QA teams to perform any database validation for testing.

Constraints:

1. May not be able to test all the different versions of android and iOS available for user.
2. May not be able to test verity of cards and testing conditions.

Risk and Dependencies:

1. Lack of understating of Gaming domain may affect to testing.
2. No prior mobile application testing may impact to create good test scenarios.

3. Overall Testing Control Procedures

3.1 Defect Management Process

Defects are all logged and tracked using Jira/ALM. Team conducts defect review daily during the scrum call to make sure open defects are properly prioritized, assigned, and addressed in the timely manner.

1. The developer will provide information on defect – effort required to resolve, as well ass resolution comments once defect resolved.
2. Testing status and defects will be reviewed in weekly status meeting.
3. All critical and high defects identified during the testing will be corrected prior to moving to UAT.
4. Signoffs will be provided at end of QA testing phase.

3.2 Defect Severity

All defects logged shall have a severity level assigned to them as follows:

1. Severity Level 1 - Critical: During the testing performed function causes the system to terminate or lock up.
2. Severity Level 2 - High: During the testing performed function doesn't work and has no work around (No Workaround).
3. Severity Level 3 - Medium: During the testing performed function doesn't work but has a work around (With Workaround).
4. Severity Level 4 - Low: During the testing performed function works but it has a cosmetic error (Cosmetic).

3.3 Defect Logging

Defects are logged when the test does not satisfy the test requirement. Every time a defect is logged, all of the specific and objective information possible about the defect shall be entered into the defect tracking system. This information shall include, but not be limited to the following:

1. Tester name and date
2. Summary
3. Reference (blank, or a user notation, or the Test Case name/number if applicable)
4. Description - When generating a defect report in Quality Center the description field should include specific and objective information with the following content and format:
 - a. The FRD requirement #
 - b. The requirement as stated in the FRD
 - c. Description of why the test results did not satisfy the requirement
 - d. Key steps that lead to failure of the requirement
 - e. Including the steps to ensure the failure can be reproduced
 - f. Screenshot
 - g. Work around

4. Test Tools and Repository

Testing will be conducted using android and iOS devices by scanning variety of game cards.
Test scripts will be stored in ALM/Jira.

ALM

- Domain (Domain Name will be here)
- ALM Project (Project name will be here)

Jira

- Jira URL (Jira URL for the project will be here)

5. Test Schedule

The Test Schedule will be based on the Project Plan. The independent test will be performed by the Independent Test Team and supported by the development team. The sections below present details about the tasks, milestones and deliverables involved in the test process.

Description	Due Date
Develop Test Scenarios	
Review Test Scenarios	
Write Test Cases	
Begin Testing	
End Testing	
Review Testing status and evidence report	
QA Signoff	

6. Acceptance Criteria

At the end of the testing, authorized staff will review the final test results and decide on the appropriate course of action with regard to acceptance of the software. There are several options, including complete acceptance, rejection, and conditional acceptance. For example:

Defect Severity level	Number of defects	Conditions
	No defects	Acceptance
1	Any	Rejection
2	Any	Rejection
3	Less than 10	Conditional acceptance: fixed within n days
4	Less than 20 (depends on impact)	Conditional acceptance: fixed within n days
5	Less than 30	Conditional acceptance: fixed within n days