

Software Test Report

Software Test Report for “WEBTOON”



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1. Test Summary

1.1 Scope of Testing:

The primary objective was to ensure the functionality, usability, and compatibility of the “WEBTOON” website.

This included testing the following main Modules :

- Account creation via “WEBTOON” and “Google”
- Search Tab
- “MY” Tab
- “ORIGINALS” Tab
- “CANVAS” Tab
- “FOR YOU” Tab
- “MORE” Tab
- Downloading Episodes

Modules that were planned to be tested but were not:

- Referral Code
- “CREATORS” section of the “MY” tab

1.2 Testing Period:

The testing was conducted over two weeks, from 2024-01-28 to 2024-02-11.

1.3 Testing Environment:

Tests were carried out on the “Testing environment” of the mobile app, mirroring the production setup.

The mobile systems were Android 9.

1.4 High-Level Results:

- A total of 21 test cases were executed, with 88 individual steps:
88 passing, 0 failing.
All of the test cases passed.
- No Issues were encountered

2. Testing Activities

The Test Activities section details the comprehensive and methodical approach undertaken to evaluate the functionality, and user experience of the “WEBTOON” mobile app.

This phase involved a series of targeted tests types designed to rigorously assess each aspect of the mobile app, ensuring reliability and quality from the user’s perspective.

The following Testing Activities were performed in this sprint/s:

2.1 Smoke Tests

Over the course of the sprint, **no instances were identified where the smoke test failed**. 1 smoke test was conducted and documented.

2.2 Regression Test

Regression tests were not conducted.

2.3 Functional Testing

All functional testing has been conducted, confirming that all features and modules are operating as intended.

2.4 User Interface Testing

My user interface testing has confirmed that the overall user experience aligns with our company's high standards.

2.5 Exploratory Testing

My entire testing methodology was based on exploratory testing, as no documentation was provided prior to testing.

2.6 Compatibility Testing

Compatibility tests were not conducted.

2.7 Recovery Testing

Recovery tests were not conducted.

2.8 Security Testing

Security tests were not conducted.

3. Results and Findings

This section presents the key outcomes of my testing efforts on the “WEBTOON” mobile app.

Here, I will present the important **metrics** that will highlight both the strengths and the areas needing attention.

These metrics will provide a comprehensive understanding of the current state of the mobile app’s functionality, usability, and overall performance.

3.1 Test Execution:

- **Executed:** 21 test cases (100% of planned)
- **Passed:** 21 (100%)

3.2 Defects Logged:

- **Total:** 0 defects (Critical: 0, High: 0, Medium: 0, Low: 0)
- Open: 0
- In Progress: 0
- Fixed: 0
- Closed: 0

4. Open Issues, Risks and Go No Go

On this section I will present the unresolved critical issues and the potential risks that emerged during our testing process.

In addition to that I will outline here my Go No Go recommendation on whether the current state of the mobile app aligns with my quality standards and criteria for going on “Live to Production”.

4.1 Unresolved Issues:

There are no unresolved issues.

4.1.2 Go No Go Recommendation:

After thorough analysis and considering all test results, we recommend a 'Go' decision for the release of the “WEBTOON” mobile app.

My testing experience indicates that the system is stable and performs well overall.