YallaKora Test plan

1. Test Strategy

1.1 Test Objective

The test objectives are to verify the functionality of the Yallkora mobile application and to guarantee all primary functions can generally work in a natural business environment.

The test will be executed to verify the test scripts, identify, and prioritize lower-severity defects for future fixing.

The final product of the test will include:
- A production-ready software.
- A set of stable test scripts that can be reused for Functional testing.

2. Scope

2.1 In Scope

2.1.1 My Favorite Teams Module

PURPOSE: Functional testing will be performed to check the functions of the My Favorite Teams module and integration testing will be performed to check the integration with the matches module.

1. If I can search for a team to add/delete
2. If I can add a team to my favorite teams and view my teams after adding
3. If I can delete a team from my favorite teams viewing my teams after deleting
4. Integration with the matches module to see if the added team is marked or not

Scope: The below table clarifies the details of the scope of the Functional and integration test.

Scenario	Sub levels	Complexity	No. test cases	Execution expected time /min
Add favorite team	Add a favorite to my favorite teams	medium	3	3 / T.C
Delete favorite team	delete a favorite to my favorite teams	medium	4	2 / T.C
Search	Search for a league to add a team from it	medium	3	1 / T.C
Search	Search for a team within a league	medium	3	1 / T.c
Integration with matches	See the matches module after adding a team to my favorite teams	medium	1	2 / T.C

2.1.2 Push Notification Module

PURPOSE: Functional testing will be performed to check the functions of the Push Notification module

1. If notification permission is allowed or not
2. If the notification will be opened correctly

Scope: The below table clarifies the details of the scope of the Functional Test.

Scenario	Sub levels	Complexity	No. test cases	Execution expected time /min
Notification allowing	Check if I will allow the notification permission I will receive notifications	medium	1	2 / T.C
Notification allowing	Check if I will not allow the notification permission I will not receive notifications	medium	1	2 / T.C
Notification allowing	Check if I will specify if I will allow permission or not	medium	1	2 / T.C
Notification opening	Check if the notification will be opened correctly	easy	1	2 / T.C

2.1.3 Matches Module

PURPOSE: Functional testing will be performed to check the functions of the Matches module.

    1. If I can view the matches on a day
    2. If I can view live matches
    3. If I filter by a day

Scope: The below table clarifies the details of the scope of the Functional Test.

Scenario	Sub levels	Complexity	No. test cases	Execution expected time /min
View Matches	See matches of my teams and other teams	medium	2	2 / T.C
Live Matches	See matches that are shown right now	easy	1	1 / T.C
Filter by a day	Filter by a day within 7 days and filter by the type of the matches	medium	3	3 / T.C
Filter by a day	Filter by any day you want and filter by the type of the matches	medium	6	4 / T.C

2.1.4 Tournaments Module

PURPOSE: Functional testing will be performed to check the functions of the tournaments module and integration testing will be performed to check the integration with the matches module and news module.

    1. If I see all tournaments
    2. If I see specific tournament details
    3. Check the integration with the matches module
    4. Check the integration with the news module

Scope: The below table clarifies the details of the scope of the Functional and integration test.

Scenario	Sub levels	Complexity	No. test cases	Execution expected time /min
See all tournaments	Check to see all available tournaments and if each tournament is clickable	easy	1	4 / T.C
See a tournament	Check if all tabs of a tournament will open correctly	medium	4	1 / T.C
the integration with the matches module	Check to see if the matches of a tournament include only the teams that belong to that tournament and filter by available weeks or rounds	Hard	3	3 / T.C
the integration with the news module	Check to see if the news of a tournament is about only the teams or players that belong to that tournament	Hard	2	4 / T.C

2.1.5 News Module

PURPOSE: Functional testing will be performed to check the functions of the News Module

1. If I can see the last news
2. If I can open a news details screen
3. If I can see and open all other types of news

Scope: The below table clarifies the details of the scope of the Functional and integration test.

Scenario	Sub levels	Complexity	No. test cases	Execution expected time /min
Last news	Check if I can see last news and browse between the articles	medium	3	2 / T/.C
News details	Check if I can open and open any link inside the article correctly	Easy	3	1 / T.C
News details	Check if I can share the news with different apps and the link will be opened correctly	medium	4	2 / T/.C
Other news	Check if all other news will be opened correctly	medium	8	1 / T.C

2.2 Out Scope

These features are not be tested because they are not included in the current sprint
- User Interfaces
- Database logical
- Security and Performance
- Ads Policy

2.3 Test Acceptance Criteria

1. Approved Functional Specification document, Use case documents must be available prior to the start of the Test design phase.
2. Test cases approved and signed off prior to starting of Test execution
3. Test environment with the application installed, configured, and ready-to-use state

2.4 Milestones

Milestones are associated with the project and are one of the best ways to track the progress and timeline. It is similar to the small targets in a project. A milestone can be an important target such as a planned public software release, an internal test version, or a new beta release for an important customer.

The milestone list is tentative and may change due to the below reasons
1. Any issues in the System environment readiness
2. Any change in scope/addition to the scope
3. Any other dependency that impacts efforts and timelines

3. Test Methodology

3.1 Overview

In the YallaKora app, we're using the Agile model

3.2 Test levels

In the YallaKora app, there're 3 types of testing that should be conducted.

- **Integration Testing:** (Individual software modules are combined and tested as a group)

- **System Testing**: Conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements
- **Accepting Testing:** focuses on validating the business logic. It allows the end-users to complete one final review of the system prior to deployment.

3.2 Testing Techniques

In the YallaKora app, we're using the black box and experience-based technique.

3.3 Suspension Criteria and Resumption Requirements

If the team members report that there are **40%** of test cases **failed**, suspend testing until the development team fixes all the failed cases.

3.4 Test Completeness

- Specifies the criteria that denote successful completion of a test phase
- The run rate is mandatory to be 100% unless a clear reason is given.
- The pass rate is 80%, achieving the pass rate is mandatory

3.5 Test Deliverables

no.	Deliverable Document	Author	Reviewer
1	Test plan	Test lead	Project manager / Business analyst
2	Test cases / Test Traceability Matrix	Test team	Business analyst signs off
3	Daily/weekly status report	Test team / Test lead	Test lead / Project manager
4	Test closure report	Test lead	Project manager

4. QA Group estimation

QA Tasks	Effort (Man -hours)
Design Phase	
Existing similar application familiarization	2

Requirement Analysis	2
Test Plan / Test Strategy	3
Test case development including Peer review and updates	24
Test Environment setup	1
Execution Phase	
Test Execution	4
Defect logging	2
Retest fixes	1
Total execution time	39

5. Entry and Exit Criteria

5.1 Entry Criteria

- Verify if the Test environment is available and ready for use.

- Verify if test tools installed in the environment are ready for use.

- Verify if the Testable code is available.

- Verify if Test Data is available and validated for correctness of Data.

5.2 Exit Criteria

- 100% Test Scripts executed.
- 95% pass rate of Test Scripts.
- No open Critical and High severity defects.
- 95% of Medium severity defects have been closed.
- All remaining defects are either canceled or documented as Change Requests for a future release.
- All defects logged.
- Test Closure Memo completed and signed off.
- Test environment cleanup completed

<u>BUGS</u>

BUG1

Title: a favorite team cannot be removed from editing my Favorite Team's screen

Reproduce steps:

1. Open the app
2. Press on my teams' tab
3. Press on the + icon or add your team button
4. Press any league and choose any team and press on it
5. Press ok
6. Press on the edit icon
7. Press on the delete icon regarding the team you want to remove
8. Press the back button (from the device itself, not the back icon)
9. Press on the edit icon again

Expected result: when pressing on the delete icon the team should be deleted and not show again

Actual result: the team still exists on my favorite team unless I press the back icon immediately after deleting the team

Severity: High

Priority: High

Attachment: BUG1_Video_link

Environment:
- Samsung A54 device
- Android 13
- YallaKora version 2.12

BUG2

Title: the app crashed when I don't specify if the notification permission is allowed or not.

Reproduce steps:
1. Remove the app and Install it again or if you installed it and don't want to remove it and install again just clear the storage
2. Open the app
3. Press on anything on the screen except (allow or don't allow buttons)
4. Kill the app
5. Open the app again
6. The app will be crashed

Expected result: the app should work normally if the user doesn't specify the notification permission allowed or not and should ask the user again for permission without crashing the app.

Actual result: the app crashed every time the user opened the app when the user doesn't specify the permission allowed or not

Severity: Critical

Priority: High

Attachment: BUG2_Video_link

Environment:
- Samsung A54 device
- Android 13
- YallaKora version 2.12

BUG3

Title: the loading/progress indicator got stuck and no matches data displayed for any day when I'm pressing on the day more than one time.

Reproduce steps:
- Open the app
- Press on matches
- Press on any day to display what are the matches for that day
- Press on the same day again
- The loading/progress indicator displayed forever and no data displayed for the matches

Expected result: the loading indicator should be displayed only when the data is not loaded yet and once the data is loaded the data should be displayed whether I press one or more than one time on that day

Actual result: once I press on the day for the second to see matches, I'm not able to see any data and only the indicator is shown

Severity: Medium

Priority: Low

Attachment: BUG3_Video_link

Environment:
- Samsung A54 device
- Android 13
- YallaKora version 2.12

BUG4

Title: I couldn't open the team details screen if the team has no data in the app and a different screen will be opened which contains "no internet try again"

Reproduce steps:

- Open the app
- Press on my team's tab
- Press add team button to search for a team
- Search for an unknown team they may have not a lot of information (like open egypt cup (كأس مصر) and search for telecom egypt sc (المصريه للاتصالات) team and add it to favorite teams and press ok
- View favorite teams and press on telecom egypt sc team

Expected result: the team details screen should be displayed correctly and show useful info if the team has no available data the right text should be displayed to tell the user there is no data available for that team.

Actual result: when the team has no data, an ambiguous screen is shown which contains "no internet try again".

Severity: High

Priority: High

Attachment: BUG4_Video_link

Environment:
- Samsung A54 device
- Android 13
- YallaKora version 2.12

BUG5

Title: the edit my favorite team's button should be displayed only if I have at least one favorite team

Reproduce steps:

- Open the app
- Press on your teams' tab
- Make sure that your favorite teams' list is empty
- Now you will see the edit button displayed

Expected result: the edit button should be displayed only if there is at least one team and if favorite teams list is empty the button should be hidden

Actual result: the edit button is displayed all the time

Severity: Low

Priority: Medium

Attachment: BUG5_Screenshot_link

Environment:
- Samsung A54 device
- Android 13
- YallaKora version 2.12

BUG6

Title: The Horizontal scroll in the news inside the tournament is not working as expected (there is a problem with the navigation, the active index is not changing when i scroll to any article)

Reproduce steps:

- Open the app
- Press on the tournament tab
- Press on any tournament
- Press on news
- Scroll horizontally

Expected result: the scroll should work correctly and active index should be changes based on the index of the article i scroll to it

Actual result: the active index is always the first index

Severity: Low

Priority: Low

Attachment: BUG6_Video_link

Environment:
- Samsung A54 device
- Android 13
- YallaKora version 2.12