

Test Plan

1. Understand the product

- Understand, go-through and play around with a product thoroughly before testing it.
- The product under test is “Unstop” website.
- Have clear communication, discussion with Client/Product Manager/Project Head to get clarity on the Functional Requirements and understand the end users to know their requirements and expectations from the application.
 - ☐ Who will use the website?
 - ☐ What is it used for?
 - ☐ How will it work?
 - ☐ What are the particular list of the features requires to be tested?
- Approach to understand the product
 - ☐ Interview Client, Designer, Developer, Reporting Manager
 - ☐ Review Product and Project Documentation
 - ☐ Perform Product Walkthrough

2. Develop Testing Strategy

- Testing Strategy document is a high-level document.
- The product’s testing objectives and the means to achieve them
- Determines testing effort and costs
- Steps to proceed with Testing Strategy
 - ☐ Define Scope of Testing
 1. The components of the system to be tested are defined as “**in scope**”.
 2. The components of the system that will not be tested also need to be clearly defined as being “**out of scope**.”
 - ☐ Identify Testing Type
 - Unit Testing

- Integration Testing
- System Testing
- Smoke Testing
- Sanity Testing
- Functional Testing
- UX-UI Testing

☐ Document Risk & Issues

1. Training course
2. Test Priority
3. Establish the scope, constantly track and measure the progress

☐ Delegating Task

1. **Who** will test?
 - Assigning ticket to a team member
2. **Where** will the test occur?
 - Deciding testing environment?

3. Define Testing Objectives and Scope

- Overall goal and achievement of the test execution.
- Objective: Finding as many software defects as possible; ensure that the software under test “**Unstop**” is **bug free** before going live.
- List all the software features (functionality, performance, GUI...) which is required to be tested.
- Test Objective of the website “Unstop” as following:
 - ☐ Verify if the professional courses functionality is working as expected.
 - ☐ Verify if the practice sessions are working fine.
 - ☐ Verify if students are able to login and review the Unstop platform as an opportunity seeker.
 - ☐ Verify if 1-on-1 mentorship is being established and aspirants are able to find their mentors.

4. Define Test Criteria

- **Exit Criteria** : Specifies the criteria that denote a successful completion of a test phase.

- **95%** of all critical test cases must pass.
- Test Metrics :
 1. Execution Ratio is ratio between **number test cases executed/total test cases** of test specification. For example, the test specification has total 120 TCs, but the tester only executed 100 TCs, So the run rate is $100/120 = 0.83$ (83%).
 2. Pass Ratio is ratio between **numbers test cases passed / test cases executed**. For example, in above 100 TCs executed, there're 80 TCs that passed, so the pass rate is $80/100 = 0.8$ (80%).

5. Testing Tools

- Web Browsers: Chrome, Brave, Mozilla Firefox, Edge, Opera Mini, Safari
- Bug Tracking Tool: JIRA
- Test Case Document: Spreadsheet
- Bug Evidence: Screenshots, Error Logs, Steps to Reproduce, Screen Recording

6. Testing environment

- Setup of software and hardware on which the testing team is going to execute test cases.
- The test environment consists of real business and user environment, as well as physical environments, such as server, front end running environment.
 - ☐ QA server
 - ☐ Client side testing server
 - ☐ UAT server
 - ☐ Prod server

7. Documenting Testing Deliverables

- Test plans document.
- Test cases documents
- Test Design specifications.
- Test Scripts
- Requirement Traceability Matrix
- Error logs and execution logs.
- Test Results/reports
- Defect Report