



TEST PLAN

<Hunted Mobile>

VERSION HISTORY

Version #	Write by	Revision Date	Approved By	Approval Date	Outline
1.0	<i>Alina Kuliak</i>	<i>2025/11/30</i>			Test Plan create

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INTRODUCTION

The “Hunted” mobile application is a complete job search and application tracking platform designed to help job seekers and recruiters efficiently connect. The app allows users to search and filter job listings, create profiles, manage job applications, and communicate through built-in chat features.

This Test Plan defines the **scope, objectives, approach, resources, schedule, and risks** related to testing activities for the **Hunted mobile app (iOS)**.

The purpose is to verify that the mobile app meets its business and technical requirements, performs as expected, and ensures a seamless and reliable user experience.

1. TEST STRATEGY

1.1. Scope of Testing

1.1.1. Feature to be tested

All functionalities defined in the mobile app requirements will be covered, including login, registration, candidate and recruiter profiles, filters, chat, job postings, and company listings.

Module name	Login type/ access type	Description
Main screen	Logged out	Sign in screen opens for a logged-out user. Navigation to the Sign In via Google and Apple accounts. Navigation to the Sign up screen.
Sign In	Logged out	The Sign In screen is displayed. Email validation. Password validation. Successful sign-in with valid credentials. Invalid credentials error handling. Forgot password link navigation. Sign in with Google. Sign in with Apple.
Chats	Logged in/ Recruiter Candidate	Logged in: see the My Chats screen. If no chats exist yet, the message ‘ <i>There are no messages yet</i> ’ with the subtitle ‘ <i>Your future chats with hiring managers</i> ’ is displayed. At the very bottom of the page, there should be a Chats and Profile buttons. Recruiter: should be able to send the offer to the candidate or mark the chat as rejected. Before contacting the candidate in the chat, the recruiter shouldn’t be able to see the candidate’s contacts of the candidate. Candidate: should be able to open their contacts or decline the recruiter’s proposition and not share contact details. Candidates and recruiters: to group chats, should have the ability to archive chats or mark them as Favourite.
Sign up	Logged out	Users can sign up for the application by filling out the sign-up form on this page. The form should consist of 3 required fields: Email, Password, and Repeat password. The [Create account]

		button is at the bottom of the form. Sign in with: Google or Apple buttons are at the bottom of the page.
Profile	Logged in/ Candidate Recruiter Admin	<p>Logged-in users should be able to have candidate and recruiter accounts simultaneously.</p> <p>After the registration, the user should be able to create a profile for the recruiter or the candidate.</p> <p>In the profile section, the user should be able to:</p> <ul style="list-style-type: none"> → Preview and edit his profile; → Switch between recruiter/user profiles; → Edit contact information and connect social networks (LinkedIn, GitHub, Google); <p>Users should be able to activate or deactivate their profile in the profile settings.</p> <p>Admin should be able to edit user profiles at any time.</p> <p>Recruiter: should be able to fill in his position, the company, and his contact information.</p> <p>Candidate: should be able to fill in</p> <ol style="list-style-type: none"> 1) Role: info about desired position, tech skills (5-15); 2) Expectations: info about the experience, expected salary (annual or monthly, dollar or euro), English level, and location; 3) Experience: detailed information about experience should be exportable from LinkedIn. 4) Contact Information: full name and links to social networks. <p>After successful registration, users should wait for their profile to be activated by Admins within 24-48 hours.</p>

1.1.2. Feature not to be tested

These areas are out of scope for this testing cycle:

- Admin functionality;
- Question/feedback form.

1.2. Test Type

In the project Hunted, there are 3 types of testing that should be conducted.

- **Integration** testing (individual software modules are combined and tested as a group).
- **System** testing: all the testing will be conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements.
- **Exploratory** testing.
- **Smoke** testing for each new build.
- **Functional** testing of all the features
- **GUI** testing
- **Compatibility** testing: test Windows and macOS browsers.

1.3. Risk and Issues

Risk	Mitigation
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Team members lack the required skills for application testing	Provide the team with a senior tester who has the necessary skills and will be able to train and optimize the work of the entire team in the shortest possible time.
Not enough time to test all models and versions.	Prioritize models and versions by popularity and test the most used ones.
Not enough time to execute all test scenarios.	Start testing with the most critical scenarios and use test design techniques to reduce the number of tests.
A member of the team has gotten sick	Allow time for emergencies at the planning stage. Find out the readiness of other team members to take on part of the work in unforeseen situations.

1.4. Test Logistics

1.4.1. Who will test?

The project should use outsourced members as testers to save the project costs.

1.4.2. When will the test occur?

The tester will start the test execution when all the following inputs are ready:

- Software is available for testing.
- Test Specification is created.
- The Test Environment is built.
- Enough human resources for testing.

2. TEST OBJECTIVE

The testing objectives are to verify the functionality of the Hunted app. The project should focus on testing the process of candidates searching for jobs, recruiters searching for candidates, and the exchange of information between them. Main functions include authorization as a candidate or recruiter, filling out personal and professional information, selecting suitable companies and candidates based on filters, chatting with participants, and maintaining confidentiality at the user's request. Testing should be performed on pre-selected versions of browsers and mobile devices described in the "System Resources" section.

3. TEST CRITERIA

3.1. Suspension Criteria

- 10% of P0/P1 tests failed, which should lead to the testing suspension until the development team fixes all the corresponding bugs.
- 30% of P2/P3 tests failed, which should lead to the testing suspension until the development team fixes all the corresponding bugs.

3.2. Exit Criteria

Specifies the criteria that denote a **successful** completion of a test phase. The exit criteria should be met to complete the testing cycle:

- The mandatory Execution rate is 95%.
- The mandatory Pass rate is 100% for P0/P1 tests.
- The mandatory Pass rate is 80% for P2/P3 tests.
- All necessary artifacts collected: test cases and bug reports.

- The product should not have known bugs with severity Critical and Major, and bugs with Priority High at the time of finishing testing.
- The list of allowed bugs is agreed upon with the developers and managers.

4. RESOURCE PLANNING

4.1. System Resource

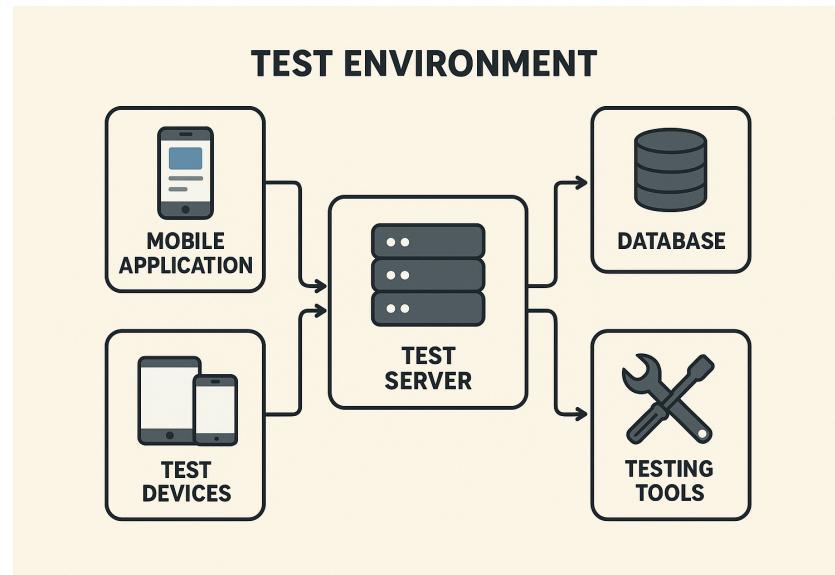
No.	Resources	Description
1	Browser	Chrome, Safari
2	Network	Set up a LAN Gigabit and 1 internet line with a speed of at least 5 Mb/s
3	Devices	iOS 18.3.2
4	Tools	TestRail, Jira

4.2. Human Resources

No.	Resources	Description of tasks
1	QA members	<ul style="list-style-type: none"> → Identifying and describing appropriate test techniques/tools/automation architecture. → Verify and assess the Test Approach. → Execute the tests and report the defects. → Outsourced members
2	Mentors	<ul style="list-style-type: none"> → Review Test cases → Builds up and ensures the test environment and assets are managed and maintained. → Support QA members to use the test environment for test execution.

5. TEST ENVIRONMENT

The Test Environment should be set up as shown in the figure below:



6. SCHEDULE & ESTIMATION

6.1. All project tasks and estimation

Task	Members	Estimate effort
Create a Test plan	QA member	3 man-hour
Create a decomposition, a decision table, and a state transition diagram	QA member	5 man-hour
Create Test cases	QA member	15 man-hour
Review Test cases	Mentors	10 man-hour
Test cases execution	QA member	7 man-hour
Create Bug reports	QA member	7 man-hour
Writing test report	QA member	3 man-hours

6.2. Schedule to complete these tasks

Task	1-st Sprint	2-nd Sprint	3-rd Sprint
Create a Test plan	<input checked="" type="checkbox"/>		
Create a decomposition, a decision table, and a state transition diagram	<input checked="" type="checkbox"/>		
Create Test cases		<input checked="" type="checkbox"/>	
Review Test cases		<input checked="" type="checkbox"/>	
Test cases execution			<input checked="" type="checkbox"/>
Create Bug reports			<input checked="" type="checkbox"/>

Writing and preparing test results			<input checked="" type="checkbox"/>
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7. TEST DELIVERABLES

Test deliverables are provided below

7.1. Before the testing phase

- Test plans document.
- Test cases documents
- Test Design specifications.

7.2. During the testing

- Test Scripts
- Simulators
- Test Data
- Requirements Traceability Matrix

7.3. After the testing cycles are over

- **Test Results/reports**
- Defect Report
- Installation/ Test procedures guidelines
- **Release notes**