TEST PLAN

<**Hunted**>

Hunted Testing Project

VERSION HISTORY

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

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INTRODUCTION

The “Hunted” application is a comprehensive job search and application tracking app designed to assist job seekers in their quest for employment. The website is particularly valuable for users who want to stay organized and efficient throughout their job search journey. With features like personalized job recommendations, application tracking, and a resume builder, this app ensures that users never miss an opportunity and can effortlessly keep track of their progress.
The Test Plan is designed to prescribe the scope, approach, resources, and schedule of all testing activities of the “Hunted” website.
The plan identifies the features to be tested, the types of testing to be performed, and the resources and the schedule required to complete testing, and the risks associated with the plan.

1. TEST STRATEGY

1.1. Scope of Testing

1.1.1. Feature to be tested

All the features of the website Hunted, which were defined in the software requirement specification, need to be best

Module name	Login type/ access type	Description
Main page	Logged in Logged out	**Logged in:** should have a banner with the ad of the mobile app instead of a sign-up form. At the very bottom of the page, there should be at least 10 feedback from real users. **Logged out:** should contain a form for registration by email and social networks (Google, LinkedIn, GitHub), and links to Jobs and Web3 companies.
Candidates list	Logged in Logged out/ Recruiter All	The list of candidates should look like a list of cards with info about a candidate. **Filters** **All:** filters could be seen by any user. **Logged out:** should be able to sign in/sign up by hovering over the filters section. **Logged-in users:** should be able to use filters. Available filters should be: ➔ Role; ➔ Technologies; ➔ Desired base salary (annual/monthly); ➔ English level; ➔ Candidate's location (Timezone/ Country and City). **Candidates and Candidate Profile** Each candidate card should contain a short description of the candidate's skills and achievements. Clicking on the “Show experience” should open all candidates’ experiences. **Recruiter:** should have the ability to start the chat with a candidate, and the recruiter should be warned that he has to create a recruiter’s profile before chatting with candidates. After clicking on the candidate’s card, the candidate’s profile should be opened in a new tab.

		The candidate's profile should contain all information about the candidate, but contacts with the candidate should be hidden before the candidate opens it (available only after the chat with the candidate). Candidate's experience should be sorted from the oldest to the newest positions.
Sign in	Logged out	**The logged-out** user can sign in to the web by filling out the 'Sign in' form on this page. The form should consist of 2 required fields: Username and Password, and the [Sign in] button and 'Sign in with': 'Google', 'LinkedIn', and 'GitHub' buttons. The not-signed-in user can use the link to redirect to the sign-up page. A user can use the "Forgot the password" link, which redirects to the "Forgot password" page.
Sign up	Logged out/ Recruiter Candidate	**Recruiter:** should be able to fill in his position, the company, and his contact information. One of the main stages should be filling in the information about the required candidates: ➔ the role of the candidate; ➔ required technologies; ➔ salary (annual/monthly); ➔ years of experience; ➔ English level; ➔ Timezone or country/city of the candidate. At the end of the registration process, the recruiter should be redirected to the list of candidates. **Candidate:** Stages of registration: 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) Bio: info about the achievements of the candidate and expectations from work; 5) Contact Information: avatar, full name, CV to upload, and links to social networks. After successful registration, users should wait for their profile to be activated by Admins within 24-48 hours.
Chats	Logged in/ Recruiter Candidate	**Recruiter:** should be able to initiate a chat with a candidate on the list of candidates and on the candidate profile page, 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 contacts of the candidate. **Candidate:** should be able to open their contacts or decline The recruiter's proposition and not to share contact details. **Candidates and recruiters:** to group chats, should have the ability to archive chats or mark them as Favourite.

Profile	Logged in/ Users Admin	**Logged-in users** should be able to have candidate and recruiter accounts simultaneously. After the registration, the user should be able to create a profile of the recruiter or the candidate. In the profile section, the user should be able to: ➔ Edit his profile. ➔ Switch between recruiter/user profiles; ➔ Connect social networks (LinkedIn, GitHub, Google); ➔ Change password. Users should be able to activate or deactivate their candidate profile in the profile settings. **Admin** should be able to edit user profiles at any time.
Footer	All	The footer should contain the following: ➔ “TOP 100 WEB3 COMPANIES” with a preview of the top 5 companies; ➔ 3 columns of vacancies for web3 developers; ➔ links to social networks (LinkedIn, Twitter, Telegram, Signal, Instagram, Facebook); ➔ links to documents, pricing, FAQ, and About us.
Web3 companies and Jobs	Logged in Logged out All	This page should contain a table with 100 web3 companies split by 10, like: ➔ 10/100; ➔ N/100; ➔ 100/100. Each company should have a clickable logo and name. Clicking on it should open a page in a new tab with a list of vacancies for this company. **Logged in:** should be able to post a new job manually or using import from ATS. Applying with 1 click should be available for authorized users. To filter vacancies, users should have filters with skills. **Logged out:** should only be able to observe some vacancies, and after clicking on [View more], should be suggested to sign in. **All users:** At the very bottom of the page, should have the ability to subscribe to vacancies using the form with the fields: ➔ Desired roles; ➔ Experience; ➔ Email.

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
Team members lack the required skills for website 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 browsers and OS.	Prioritize browsers and operating systems 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 website. 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

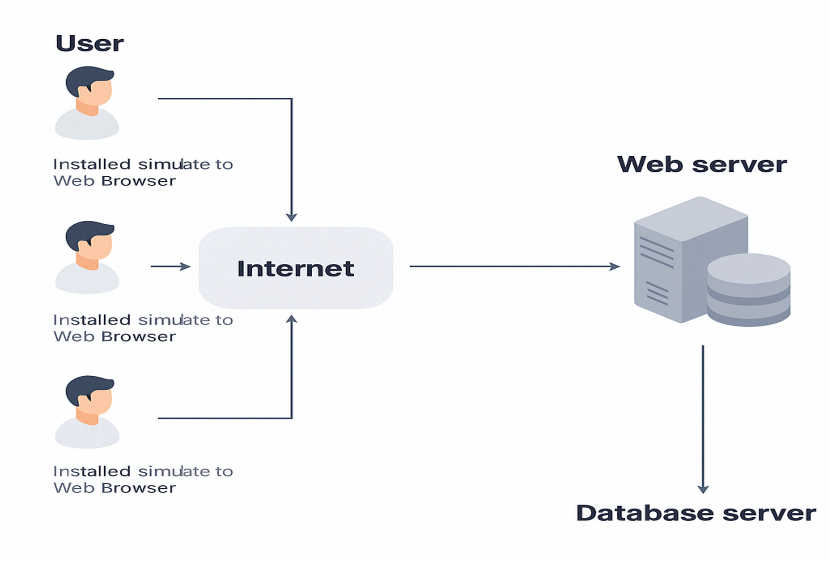
No.	Resources	Description
1	Browser	Chrome, Safari
2	Network	Set up a LAN Gigabit and 1 internet line with a speed of at least 5 Mb/s
3	Devices	1 computer running Windows 11, Ram 8GB, CPU 3.4GHz 1 phone run iOS 18.3.2
4	Tools	TestRail, Jira

4.2. Human Resources

No.	**Resources**	**Description of tasks**
1	QA members	→ 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	→ 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	☑		
Create a decomposition, a decision table, and a state transition diagram	☑		

Create Test cases		☑	
Review Test cases		☑	
Test cases execution			☑
Create Bug reports			☑
Writing and preparing test results			☑

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**