

Software Test Plan - STP

Shazam

Eshed Assaraf - QA
<Version: /..... (17.7.0)>
<28.03.2024>

Version Control

CURRENT VERSION

Title	Software Test Plan - STP
File	File Location / Link
Author	<Name Of Creator>
Version	<App Version>
Version Date	

APPROVAL

NAME	TITLE	COMMENTS	DATE

VERSION HISTORY

VER	DATE	CHANGES DESCRIPTION	MODIFIER

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1 Document Overview

1.1 Introduction

This document serves as the Software Test Plan for ‘Shazam’.

The purpose of this STP is to define the framework and Strategy for the testing of Shazam IOS application.

The plan is tailored to support the Agile Scrum methodology, emphasising on flexibility, and iterative development.

Our objective is to validate the High Quality of Shazam app.

We will verify Shazam app behaves as expected by testing its features and functionality.

In alignment with Scrum principles, this document will try to stay as short and focused on Testing needs so it could be easily updated and evolve throughout project iterations.

1.2 Objectives

At a high level The primary objectives of this Software Test Plan for Shazam are as follows:

✓ **Ensure Product Quality:**

To uphold the high standards of quality for which Shazam is known, verifying that all features work as intended and meet user and business requirements.

✓ **Enable Efficient Development Cycles:**

To align testing activities with Scrum sprints, facilitating swift identification and resolution of defects, and supporting the development team in quick iterations.

✓ **Support Business Goals:**

To ensure that the testing process aligns with the overarching business objectives, contributing to the sustained success and growth of Shazam.

1.3 Scope

- The scope of this document is only for the web application Version: 17.7.0 (5584:f) of Shazam product.
- This STP won't include the Test Planning and Test Execution of Shazam on the following Operating System: Android, Mac os, Windows, Linux.

1.4 References

<If applicable you can list here any reference you have about the specification of the product like tutorials / User Manuals / SRS etc'.

In case there's none you can state that No references were available e.g. "N/A">

No	Document Title	File Name (Path) / HyperLink
1	N/A	
2		
3		

2 Scope of testing

2.1 Features to be tested

Here you'll state all the Modules Features you plan to test.

<Note that because its evolving document that some features/Modules could be added / deleted while the project is on process depends on timetables and complexity>

- Installation
- Application Launching
- User Login Via Icloud
- Music Recognition
- Delete Application (Uninstall)
- Shazam Without An Account - Saving Identified Songs
- Shazam While Offline
- Shazam + Auto Shazam
- Song Integration - Spotify
- Song Integration - Share Song
- Shazam Charts
- Search

2.2 Features not to be tested

- Personalised Recommendations
- Social Media Sharing
- LyricSync
- Data Usage Management
- Privacy Policies
- Data Encryption
- Permissions Management

2.3 Testing Types

Outlined below are the test types that will be planned and performed during this project:

- **Functionality Verification:**

To ensure all features of Shazam, such as Song recognition, Auto Shazam, Shazam offline mode, Voice Search, all of these features assuring that the app is functioning as intended across various operating systems

- **Usability Assessment:**

To evaluate the user interface for intuitiveness, ease of use, and accessibility. This includes ensuring that the Shazam app is easily navigable and that the interface elements are responsive to user interactions.

- **Compatibility Testing:**

To confirm that Shazam works as expected on IOS.

- **Localization and Internationalisation Verification:**

To ensure that Shazam provides accurate results and a user-friendly experience in different languages and regions.

- **Search Result Accuracy:**

To validate the relevance and accuracy of search results provided by the search algorithms. This includes testing the effectiveness of filters and the ranking Shazam application.

Smoke Testing

- Installation
- Application Launching
- User Login Via Icloud
- Music Recognition
- Delete Application (Uninstall)

User Interface Testing

<List here all the testing types that you Plan to use in this Project>

2.4 Test Strategy and Approach

Our test approach is systematic and structured to ensure thorough and efficient validation of each build received from the Development team.

The following outlines our planned testing progression for each release cycle:

Initial Build Assessment with Smoke Testing:

Upon receipt of a new build, the Quality Assurance (QA) team will execute a Smoke Testing Suite.

This suite is designed to quickly check the stability of the build and ensure that the core functionalities of Google Search are operating as expected.

Only after a build passes the smoke test will it move forward in the testing process.

Focused Testing on New Features and Bug Fixes with Sanity Testing:

After the build has passed the Smoke Testing phase, the QA team will proceed to Sanity Testing.

This phase is targeted at the new features and bug fixes included in the release.

The objective is to ensure that specific updates are functioning correctly in the application without any immediate issues.

Comprehensive Regression Testing:

Following the Sanity Testing phase, comprehensive Regression Testing will be conducted.

This is critical to ensure that new code changes have not adversely affected existing functionalities of Shazam.

The Regression Testing will be extensive and is designed to cover all areas of the application that could potentially be impacted by the changes.

Incorporation of Exploratory Testing:

Parallel to the structured testing phases, we allocate approximately 20% of the total testing effort during the execution phase for Exploratory Testing.

This approach allows testers to go beyond predefined test cases and scenarios, using their insights and experience to uncover issues that may not have been anticipated in the test planning stages.

Iterative Feedback and Continuous Integration:

The testing strategy is aligned with the Agile Scrum framework, which advocates for continuous integration and iterative feedback.

Testing phases will be tightly integrated with the sprint cycles, ensuring prompt feedback to the Development team and allowing for quick iteration and refinement of the application.

The proposed testing approach ensures a balance between structured testing and the flexibility to discover unforeseen issues, making it highly effective in an Agile development environment.

By following this approach, the QA team contributes to the delivery of a stable, high-quality product that meets the rigorous standards expected of Shazam.

3 Planed Smoke Test for Shazam

The following section will contain specific test cases (positive\negative\boundary) per module.

3.1 Test objectives

To guarantee that the new build is ready for comprehensive testing.

#	Step	Expected Result	Actual Result
1.			
2.			
3.			
4.			
5.			
6.			
7.			

4 <Module name>

<description>

4.1.1 <sub module name>

4.1.1.1 *Test objectives*

To guarantee that the <description>.

Step	Expected Result	Actual Result

5 <Module name>

<description>

5.1.1 <sub module name>

5.1.1.1 *Test objectives*

To guarantee that the <description>.

Step	Expected Result	Actual Result

Test Description: “Shazam” Mobile application - Smoke Test

Test Purpose: Running a simple and a non - challenging smoke test on “Shazam” mobile application.

This test is crucial and will assure that Shazam Mobile app core functions are working exactly as designated and specified in the SRS document.

Test Run Information:

This smoke test will include the following actions:

Installation

Application Launching

User Login Via Icloud

Music Recognition

Delete Application (Uninstall)

Prerequisites for this test:

Valid Icloud account

Client's Email Platform: <https://www.icloud.com>

Client's Email Address: eshed@icloud.com

Client's Email Password: eshedicloud123456\$

Hardware:

- Iphone 8
- Activated Sim card with 4G cellular network connection
- Local Wifi connection
- Speaker that plays music (Or any other functioning audio source)

Tester Name: Eshed Assaraf

Date of Test: 03/26/24

Shazam Mobile Application Software Version: 17.7.0

V Build Number: 5584:f

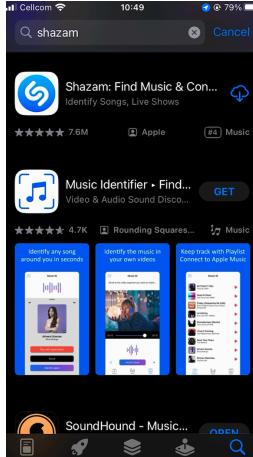
Application: Shazam

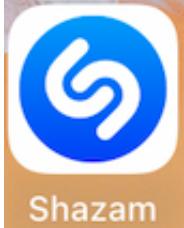
Browser: Safari IOS 17.3.1

Operating Systems: Apple IOS 16.7.6

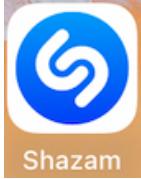
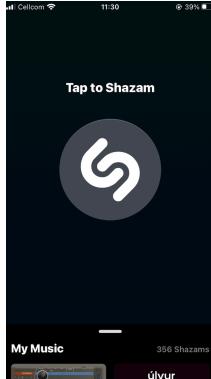
	Required Configuration: Iphone 8 connected to App store with a valid Icloud account
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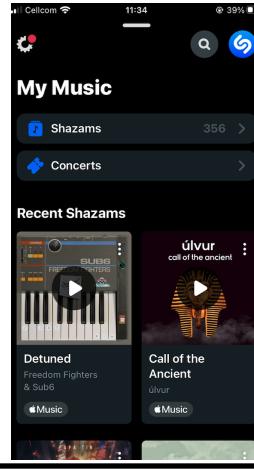
TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Smoke - functionality test - Installation				
1.	Tap on the App Store application on your Iphone  App Store	App Store app opens 	As expected	PASS
2.	Tap on the "Search" button at the bottom right corner of your screen	Search tab has opened	As expected	PASS
3.	Tap on the "Search" field	Keyboard section has opened	As expected	PASS

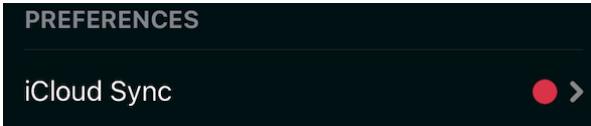
TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
4.	Type "Shazam" in the keyboard section	<ul style="list-style-type: none"> • A list of result dropped down under the search field • Search button is now Tappable 	As expected	PASS
5.	Tap on the "Search" button at the bottom right corner of the keyboard section 	<ul style="list-style-type: none"> • Shazam App will appear in the first result 		As expected

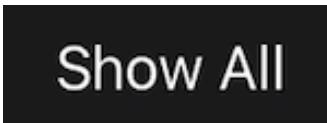
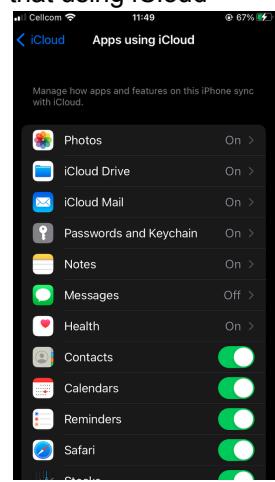
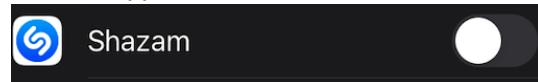
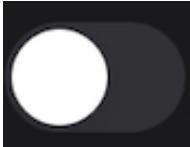
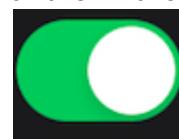
TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
6.	<p>Tap on the download button next to logo of Shazam app</p> 	<ul style="list-style-type: none"> Shazam app will be installed on the Iphone Shazam app will appear in the home screen along with the other of installed apps 	As expected	PASS

Smoke - Functionality Test - Application Launching

7.	<p>Tap on the Shazam app in your iphone home screen</p> 	<ul style="list-style-type: none"> Shazam App will open User registration screen will appear 	As expected	PASS
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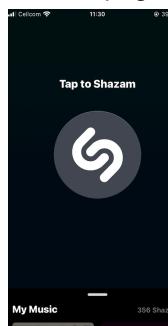
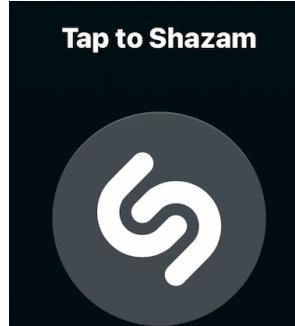
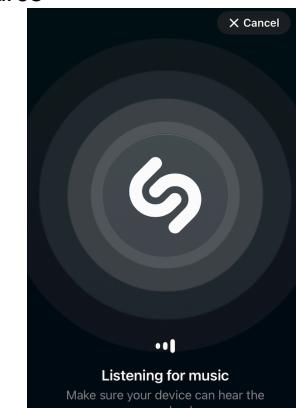
TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Smoke - Functionality Test - User Login Via Icloud				
8.	Swipe up the tab that is located at the bottom of your screen 	<ul style="list-style-type: none"> • Tab has opened • The app is showing “My Music” Tab 	As expected	PASS
9.	Tap on the Setting button at the top right of the screen 	Setting page has opened		As expected

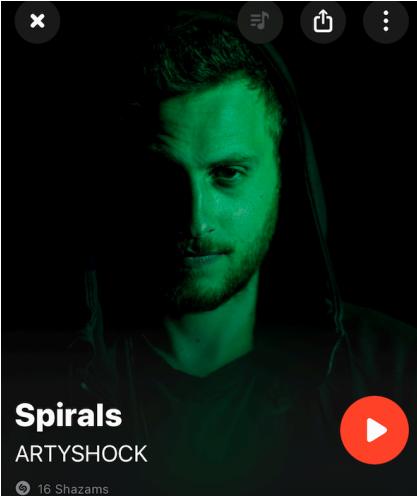
TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
10.	Tap on the “iCloud Sync” under the “preferences” tab 	<ul style="list-style-type: none"> “iCloud Sync” has opened the iCloud will be turned off for Shazam <p>iCloud is turned off for Shazam iCloud keeps your Shazams safe and up to date across your devices.</p> <p>Go to Settings > Search for ‘iCloud’ > Switch iCloud on for Shazam</p>	As expected	PASS
11.	Navigate to your iCloud settings in the Settings app on your Iphone	iCloud settings in the iphone setting app has opened 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
12.	Tap on “Show All” 	<ul style="list-style-type: none"> • Next page opened • Iphone shows all of the apps that using iCloud 	As expected	PASS
13.	Swipe down to the Shazam application	Shazam app has been located 	As expected	PASS
14.	Tap on the “Allow” button 	<ul style="list-style-type: none"> • The “Allow” button was enabled and turned green • The Shazam app now will be synced and logged in with the connected iCloud on this iPhone 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
15.	Open the Shazam app once again	Shazam app opened	As expected	PASS
16.	Tap on the “iCloud Sync” under the “preferences” tab 	<ul style="list-style-type: none"> “iCloud Sync” has opened the iCloud will be synced for Shazam Login will be successful 	As expected	PASS

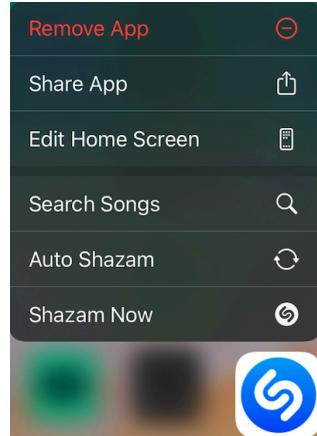
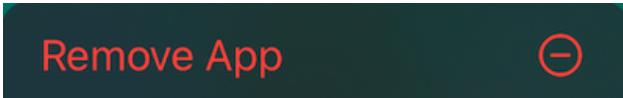
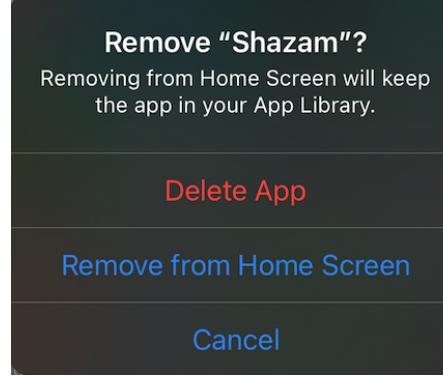
Smoke - Functionality Test - Music Recognition

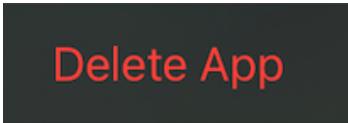
TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
17.	Head to the Shazam's Home page	Shazam's Home page have opened 	As expected	PASS
18.	Make sure that you the Iphone is in close range to the audio source you have setted up	Audio source is in close range with the Iphone	As expected	PASS
19.	Tap on the big "Shazam" button in the center of the screen 	Shazam app will start to analyze and recognize the song that is playing from the audio source 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
20.	Wait patiently until Shazam is done the recognition process	<p>Shazam has recognized the song that has been playing from the audio source</p> 	As expected	PASS

Smoke - Functionality Test - Uninstall Shazam

21.	Head to the Iphone home screen	Iphone home screen have opened	As expected	PASS
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TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
22.	Tap and hold your finger on the Shazam application	<p>App setting window appears on the Iphone screen</p> 	As expected	PASS
23.	Tap on the “Remove App” option 	<p>“Remove Shazam?” window appears on screen</p> 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
24.	Tap on the “Delete App” option 	Shazam app have been successfully removed from the Iphone	As expected	PASS

Test Description: Shazam Mobile Project - Sanity tests

Test Purpose: Running a deep and wide functional testing to the Shazam Mobile app features.

I will use various test cases and methods that will assure that those features are working exactly as designated and specified in the SRS document.

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<p>Test Run Information:</p> <p>This Sanity test will include the following actions:</p> <p>Shazam Without An Account - Saving Identified Songs</p> <p>Shazam While Offline</p> <p>Shazam + Auto Shazam</p> <p>Song Integration - Spotify</p> <p>Song Integration - Share Song</p> <p>Shazam Charts</p> <p>Search</p> <p>Tester Name: Eshed Assaraf from Zoom Group (Group 1)</p> <p>Date of Test: 19.03.24</p>	<p>Prerequisites for this test:</p> <p>Valid Icloud account</p> <p>Client's Email Platform: https://www.icloud.com</p> <p>Client's Email Address: eshed@icloud.com</p> <p>Client's Email Password: eshedicloud123456\$</p> <p>Hardware:</p> <ul style="list-style-type: none"> - Iphone 8 - Activated Sim card with 4G cellular network connection - Local Wifi connection - 1 Audio system that plays music (Or any other functioning audio source) - 1 Portable Audio system that plays music, which you can carry with you to other locations or environments - 1 Stopwatch <p>Other Prerequisites for this test:</p> <ul style="list-style-type: none"> - Iphone's Cell number : +972 - 052 - 1111112 - 1 Person with a mobile phone that have the tested Phone's number - Noisy environment (such as main road with traffic) for testing the recognition accuracy of the Shazam app
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Shazam Mobile Application Software Version: 17.7.0

V Build Number: 5584:f

Application: Shazam

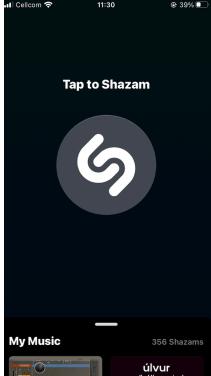
Browser: Safari IOS 17.3.1

Operating Systems: Apple IOS 16.7.6

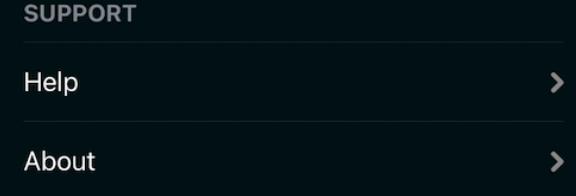
Required Configuration: - Iphone 8 connected to App store with a valid Icloud account

- Iphone Signed in to Spotify

TEST SCRIPT STEPS/RESULTS

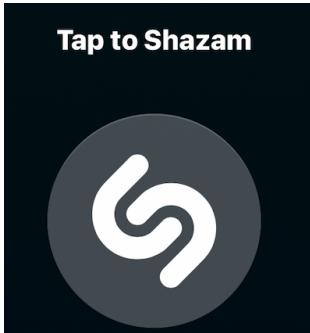
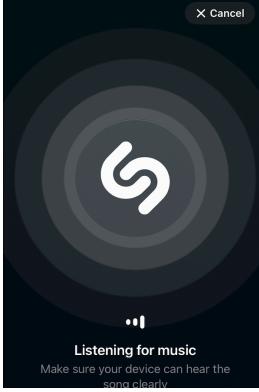
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality Negative - Use Shazam Without An account - Saving Identified Songs				
1.	Tap on the Shazam app in your iphone home screen	<ul style="list-style-type: none">• Shazam App will open• User registration screen will appear	 As expected	PASS

TEST SCRIPT STEPS/RESULTS

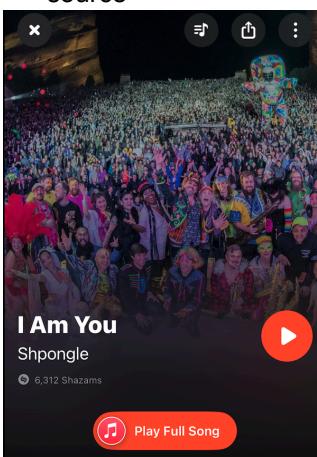
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
2.	Verify in “Preferences” that the app is not synced with iCloud	<p>iCloud sync is off</p> <p>iCloud is turned off for Shazam iCloud keeps your Shazams safe and up to date across your devices.</p> <p>Go to Settings > Search for ‘iCloud’ > Switch iCloud on for Shazam</p>	As expected	PASS
3.	Tap on the “About” option under “Support” tab 	<p>“About” option have opened</p> <p>< About</p> <p>Terms and Conditions ></p> <p>Privacy Policy ></p> <p>Attributions ></p> <p>Previews courtesy of Apple Music</p> <p><i>See how your data is managed...</i></p> <p>Reset Installation ID</p> <p>A Shazam installation ID is non-personally identifying and is used for analytics and troubleshooting. It is not associated with you, unless you use Shazam with iCloud enabled.</p>	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
4.	Tap on the “Reset Installation ID” button 	<ul style="list-style-type: none"> • A message appears on screen • Installation ID was reset <div style="background-color: black; color: white; padding: 10px; text-align: center;"> <p>Your installation ID was reset.</p> <p>A Shazam installation ID is non-personally identifying and is used for analytics and troubleshooting. It is not associated with you, unless you use Shazam with iCloud enabled.</p> <p>OK</p> </div>	As expected	PASS
5.	Tap on the “OK” button inside the message 	Message have been closed	As expected	PASS
6.	Head to the Shazam’s Home page	Shazam’s Home page have opened 	As expected	PASS

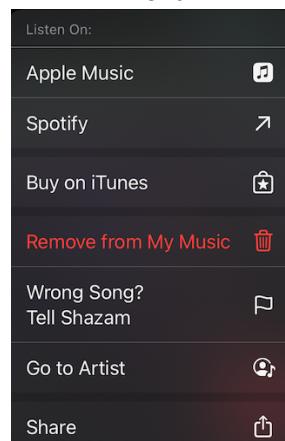
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
7.	Make sure that you the Iphone is in close range to the audio source you have setted up	Audio source is in close range with the Iphone	As expected	PASS
8.	Tap on the big "Shazam" button in the center of the screen 	Shazam app will start to analyze and recognize the song that is playing from the audio source	 	As expected

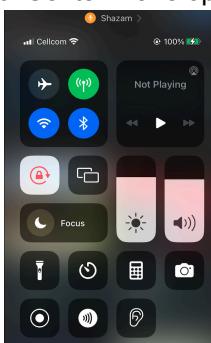
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
9.	Wait patiently until Shazam is done the recognition process	<p>Shazam app have identified the song that has been playing from the audio source</p> 	As expected	PASS

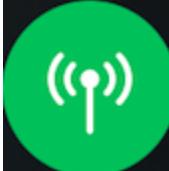
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
10.	<p>Tap on the three dots at the top right corner of the screen</p> 	<ul style="list-style-type: none"> • A drop - down menu will appear under the 3 dots button • There will be no “Save Identified Song” option that appears in the menu 	As expected	PASS

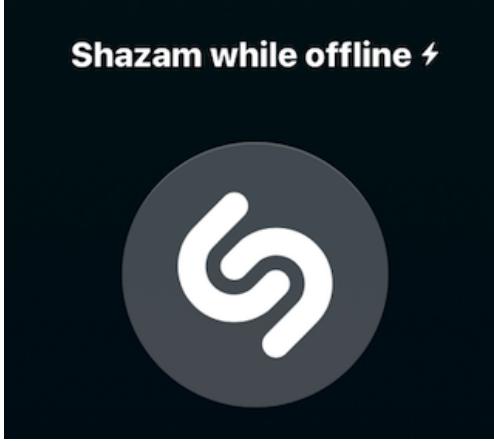
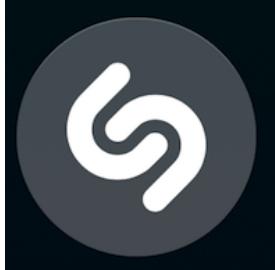
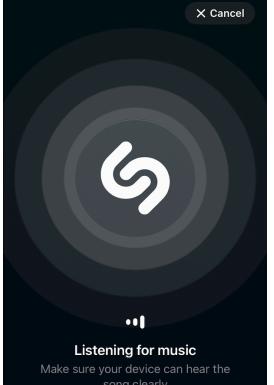
Sanity – Functionality Positive - Shazam While Offline

11.	<p>Swipe the bottom of your screen to the top</p>	Iphone “Control Center” have opened		As expected
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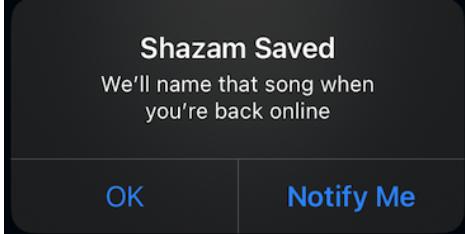
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
12.	Tap on the Wifi button 	Wifi turned off 	As expected	PASS
13.	Tap on the “Cellular Data” button 	Cellular Data turned off 	As expected	PASS

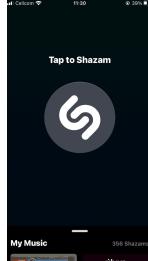
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
14.	Head to the Shazam's Home page	<ul style="list-style-type: none"> • Shazam Home page opened • Shazam is now in offline mode 	As expected	PASS
15.	Tap on the big "Shazam" button in the center of the screen 	Shazam app will start to analyze and recognize the song that is playing from the audio source		As expected

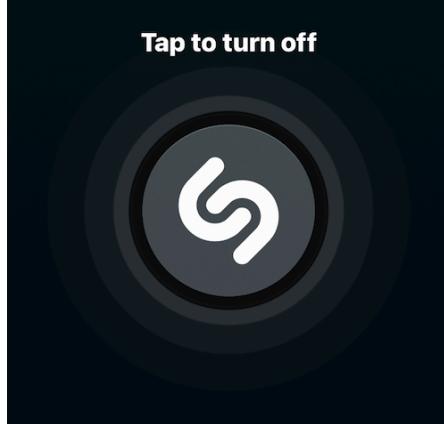
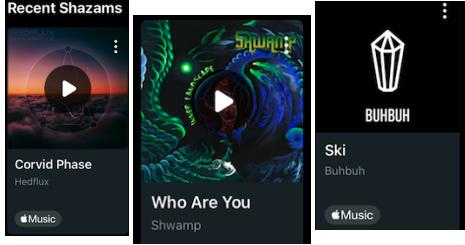
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
16.	Wait patiently until Shazam is done the recognition process	<ul style="list-style-type: none"> “Shazam Saved” message appears on screen Shazam have identified the song and saved it until the app will be online again  <p>The image shows a dark grey rectangular box with white text. At the top, it says "Shazam Saved". Below that, it says "We'll name that song when you're back online". At the bottom, there are two buttons: "OK" on the left and "Notify Me" on the right, both in blue text.</p>	As expected	PASS
17.	Tap on the “OK” button 	Shazam offline mode page have opened	 <p>The image shows a dark grey rectangular screen with the text "Shazam while offline" at the top, followed by a large Shazam logo in the center.</p>	As expected

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
18.	Turn on the Wifi button in the control center of your Iphone	Wifi is on 	As expected	PASS
19.	Turn on the Cellular data button in the control center of your Iphone	Cellular data is on 	As expected	PASS
20.	Swipe down the Control center tab	1 Offline shazam found 	As expected	PASS

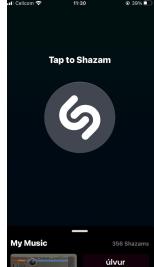
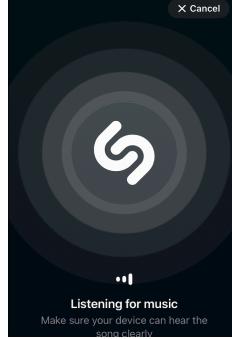
TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality Positive - Auto Shazam				
21.	Head to the Shazam's Home page	<p>Shazam's Home page have opened</p> 	As expected	PASS
22.	Tap and hold the Shazam button in the center of the screen	<p>Auto Shazam mode enabled</p> 	As expected	PASS

TEST SCRIPT STEPS/RESULTS

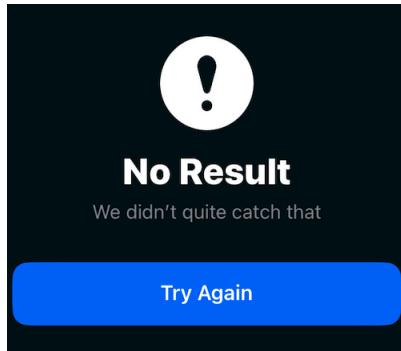
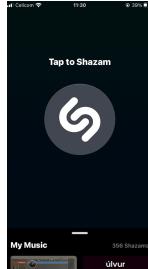
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
23.	Play 3 different songs with no more than a few seconds for each one	3 Songs are playing	As expected	PASS
24.	Tap on the Shazam button again 	<ul style="list-style-type: none"> • Auto Shazam is now off • 3 new Identified songs have added to the “Recent Shazams” tab 	As expected	PASS

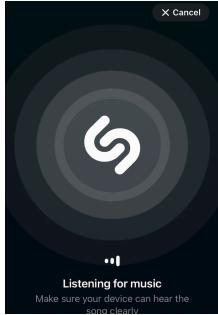
Sanity – Functionality Negative + Error Handling - Shazam

TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
25.	Head to the Shazam's Home page	Shazam's Home page have opened 	As expected	PASS
26.	Verify that you are in a complete silent room without any sounds all around you	Verified - the room is absolutely silenced	As expected	PASS
27.	Tap on the Shazam button	Shazam app will start to analyze and try to recognize 	As expected	PASS

TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
28.	Wait patiently until Shazam is finishing the analysis	<ul style="list-style-type: none"> • An error message will appear on screen • There will be no result from Shazam 	As expected	PASS
29.	Tap on the "X" button at the top right corner of your screen		As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality Negative - Performance Testing + Error Handling - Shazaming While Incoming Call Scenario				
30.	Verify with your assistant with the other phone that he is ready to make a call to your Iphone	Person is ready to make a call to the Iphone	As expected	PASS
31.	Verify that a song is playing from your audio system near you	Song is playing	As expected	PASS
32.	Tap on the Shazam button	Shazam app will start to analyze and try to recognize 	As expected	PASS

33.

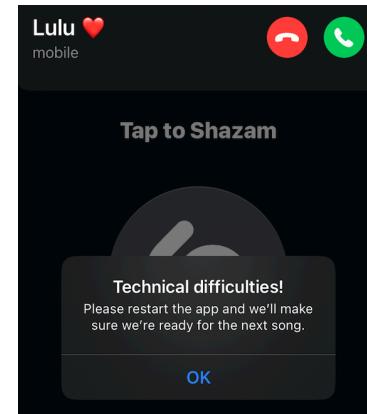
Mark your Assistant to make a call to your Iphone

- While Shazaming a song an incoming call is received
- The incoming call is not interrupting to the Shazam recognition process

- Error message have appeared during the Shazam analysis when an incoming call have received to the Iphone:

**"Technical difficulties!
Please restart the app and we'll make sure we're ready for the next song."**

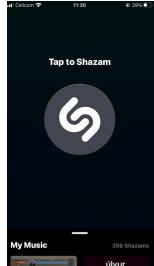
- The recognition process was incomplete
- The Shazam app returned to the home page



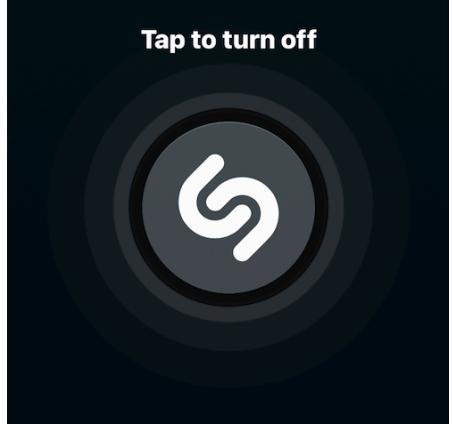
FAILED

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality Negative - Performance Testing - Auto Shazam While Background Processes				
34.	Head to the Iphone home screen	Iphone home screen have opened	As expected	PASS
35.	Open in the Iphone background the following applications: Waze, Spotify, Apple Music, Facebook, Instagram, Tiktok	Apps are opened in background	As expected	PASS

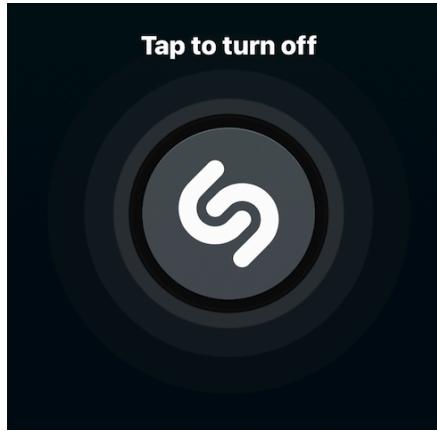
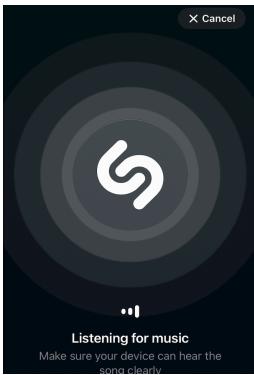
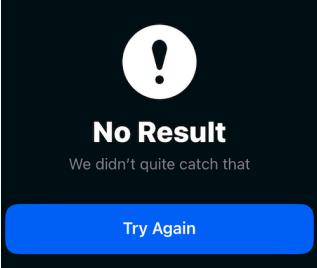
TEST SCRIPT STEPS/RESULTS

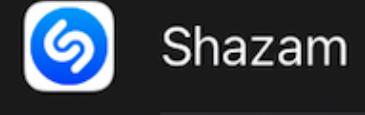
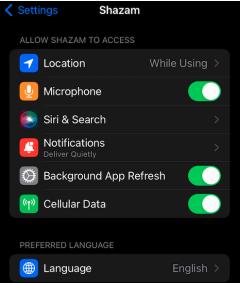
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
36.	Navigate back to the Shazam app	Shazam's Home page is open 	As expected	PASS
37.	Tap and hold the Shazam button in the center of the screen	Auto Shazam mode enabled 	As expected	PASS

TEST SCRIPT STEPS/RESULTS

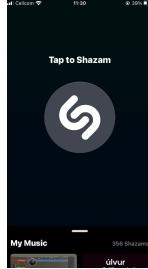
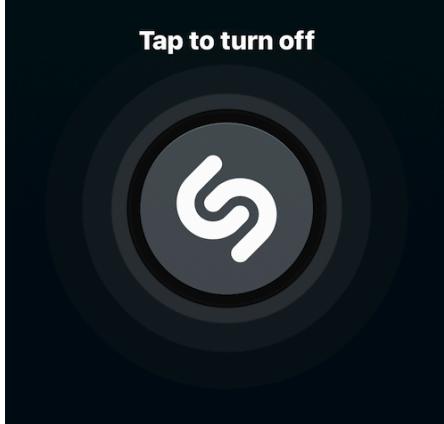
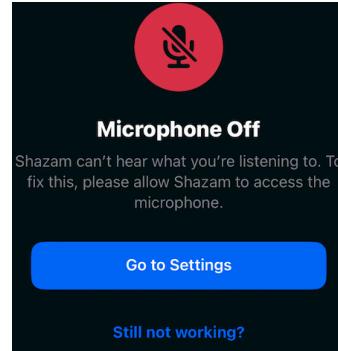
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
38.	Play 4 different songs with no more than a few seconds for each one	4 Songs are playing	As expected	PASS
39.	Tap on the Shazam button 	<ul style="list-style-type: none"> • Auto Shazam is now off • 4 new Identified songs have added to the "Recent Shazams" tab • the Shazam app is dealing good with the background processes and making no errors or crashes 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality Negative + Error Handling - Shazaming In A Noisy Environment				
40.	Verify that you are located in a very noisy environment such as main road with traffic of cars	Verified	As expected	PASS
41.	Play a song at a very low volume (as lowest as you can hear)	Song is playing at a very low volume	As expected	PASS

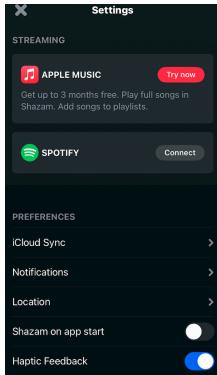
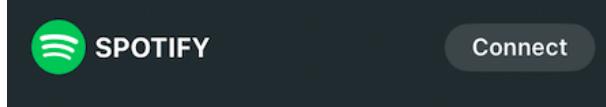
TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
42.	Tap on the Shazam button 	Shazam app will start to analyze and try to recognize 	As expected	PASS
43.	Wait patiently until Shazam is finishing the analysis	<ul style="list-style-type: none"> An error message will appear on screen There will be no result from Shazam due to a heavy interference from the background noises 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality Negative + Error Handling - Shazam - Microphone Disabled				
44.	Navigate to “Iphone Settings”	Iphone Settings are opened 	As expected	PASS
45.	Swipe down to the Shazam app	Shazam app settings located 	As expected	PASS
46.	Tap on the Shazam app	Shazam app settings are opened 	As expected	PASS

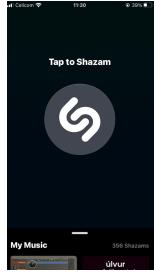
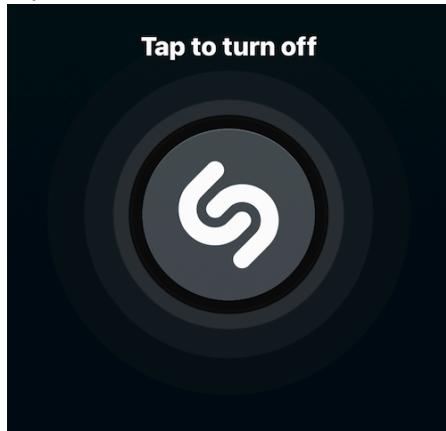
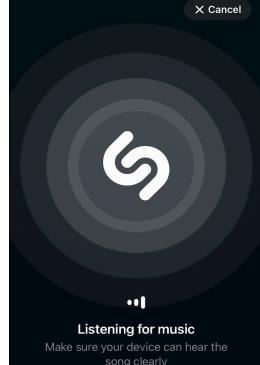
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
47.	Tap on the green button next to the “Microphone” setting 	<ul style="list-style-type: none"> • Microphone button turned to gray • The Microphone in Shazam app is now disabled 	As expected	PASS
48.	Navigate back to the Shazam app	Shazam's Home page is open 	As expected	PASS
49.	Tap on the Shazam button 	<ul style="list-style-type: none"> • An Error message will appear • The Shazaming will not start due to the disabled Microphone in the settings of the Shazam app 	As expected	PASS

TEST SCRIPT STEPS/RESULTS

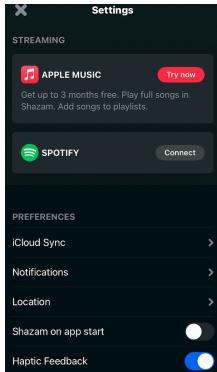
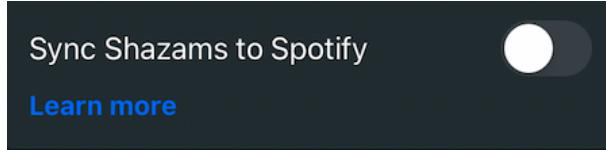
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality - Positive - Song Integration To Spotify				
50.	Tap on Settings inside Shazam app 	<ul style="list-style-type: none"> Shazam Settings have are opened 	As expected	PASS
51.	Tap on “Connect” in the Spotify row 	<ul style="list-style-type: none"> Spotify “Connect” button changed to “Disconnect” <ul style="list-style-type: none"> Shazam app is now integrated and synced with Spotify app 	As expected	PASS

TEST SCRIPT STEPS/RESULTS

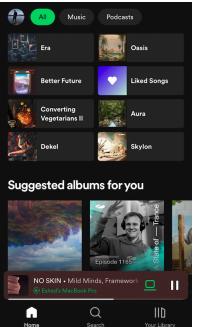
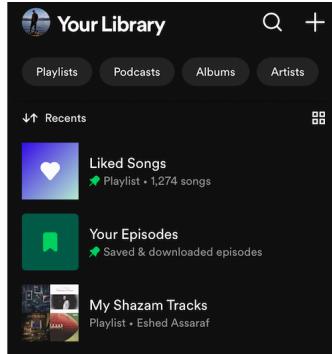
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
52.	Navigate back to the “Shazam” button in the home page	Shazam’s Home page is open 	As expected	PASS
53.	Play a song	Song is playing	As expected	PASS
54.	Tap on the Shazam button 	Shazam app will start to analyze and try to recognize 	As expected	PASS

TEST SCRIPT STEPS/RESULTS

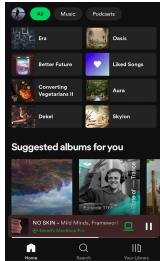
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
55.	Wait patiently until Shazam is finishing the analysis	<ul style="list-style-type: none"> • 1 result have been found • Spotify “Open” button appears in the song information page 	As expected	PASS
56.	Tap on the “Open” button 	<ul style="list-style-type: none"> • Screen is redirecting to Spotify app • Song is played automatically in Spotify app 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality - Positive - Song Integration To Spotify - Sync Shazams To Spotify				
57.	Tap on Settings inside Shazam app 	<ul style="list-style-type: none"> Shazam Settings have are opened 	As expected	PASS
58.	Tap on the gray button next to the “Sync Shazams to Spotify” option 	<ul style="list-style-type: none"> Button turned to green the Found Shazams are now Synced to the Spotify app 	As expected	PASS

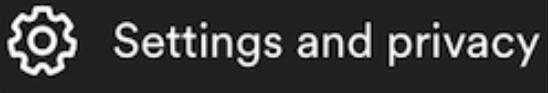
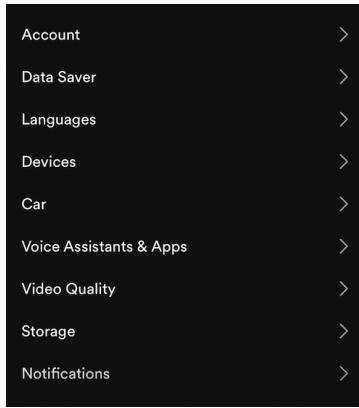
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
59.	Open your Spotify app on your Iphone	Spotify app is opened 	As expected	PASS
60.	Tap on “Your Library” tab at the bottom right of your Spotify app home page 	• “Your Library” tab have opened 	As expected	PASS

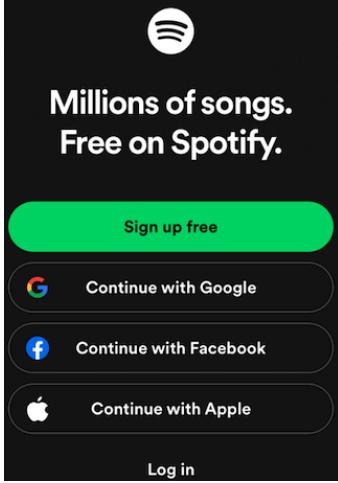
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
61.	Tap on "My Shazam Tracks" library 	<ul style="list-style-type: none"> • "My Shazam Tracks" library have opened • All the tracks that have been identified by Shazam app will be saved in this specific library on Spotify 	As expected	PASS
Sanity – Functionality - Negative - Song Integration To Spotify - Authentication Failure				
62.	Open your Spotify app on your Iphone	Spotify app is opened		As expected

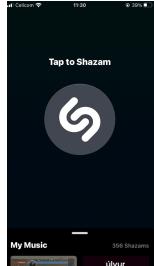
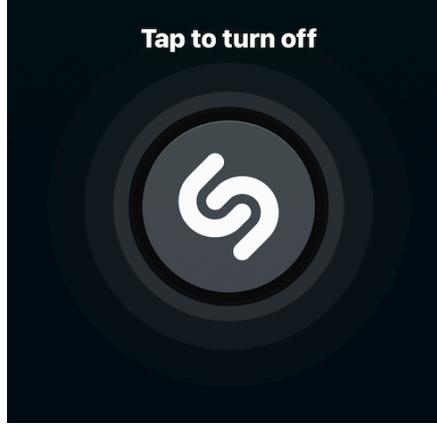
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
63.	Tap on the Profile picture in the top left corner 	Profile tab have opened 	As expected	PASS
64.	Tap on the “Settings and privacy” option 	“Settings and privacy” tab have opened 	As expected	PASS

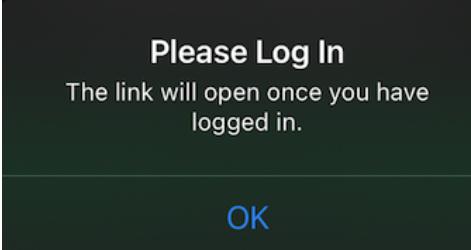
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
65.	Swipe down to the bottom to the “Log Out” button	<p>“Log Out” button located</p> 	As expected	PASS
66.	Tap on the “Log Out” button	<p>Spotify account has been logged out</p> 	As expected	PASS

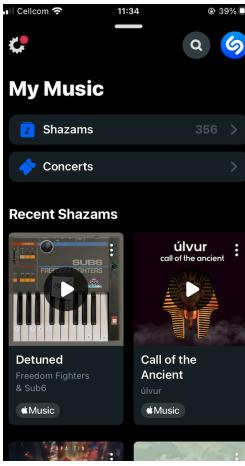
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
67.	Navigate back to the “Shazam” button in the home page	Shazam’s Home page is open 	As expected	PASS
68.	Play a song	Song is playing	As expected	PASS
69.	Tap on the Shazam button 	Shazam app will start to analyze and try to recognize	As expected	PASS

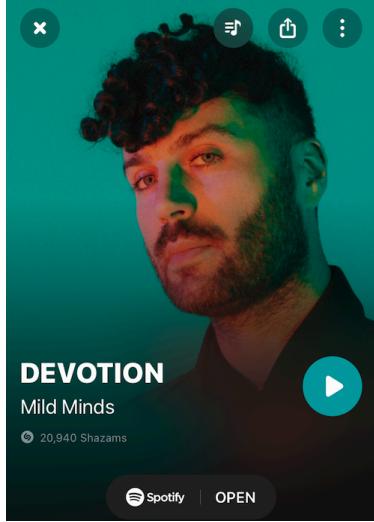
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
70.	Wait patiently until Shazam is finishing the analysis	<ul style="list-style-type: none"> • 1 result have been found • Spotify “Open” button appears in the song information page 	As expected	PASS
71.	Tap on the “Open” button 	<ul style="list-style-type: none"> • Screen is redirecting to Spotify app • Error message appears on screen 	As expected	PASS

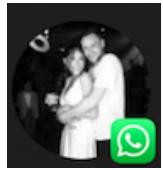
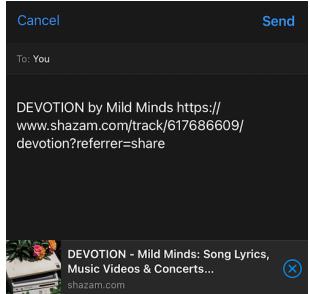
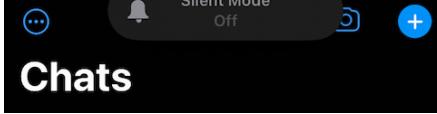
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality - Positive - Share Song - Successful Sharing				
72.	Navigate back to the “Shazam” button in the home page	Shazam’s Home page is open  A screenshot of the Shazam app's home screen. It features a large central "Tap to Shazam" button with the Shazam logo. Below it, there's a "My Music" section showing "356 Shazams" and a track by "úlvur". The top of the screen shows standard iOS status icons.	As expected	PASS
73.	Swipe up the tab that is located at the bottom of your screen  A screenshot of the Shazam app's "My Music" tab. It displays "356 Shazams" and a track by "úlvur". At the bottom, there's a navigation bar with tabs for "Shazams", "Concerts", and "Recent Shazams".	<ul style="list-style-type: none"> • Tab has opened • The app is showing “My Music” Tab  A screenshot of the Shazam app's "My Music" tab fully open. It shows the "Shazams" tab selected, displaying a list of shazams with details like artist, song title, and play button. The "Concerts" and "Recent Shazams" tabs are also visible.	As expected	PASS

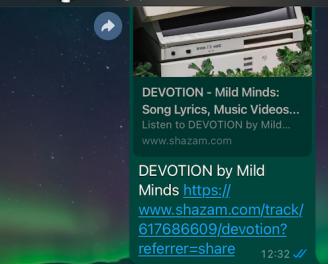
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
74.	Tap on the first identified song under "Recent Shazams"	<p>Identified song have opened</p> 	As expected	PASS
75.	Tap on the Share button that is located in the right corner of the screen	<p>Share window have opened</p> 	As expected	PASS

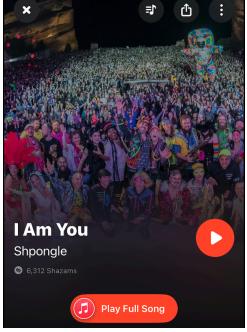
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
76.	Tap on the following contact: 	<ul style="list-style-type: none"> Whatsapp have opened A message that contains the song link to shazam app is ready to be sent 	As expected	PASS
77.	Tap on the “Send” button 	<ul style="list-style-type: none"> Whatsapp “Chats” tab have opened Conversation window with the contact have been created 	As expected	PASS

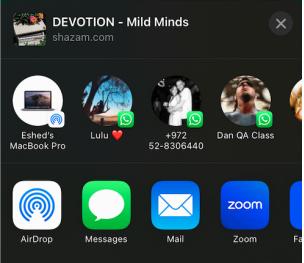
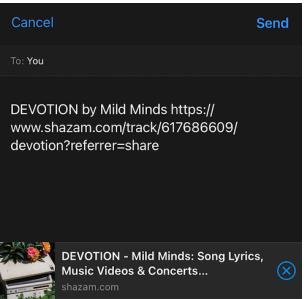
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
78.	Verify that the contact received the message in the conversation window that was created with him	<ul style="list-style-type: none"> Link have been Shared with the contact 	As expected	PASS

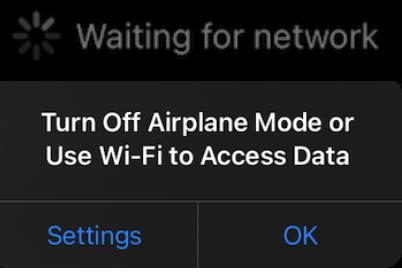
Sanity – Functionality - Negative + Error Handling - Share Song - While Sudden Airplane Mode

79.	Tap on the first identified song under “Recent Shazams”	Identified song have opened		As expected
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TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
80.	Tap on the Share button that is located in the right corner of the screen 	Share window have opened 	As expected	PASS
81.	Tap on the following contact: 	<ul style="list-style-type: none"> Whatsapp have opened A message that contains the song link to shazam app is ready to be sent 	As expected	PASS

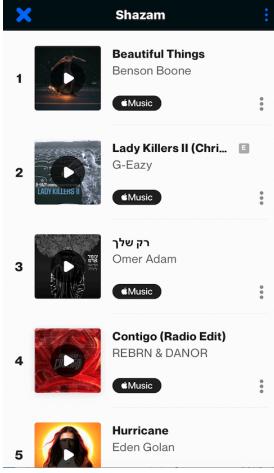
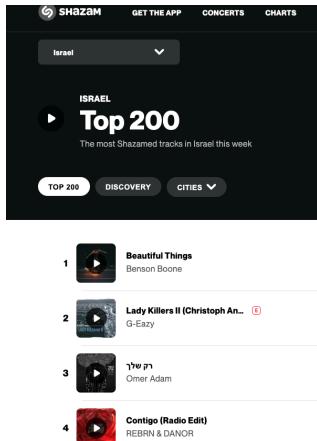
TEST SCRIPT STEPS/RESULTS

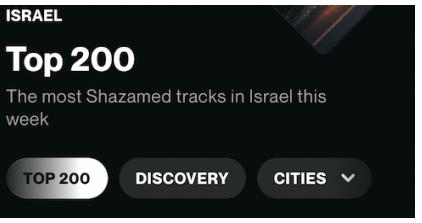
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
82.	Swipe the bottom of your screen to the top	Iphone "Control Center" have opened 	As expected	PASS
83.	Tap on the Airplane mode button at the top left of the control center	Airplane mode is on 	As expected	PASS
84.	Navigate back to Whatsapp	<ul style="list-style-type: none"> • Whatsapp Opened • An error message Appears • Sharing have failed 	As expected	PASS

TEST SCRIPT STEPS/RESULTS

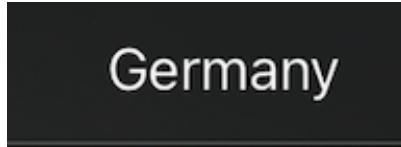
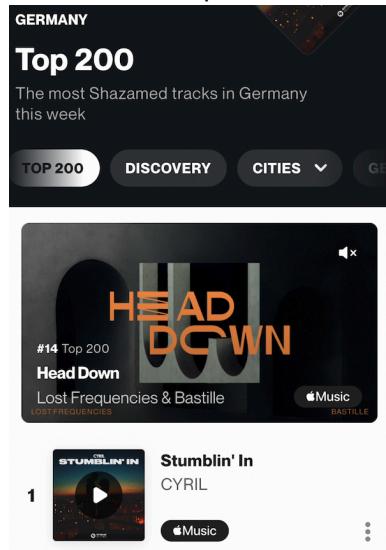
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality - Positive - Shazam Charts - Top 200				
85.	Tap on the search button at the top right corner of the Shazam app	<p>Search window have opened</p> 	As expected	PASS
86.	Tap on the Shazam Charts window	<ul style="list-style-type: none"> Shazam Charts window have opened There are 3 different tabs for this Charts feature 	As expected	PASS

TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
87.	Swipe down to see the rating of the Top 200 songs in Israel	Top 200 songs in Israel is now visible 	As expected	PASS
88.	Verify in the following link that the Top 200 rating is matching to the Top 200 that is presented in your Shazam app: https://www.shazam.com/charts/top-200/israel	Verified 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality - Positive - Localization - Shazam Charts - Top 200				
89.	Tap on the Shazam Charts window 	<ul style="list-style-type: none"> Shazam Charts window have opened There are 3 different tabs for this Charts feature 	As expected	PASS
90.	Tap at the “Israel” button at the top of the page 	A drop - down menu with a list of countries have opened		PASS

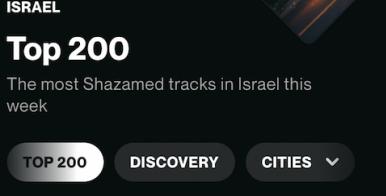
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
91.	<p>Tap on “Germany” option</p> 	<p>Top 200 songs in Germany window have opened</p> 	As expected	PASS

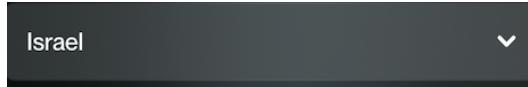
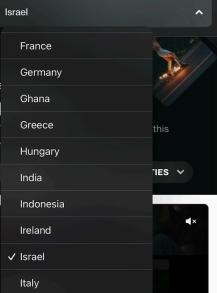
Sanity – Functionality - Negative - Localization - Shazam Charts - Top 200 While Airplane Mode

92.	Turn on Airplane mode on your Iphone	<p>Airplane mode is on</p> 	As expected	PASS
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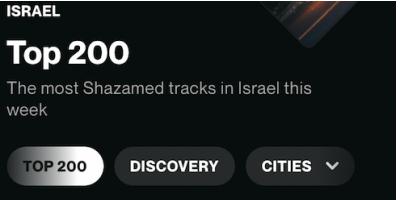
TEST SCRIPT STEPS/RESULTS

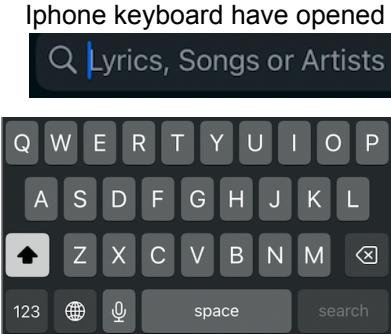
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
93.	Navigate back to Shazam app	Shazam app opened	As expected	PASS
94.	Tap on the Shazam Charts window 	<ul style="list-style-type: none"> • Shazam Charts window have opened • Shazam Shows results of the Top 200 songs in Israel • There are 3 different tabs for this Charts feature 	As expected	PASS

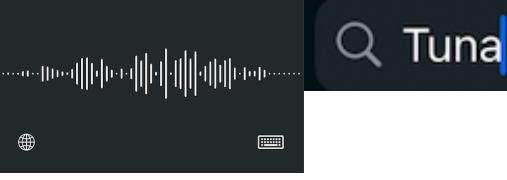
TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
95.	Tap at the “Israel” button at the top of the page 	A drop - down menu with a list of countries have opened 	As expected	PASS
96.	Tap on “Ireland” option 	<ul style="list-style-type: none"> • Top 200 songs in Ireland window have opened • The Chart is empty 	As expected	PASS

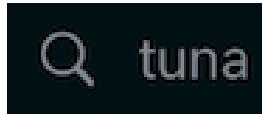
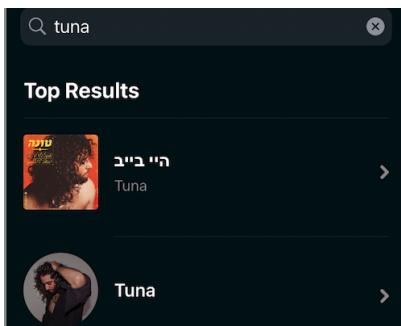
TEST SCRIPT STEPS/RESULTS

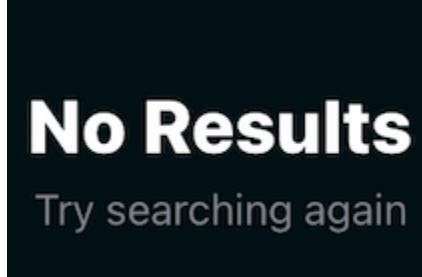
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality - Negative - - Shazam Charts - Discovery				
97.	<p>Tap on the Shazam Charts window</p> 	<ul style="list-style-type: none"> Shazam Charts window have opened Shazam Shows results of the Top 200 songs in Israel There are 3 different tabs for this Charts feature 	As expected	PASS
98.	<p>Tap on “Discovery” button</p> 	<ul style="list-style-type: none"> Discovery button is very visible and the contrast colors are sharp the button engaging also when pressing very near to it and not only exactly on him 	As expected	PASS

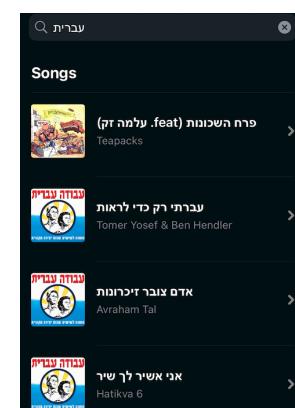
TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality - Positive - Search - Voice Search Accuracy				
99.	Tap on the search button at the top right corner of the Shazam app	<p>Search window have opened</p> 	As expected	PASS
100.	Tap on the “Search” bar	<ul style="list-style-type: none"> • Search bar selected • Iphone keyboard have opened 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
101.	Tap on the Microphone button on the Iphone keyboard 	Microphone search mode is now on	As expected	PASS
102.	Say "Tuna" to the microphone to search an artist	<ul style="list-style-type: none"> Search window is now filled with result related to "Tuna" "Tuna" is now written inside the search bar 	As expected	PASS

TEST SCRIPT STEPS/RESULTS

STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
103.	Tap on the first result at the top 	Artist's Songs and profile page is now visible in the results page 	As expected	PASS
104.	Tap on the artist's profile 	<ul style="list-style-type: none"> Artist's profile have opened All songs of this artist are now visible inside the profile page 	As expected	PASS

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality - Negative - Error Handling - Search Bar Results				
105.	Type the following value in the Search bar: “8622578731”	Search field now contains: “8622578731”		As expected
106.	Tap on the “Search” button 	No results have been found No Results Try searching again		As expected

TEST SCRIPT STEPS/RESULTS				
STEP	TEST STEP/INPUT	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Sanity – Functionality - Positive - Localization - Search In Hebrew				
107.	Type the following value in the Search bar: “עברית”	Search field now contains: “עברית”	As expected	PASS
108.	Tap on the “חיפוש” button 	Songs and playlists in Hebrew appears in the search results 	As expected	PASS

Feature

Shazam - Shazaming while incoming call

Relevant Assignees

____ ____ (Dev Team)

____ ____ (QA TL)

Severity

Medium

Priority

Medium

Status:

New

Detected by:

Eshed Assaraf (QA Team)

Detected on:

10:35 - 26.03.24

Version:

17.7.0

Build number:

5584:f

Browser:

Chrome

Operating system:

IOS

Title:

Shazam song recognition stops while an incoming call is received

Description:

While Shazaming and a phone call was received, the Shazam recognition process has suddenly stopped and an error message appeared on the iphone screen:

“Technical difficulties!

Please restart the app and we'll make sure we're ready for the next song.”

Reproducibility

Sometimes

Steps to reproduce:

1. Tap on the “Shazam” button.
2. Ask for a person to make a call to you, or do it by yourself from another phone - make sure that this call is received when Shazam is still in the song recognition process.
3. Wait for this error message to appear on screen.

Expected results:

The incoming call will not interrupt the Shazam recognition process - the process must be completed.

Actual results:

- The recognition process was incomplete
- Error message appeared on screen
- Shazam app have returned to the home page

Notes/Workaround:

- There is no workaround I've come up with
- This error occurred with 3 different songs that I was playing.
- This error occurred 3 times in a row
- After these 3 errors I kept on Shazaming other songs and no errors appeared - Shazam completed all of the songs recognitions successfully.

Possible attachments:

Error Screenshot

Iphone screen recording while bug occurs

Log file (with the exact timeframe the bug occurred)

Software Test Report

Software Test Report for “Shazam”

Autor: Eshed Assaraf (QA CLASS)

Date: 28/03/2024

1. Test Summary

1.1 Scope of Testing:

The primary objective was to ensure the functionality, usability, and compatibility of the “Shazam” IOS application.

This included testing the following main Modules :

- Installation
- Application Launching
- User Login Via Icloud
- Music Recognition
- Delete Application (Uninstall)
- Shazam Without An Account - Saving Identified Songs
- Shazam While Offline
- Shazam + Auto Shazam
- Song Integration - Spotify
- Song Integration - Share Song
- Shazam Charts
- Search

Modules that was planned to be tested but did not:

- Personalised Recommendations
- Social Media Sharing
- LyricSync
- Data Usage Management
- Privacy Policies
- Data Encryption
- Permissions Management

1.2 Testing Period:

The testing was conducted over two/One sprints, each lasting two weeks, from [26.02.2024] to [28.03.2024].

1.3 Testing Environment:

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

1.4 High-Level Results:

- A total of 120 test cases were executed:
with 110 passing, 8 failing, and 2 blocked due to dependencies.
- Major Open Issues included 1 critical open Bug In the payment system.
The Dev Team has informed us that this bug will be fixed in 2 days from now.

2. Testing Activities

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

This phase involved a series of targeted tests types designed to rigorously assess each aspect of the 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, **eight (8) instances were identified where the smoke tests failed**, thus required immediate re-building from the development team.

2.2 Regression Test

during the regression testing phase, we encountered **1 significant** issue where the previously functional of the 'Reporting' feature ceased to function correctly after a recent update.

2.3 Functional Testing

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

Except for **3 open bugs classified as 'High' priority**.

These high-priority bugs are being actively addressed now by development team.

2.4 User Interface Testing

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

However, we did observe a **few minor glitches** in the rendering of pages on a few IOS devices, particularly in certain different IOS versions, which

Development Team

are now working to fix in order to optimise a smoother mobile user experience.

2.5 Exploratory Testing

Approximately 15% of our testing efforts were devoted to Exploratory Testing.

No major bugs were found in this process.

2.6 Compatibility Testing

During our compatibility testing, **2 critical issues emerged**:

Firstly, the Mobile was found to operate significantly slower on the Android OS.

Secondly, a major compatibility issue was identified with Samsung Phones, where the App failed to function properly.

2.7 Recovery Testing

Time constraints prevented us from conducting “Recovery Testing”.

We have to prioritise Recovery testing for the next sprint.

2.8 Security Testing

Unforeseen environmental issues within our testing setup prevented us from proceeding with Security Testing.

Resolving these environmental challenges should be handled by IT Team ASAP, so we can proceed with these important tests for the next sprint.

3. Results and Findings

This section presents the key outcomes of our testing efforts on “Shazam”.

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

These Metrics will provide a comprehensive understanding of the current state of the website's functionality, usability, and overall performance.

3.1 Test Execution:

- **Executed:** 120 test cases (100% of planned)
- **Passed:** 110 (91.7%), Failed: 8 (6.7%), Blocked: 2 (1.6%)

3.2 Defects Logged:

- **Total:** 35 defects (Critical: 5, High: 10, Medium: 15, Low: 5)
- Open: 15
- In Progress: 10
- Fixed: 5
- Closed: 5

3.3 Requirement coverage:

- 98% of the requirements covered

4. Open Issues, Risks and Go No Go

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

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

4.1 Unresolved Issues:

4.1.1 Critical Payment System Bug:

Description: Confirmation emails not sent after bill payment.

Impact: High - Affects user confidence in successful transactions.

Current Status: Under investigation by the development team.

Risk: Could lead to increased customer support calls and dissatisfaction.

4.1.2 Performance Concerns:

Description: Occasionally users experience slight decrease in response time.

Impact: High - Affects user experience.

Current Status: Waiting for investigation by the development team.

Risk: Could lead to customer support calls and dissatisfaction.

4.1.3 Mobile Responsiveness:

Description: UI misalignments on mobile devices in landscape mode.

Impact: High - Affects user experience on Mobile.

Current Status: Scheduled for UI design review.

4.1.4 Go No Go Recommendation:

After thorough analysis and considering all test results, we recommend a 'Go' decision for the release of the "Shazam" IOS Application.

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

We acknowledge the presence of open issues and propose releasing

them as known issues to the end-users, with a commitment to addressing them as soon as possible through immediate hotfixes."