STA FASHION GROUP PROJECT

TEST PLAN

SUBMITTED BY

STEFCHE GJORGIEVSKI

DOCUMENT REVISION HISTORY			
DATE	DOCUMENT VERSION	REVISION DESCRIPTION	AUTHOR
4/16/2024	1.0	Initial Version	Stefche.G

TABLE OF CONTENTS

1.   INTRODUCTION

This project is aimed at developing a new software product for Fashion group Corporation, version 1.0. Key milestones and deadlines will be set at the one-month, three-month, six-month mark, with a six-month timeline for this project. This project involves stakeholders from different departments within the company.

1.1   TEST OBJECTIVES

Fashion group is an e-commerce website that is designed to make online shopping convenient for all age categories and provide a range of clothing and accessories from various brands and vendors.

The aim of testing is to enhance the website's effectiveness and align it with the company's commitment to a modern and user-friendly interface. Functional and effective website will result in increased customer satisfaction in the next quarter.

Test plans for Fashion group website, supports the following objectives:

- Identifies the items that should be targeted by the tests.

- Outlines the testing approach that will be used.

- Identifies the required resources and provides an estimate of the test efforts.

- Lists the deliverable elements of the test project.

- The personnel responsible for testing

- Ensure that all stakeholders are adequately informed throughout the process.

1.2   SCOPE

The Test plan covers the development of software product for Fashion group from design to deployment. The test scope will be defined in

collaboration with stakeholders and subject matter experts to ensure comprehensive coverage of all aspects of the software product. It will be continuously reviewed and updated throughout the testing process to accommodate any changes or evolving requirements.

1.2.1 FEATURES TO BE TESTED:

- As a customers, logging into the website as a customers
- As a customers, navigating the store and select from menu
- As a customers, adding items to a shopping cart
- As a customers, removing items from a shopping cart
- As a customers, purchasing multiple units of the same item
- As a customers, initiating a return
- As a customers, contacting support
- As a customers, completing an order cycle
- As a customers, cancelling an order
- As a customers, leaving a review on social pages
- As an admin, verifying functionality of Navigation bar and Menu bar.

1.2.1 FEATURES NOT TO BE TESTED:

- Mobile purchasing through a mobile device will not be tested. Only desktop web browser functionality will be tested.
- Stress Test
- User interface elements

2. REFERENCE MATERIAL

- Project authorization,
- Project plan,
- Quality assurance plan,

- Configuration management plan,
- Organization policies and procedures, and standards

3. TESTING PROCESS OVERVIEW

3.1 TESTING PHASE'S

3.1.1 ANALYZE THE REQUIRMENTS:

The QA must understand and analyze the project requirements, including functional and non-functional aspects. Fixing a bug at the early stages of development will cost less when compared to fixing a bug at the testing/production stage.

Understanding of Requirements:

1) Requirement specifications will be sent by client.
Understanding of requirements will be done by QA along with respective lead and developer.
2) If any queries are raised it will be sent to client.
3) Response of quires will be sent by client.

3.1.2 PREPARING TEST CASES:

QA / Testing Engineer will be preparing test cases based on the requirement specifications. This will cover all scenarios for requirements.

Test case generally will have three components:

1) The name of the test case which describes its purpose.
2) The input data required to execute the test case.
3) The expected result of the test case.

The following table lists each test scenarios identified during test planning. The Fashion Group Project Manager establishes the testing priority/risk on a scale of high, medium, or low. This list is based on current

requirements. The test log will contain the finalized list of test scenarios/case:

Test Scenarios	Priority/Risk
• Home Page	
• Navigation	
• Product Category List	
• Model List	
• Product Detail	
• Content List	
• Content Display	
• Contact Us	
• Login	
• Logout	
• Account Information	
• Registered Products	
• Search	
• Site Search	
• Reporting	

3.1.3 PREPARING TEST MATRIX:

QA will be preparing test matrix which will record information about the system/project requirements throughout the development lifecycle to ensure that each approved requirement is identified, designed into the solution, verified as met/tested, and available in implementation.

3.1.4 REVIEWING TEST CASE AND MATRIX:

- Review will be conducted for test cases and test matrix by senior QA member in QA team.
- For certain cases for e.g. complex requirements, lead's help will be taken for conducting review.

- Any comments or suggestions on test cases and test coverage will be provided by respective Author of Test Case and Reviewer.
- Suggestions or improvements will be re-worked by author and will be sending for approval.
- Re-worked improvements will be reviewed and approved by reviewer

3.1.5 CREATING TEST DATA:

Test data will be created by respective QA on client's developments/test site based on scenarios and Test cases.

3.1.6 EXECUTING TEST CASES:

- Test cases will be executed by respective QA / Test Engineer on client's development/test site based on designed scenarios, test cases and Test data.

- Test result (Actual Result, Pass/Fail) will update in test case document.

3.1.7 DEFECT LOGGING AND REPORTING:

QA will be logging the defect/bugs in Bugzilla bug tracking tool found during execution of test cases and will assigned the Bug id generated by Bugzilla to respective test cases document.

After this, QA will inform respective developer about the defect/bugs.

3.1.8 RETESTING AND REGRESSION TESTING:

Retesting for fixed bugs will be done by respective QA once it is resolved by respective developer and bug/defect status will be updated accordingly. In certain cases, regression testing will be done if required.

3.1.9 DEPLOYMENT/DELIVERY:

- Once all bugs/defect reported after complete testing is fixed and no other bugs are found, report will be deployed to client's test site by developer.
- Once round of testing will be done by QA on client's test site if required.
- Report will be delivered along with sample output by email to respective lead and Report group.
- QA will be submitting the filled hard copy of delivery slip to respective developer.
- Once lead gets the hard copy of delivery slip filled by QA and developer, he will send the report delivery email to client.

4. TESTING METHODOLOGY

4.1 OVERVIEW

The testing methodology will be customize, to meet the specific requirements and constraints of the project, taking into account factors such as project size, complexity, timeline, and resources. It will be implemented in collaboration with stakeholders, project team members, and testing professionals to ensure the successful execution of testing activities and the delivery of a high-quality software product. Testing will confirm that the application is free from defects and meets the actual requirements.

4.2 TYPES OF TESTING

For Fashion group software product we will use manual testing and combination of white box and black box techniques.
We will employ the following types of testing methodologies as part of our testing approach:

1) **Functional testing**

2) **Non-Functional Testing**.

4.3 LEVEL OF TESTING

1) Unit testing

2) Smoke testing

3) Integration testing

4) Regression testing

5) Acceptance testing

6) Security testing

7) Usability testing

8) Compatibility testing

9) Performance testing

5. ENVIRONMENT AND RESOURCES

5.1 INTRODUCTION

The test environment is an interface where our designed test cases will be executed. The test environment incorporates hardware, software, tools and network configurations that are set up to mirror the conditions where our software will be deployed.

5.2 HARDWARE

For testing purposes, the following hardware requirements will be utilized:

1. Processor: Intel Core i5 or equivalent.
2. RAM: 16 GB or higher.
3. Storage: Minimum 100GB of available disk space.
4. Display: Screen resolution of 1280x720 or higher.

5. Graphics: Integrated graphics card or dedicated GPU with DirectX 11 support.
6. Network: High-speed network connectivity.
7. Input: Keyboard and mouse.
8. Processor: 64-bit Intel 4-core 2.0 GHz or higher processor.
9. Configured PC Workstations

5.3 SOFTWARE

For testing purposes, the following software requirements and tools will be utilized:

Server:

1. Operating system – Windows
2. Web server – Appache Tomcat
3. Database server - Oracle or MS-SQL Server

Client:

1. Windows operating system – Windows 10 & Windows 11.
2. Internet browser – Google Chrome & Microsoft Edge.

Tools:
1. Test Management Tool: Azure DevOps, Jira, TestRail, Bugzilla.
2. Test Data Management Tool: Apache JMeter .
3. Version Control System: Git, Subversion (SVN), or Mercurial.

6. TEST SCHEDULE & MILESTONES

The development process for this software product will span six months, with milestones at the one-month, three-month, and six-month mark.

➢ The first milestone is to complete initial development by the end of Month 1;

➢ The second milestone is to complete functional testing by the end of Month 3;
➢ The third milestone is to complete user acceptance testing by the end of Month 6.

Additionally, we will be delivering a final product to Fashion Groups Corporation at the end of Month 6.

7. CONTROL PROCEDURE

7.1 REVIEWS:

Reviews will be done on current documents and review report will be prepared for each work products.

- Test cases
- RTM(Requirement Traceability Matrix)

7.2 BUG REVIEW MEETINGS:

Bug review meeting will be held for every test cycle conducted during the following phases:

- Level Testing
- Report Output/Data Testing
- In case of critical / show stoppers bugs.

7.3 CHANGE REQUEST

Change request for report will be handled using following process:

1) Understanding the change request and its impact on exiting report functionality.

2) If the change is major, test cases will be updated.

3) If the change is minor, test cases will not be updated.

4) Retesting and regression testing will be done as per changed request

7.4 BUG REPORTING

Bugs found during static and dynamic testing will be logged in Bugzilla bug tracking tool.

8. ROLES AND RESPONSIBILITIES

ROLE	RESPONSIBILITIES
PM	1. Acts as a primary contact for development and QA team. 2. Responsible for Project schedule and the overall success of the project.
QA TEST ENGINNER	1. Understand requirements 2. Writing and executing Test cases 3. Preparing RTM 4. Reviewing Test cases, RTM 5. Defect reporting and tracking 6. Retesting and regression testing 7. Bug Review meeting
DEVELOPER	1. Write and implement quality code 2. Code review debugging 3. Perform test and debug errors
SERVER ADMINISTRATOR	Responsible for maintaining the test environment

9. TEST DELIVERABLE

DELIVERABLE	RESPONSIBILITIES
Test Design Document Test plan document	a) Unit white-box test design – covers white testing criteria, methods and test cases b) System test design – covers system test criteria, methods, and test cases, scripts. c) Unit black-box test design – covers black-box testing criteria, methods and test cases
Test report document	a) System Test report – covers system test results, problems, summary and analysis b) Unit white-box test report – covers unit white box test results, problems, summary and analysis c) Unit black-box test report – covers unit black box test results, problems, summary and analysis.

10. ENTRY CRITERIA

- White box testing should be finished.
- The necessary resources for a project must be available.
- Test data should be ready.
- The application must be fully prepared and submitted.
- Modules or features need to be assigned to the different test engineers.
- The application must be fully prepared and submitted.
- QA resources have completely understood the requirements.
- Reviewed test scenarios, test cases and RTM.

11. EXIT CRITERIA

- No defects over a period of time or less testing efforts.

- All the high priority/severity test cases have been executed.

- Deliverables are read**y**

- High severity/ priority bugs are fixed

12. SUSPENSION CRITERIA

- The build contains many serious defects which seriously or limit testing progress.

- Significant change in requirements suggested by client.

- Software/Hardware problems

- Assigned resources are not available when needed by test team.

13. RESUMPTION CRITERIA

Resumption will only occur when the problem(s) that caused the caused the suspension have been resolved.

14. RISK FACTORS

- Delay in delivery of test items might require increased night shift scheduling to meet the delivery date.

- Understanding requirements.

- Domain and project knowledge.

ACRONYMS

- PM: PROJECT MANAGER
- QA: QUALITY ASSURANCE
- RTM: REQUIRMENT TRACEABILLITY MATRIX