Theatre Booking System
System Test Plan

Version 1.0
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Contents

1 INTRODUCTION

1.1 General Information

This document is the test plan for the Theatre Booking System developed to be implemented and used in Los Portales Theatre. It describes the testing strategy and approach that the testing team will use to verify that the system comprises two sub-systems. The Customer Area and the Management Area meet the established requirements before the developer team presents the system to the client.

1.2 Objectives

This document aims to:

- Identify the system information and components that need to be tested

- Provide an overview of testing strategies to be employed.

- List the resources that are needed for testing.

- Provide an overall effort estimate for testing.

- Identify deliverables for testing

2 FUNCTIONAL SCOPE

Los Portales Booking System consists of two sub-systems called the Customer Area and the Management Area. The customer area is where the standard users of the system will access to make use of the system. The management area is where the admin can change the content showing in the Customer Area and generate sales reports. Both sub-systems are tested to ensure that the system works as intended.

2.1 Scope for Customer Area

2.1.1. Registration

2.1.2. Login and Password Recovery

2.1.3. Look at upcoming plays

2.1.4. Look at available seats for a play

2.1.5. Add seats to shopping cart

2.1.6. Add payment method

2.1.7. Checkout and pay for items in the cart

2.1.8. Check Orders (Purchased tickets)

2.2 Scope for Management Area

2.2.1. Login and Password Recovery

2.2.2. Add Plays

2.2.3. Modify cost of seats

2.2.4. Modify Play details

2.2.5. Delete Play

2.2.6. Generate Report

3 OVERALL STRATEGY AND APPROACH

3.1 Testing Strategy

The development team will test all identified functionalities within scope (as classified in Sections 2.1 and 2.2). The development team will evaluate all new and modified functionalities throughout system testing.

3.2 System Testing Entrance Criteria

The system has different modules and functions that are tested individually if the development of said module is completed. In contrast, their other modules depend on others to work correctly; therefore, the dependencies must undergo testing before starting these.

Management Area	
Function	**Depends on**
Login	Having the user data in the database
Password change	Login
Add Plays	Login
Modify cost of seats	Add Plays
Modify Play details	Add Plays
Delete Play	Add Plays
Generate Report	Checkout and pay for items in the cart

Customer Area	
Function	**Depends on**
Registration	N/A
Login	Registration
Password recovery	Login
Look at upcoming plays	Add Plays
Add payment method	Look at upcoming plays
Look at available seats for a play	N/A
Add seats to shopping cart	Look at available seats
Checkout and pay for items in the cart	Add seats to shopping and Payment Method
Check Orders (Purchased Tickets)	Checkout and pay for items in the cart

3.3 Testing Types

3.3.1 Usability Testing

The usability testing refers to the interface and the content presentation of the system through the website. It is accurate and provides general usability for the user, ensuring that

it is comfortable to use and provides the user with the proper access and navigation capabilities to go through all the system's functions. The system can be accessed through the web on different devices and browsers. Dev teams will ensure usability must be tested through the various available environments.

3.3.2 Functional Testing

The objective of this test is to ensure that each element of the component meets the functional requirements required for the Los Portales Booking System, as outlined by the client in the project description document, so the system accomplishes and meets the criteria set by the owner of the business and works as expected and does not present any significant errors or issues.

3.4 Suspension Criteria and Resumption Requirements

This section will specify the criteria that will be used to suspend all or a portion of the testing activities on the items associated with this test plan.

3.4.1 Suspension Criteria

The suspension criteria are deeply related to the testing criteria. If one module is a dependency of another one and critical incidents are found during testing, the testing for the following modules cannot begin and needs to be suspended.

3.4.2 Resumption Requirements

Resumption of testing will be possible when the functionality that caused the suspension of testing has been retested successfully.

4 EXECUTION PLAN

Scope ID	Req Description	Test ID	Test Case Description
2.1.1: Registration	Register With Application	TC-01 TC-02 TC-03	Attempt to Register with Valid Information Attempt to Register with Invalid Information Attempt to register using extremes in the inputs
2.1.2/2.2.1: Sign In/Sign Out	Sign In/Sign Out of Application	TC-04 TC-05 TC-06	Attempt to Sign in with Valid Information Attempt to Sign in with Invalid Information Attempt to Sign Out and check if access changed
2.1.3: View Plays	Correct Seating Information for Selected Play	TC-07	View Plays with Different Seating Availability Combinations
2.1.5: Add Seats to Cart	Allow Selection of Multiple Seats	TC-08	Attempt to Select Multiple Seats at One Time in the shopping cart.
	Only Allow Selection of Available Seats	TC-09	Attempt to Select Invalid Seats
	Show Seats for	TC-10	Place Tickets from Multiple Plays in Cart

	Multiple Plays if Selected		
2.1.7: Checkout	Validate Customer's Payment	TC-11	Attempt to Checkout with Valid Information
		TC-12	Attempt to Checkout with Invalid Information
2.1.8: View Tickets	Show Printable History of Customer's Purchases	TC-13	View and Print Tickets from Multiple Accounts
2.2.6: Generate Report	Admin can generate sales reports for plays	TC-14	Attempt to Generate Reports for Different Plays
2.2.2: Add Play	Admin Can Add Plays and Select Seat Prices	TC-15	Attempt to Add Plays with Varying Pricing Plans
2.2.3/2.2.4: Modify Plays	Admin Can Modify Prices of Seats	TC-16	Attempt to Modify Seat Prices for Multiple Plays
2.2.5: Delete Plays	Admin Can Delete Plays	TC-17	Attempt to Delete Plays from System

5 ENVIRONMENT

The Los Portales Booking System is hosted online and can be accessed through a web browser. Thus, to guarantee the proper functionality of the system in different environments, the Booking System is going to be tested using a desktop, laptop, and mobile devices in the following browsers:

- Google Chrome

- Mozilla Firefox

- Apple Safari

- Microsoft Edge

- Opera

6 TEST SCHEDULE

Management Area	
Function	**Dates**
Login	04/18/2022
Password change	05/02/2022
Add Plays	04/19/2022
Modify cost of seats	04/20/2022
Modify Play details	04/20/2022
Delete Play	04/22/2022
Generate Report	05/04/2022

Customer Area	
Function	**Dates**
Registration	04/18/2022
Login	04/18/2022
Password recovery	05/02/2022
Look at upcoming plays	04/19/2022
Add payment method	04/24/2022
Look at available seats for a play	04/26/2022
Add seats to shopping cart	04/28/2022
Checkout and pay for items in the cart	04/30/2022
Check Orders (Purchased Tickets)	05/2/2022

In addition to the developers' testing, the website will have a beta test from **05/09/2022** to **05/10/2022**, where users will be able to register to the system and try all the different functions on the system.

7 ASSUMPTIONS

- Any errors and incidents shall be documented in the testing report

- The developers shall correct all the incidents and errors appearing in the system during the testing before publishing new revisions.

- Any corrections made to the system regarding testing shall be documented in the testing report.

8   RISKS AND CONTINGENCIES

Risk: Turnaround.
Description: It is possible the development may not have enough time to execute all tests.
Probability: Low. The development team has accounted for numerous contingencies when devising the testing plan. It will likely only happen with a knock-on effect of multiple defects and unforeseen delays.
Contingency: Development team will accelerate the testing schedule and dedicate more time to covering.

Risk: Scope Change
Description: The Development team may add additional requirements, or existing conditions may change at a late stage.
Probability: Low. The development team has attempted to ensure that all foreseeable additions or changes can be accounted for promptly within the framework.
Contingency: Development team will attempt to add and test new requirements based on a triage evaluation, with critical additions being handled first and less crucial additions being handled as time allows.