

Test Plan of Endurance Testing for Party One App

1.Objective

To evaluate the app's ability to withstand prolonged usage without performance degradation.

This includes assessing how the app handles extended interactions, during peak hours.

2. Goals

Ensure that the app remains stable and does not crash or hang during extended usage.

Evaluate the app's response times and ensure that they remain consistent and within acceptable limits over time.

3. Resources:

QA team

Mid-range mobiles and High-range mobiles

4. Define Endurance Test Scenarios:

Identify a set of test scenarios with common user interactions with the app.

The list of test scenarios can be found in the test scenarios template.

5. Execution:

Date: 29-09-2023

The defined endurance test scenarios are executed.

The aim is to keep the app running and actively engaged for an extended period, often simulating peak hours.

6. Monitor System Metrics:

Continuous monitoring of key metrics, such as response times, memory usage, and app stability, is crucial during the endurance test.

Specifically, response times should be observed at the beginning and end of the test execution. This ensures that performance metrics are tracked over time to detect any degradation.

7. Analyze Results:

The analysis phase involves reviewing the data collected during the test to identify any issues that occurred during prolonged usage.

This may include performance degradation, memory leaks, or app crashes.

8. Report:

A detailed report is created to summarize the endurance test, including the test plan, execution details, and the results.

This report also includes recommendations for optimizing the app's performance.