(Online Apparels shopping Website)

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1.0 INTRODUCTION

This is ecommerce bussiness website. Enhancing client's offline business of apparels by transforming it into online ecommerce website. Website is necessary for simplifying the buying and selling process of apparels. Customers should be able to search the desired items and can place the order by making online payment of the items. Online website will help business owner to streamline his offline business of apparels selling and will grow his revenue by making business online. This ecommerce website using for oline shopping like garments cloth shop where the customer can buy any kind of outfit/dresses. This bussiness responsible to ships the stuff to customer after customer buy online this online apparels website.

2.0 OBJECTIVES AND TASKS

2.1 Objectives
Describe the objectives supported by the Master Test Plan, For Example, defining Making online ecommerce platform for buyers to buy apparels from website. Customers/ buyers will be able to search for the various kinds of apparels for e.g. Shirts. Jeans etc and will be able to order it from website by making online payment of products. Business owner will be able to manage his products by category and prices with different sizes & colours. Owner will be able to deliver the items to the buyers on shipping address mentioned by the buyer while placing an order.

Customer will be able to track their order shipmen

2.2 Tasks
List all the tasks identified by this Test Plan, i.e., testing, post-testing, problem reporting, etc.

Buyer

o Login

o Registration

o Search products

o Product listing and search results

o Product details with available variations o Add to cart

o Add to wishlist

o Checkout and Online payment of the orders o Share products on social media

o Place the order

o My account

o Order history

o Order tracking

ADMIN Scop:

o Ability to create/edit/delete products

o Manage product categories and sub-categories o Manage product catalog

o Manage orders

o Manage customers o Manage shipping

o Manage payments

o Manage roles/ permissions o CMS pages management

4.0 TESTING STRATEGY

We use agile methodology process In this system for testing where is all team member work together calborated each other . We use different tools for testing like jave, selenium webdriver ,chrome browser , edge browser

4.1 Unit Testing

Every single method is a unit testing which we do testing after implement the unit testing include functional and non-functional testing

Specify any additional completion criteria (for example, error frequency). The techniques to be used to trace requirements should be specified.

Participants:

-Scrum master

-QA manager

-QA engineer

Methodology: we using here STLC(Software testing life cycle) for unit testing. QA Manager/scrum master will be decided which unit test do testing according to priority/soverity bases and Scrum Master/QA Manager assign work for testing to any QA engineer . QA enginer make a test cases and he do automation testing for each unit testing

4.2 System and Integration Testing

Test the system first he ready for testing like we do check quickly sanity testing than after each unit testing we do integrationg testing to make sure other testing should be working together or not

Participants:

System Testing QA enginer do testing

4.3 Performance and Stress Testing

We check the functionality of system which developer build is working smoothly and accurate and reliable . We do performance testing how the website load and he don't take time for load page upto 30 second . We do Stress testing to check how many load system can tolerate and what is the boundry testing and out of boundry testing we can check in stress testing .

Participants: On an agile project, everyone on the team plays a role in testing. Each team member might have their own specialty, but everyone is responsible for delivering the team's user stories at the end of the sprint.

Methodology:
Identify the Test Environment and Tools. Identify the production environment, testing environment, and testing tools at your disposal. ...

- Define Acceptable Performance Criteria. ...
- Plan and Design Tests. ...
- Prepare Test Environment and Tools. ...
- Run the Performance Tests. ...
- Resolve and Retest.

4.4 User Acceptance Testing

The acceptance testing we conduct when system is ready for deliever. User acceptance testing conduct for customer perspective

Participants:

 project sponsors, business owners, business analysts, development and testing team.

Methodology:

The methodology of User Acceptance Testing (UAT) is pretty straight-forward. The implementation itself requires some in-depth knowledge on the available types of User Acceptance Testing, though. User Acceptance Testing is the process of verifying that a created solution/software works for 'the user'

4.5 Batch Testing

4.6 Automated Regression Testing

We do automated regression testing when we developer change any code or functionality in project we do regression testing for make sure other system not be broken or not be working so we do regression testing for make sure everything is working fine

4.7 Beta Testing

We do beta testing when finaly version is ready to deply in market here reall customer can use this system during beta testing

5.0 HARDWARE REQUIREMENTS

-Laptop

-Desktop Computer

-modem

6.0 ENVIRONMENT REQUIREMENTS

-Labs

-Desktop Computer

-Laptop

-Internet Connectivity

-Web Browser (Chrome-Edge)

6.1 Main Frame
Specify both the necessary and desired properties of the test environment.

-Java(Programming langues)

-Selenium Webdriver version(3.1)

-Window operating system(linux,microsoft-mac)

7.0 TEST SCHEDULE

We do test schedule for here each test have a specific time so we use story point which number is good for each testing according to effort or work

8.0 CONTROL PROCEDURES

Problem Reporting
when we do testing we make a document include test id, name of test cases, description of test cases , actual and expected result , screen shot,status and notes

Change Requests
when anything change in features we do again testing after change by developer

9.0 FEATURES TO BE TESTED

o Login

o Registration

o Search products

o Checkout and Online payment of the orders o Share products on social media

o Place the order

o My account

o Order tracking

o Ability to create/edit/delete products

o Manage orders

o Manage customers o Manage shipping

10.0 FEATURES NOT TO BE TESTED

- Exploratory tests
- UX tests
- UI tests
- API tests

11.0 RESOURCES/ROLES & RESPONSIBILITIES

All team member like Scrum master, QA manager , QA engineering , bussiness analyst make anayalysis to preapare test plan. All stack holder calaborated each other. Each QA engineer work which QA manager assign to him for giving time frame

12.0 SCHEDULES

We realease the build after complete the all kind of testing during the time duration which is required

I am working still ….. Learning....