**Software Test Plan - STP**

**“Futbin”**



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**Version Control**

**Current Version**

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# Document Overview

## *Introduction*

This document serves as the Software Test Plan for “Futbin” mobile app

version 17.2.0.

The purpose of this STP is to define the framework and Strategy for the testing of “Futbin” mobile app.

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 “Futbin” mobile app.

We will verify “Futbin” mobile 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.

## ***Objectives***

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

* **Ensure Product Quality:**

To uphold the high standards of quality for which Futbin 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 ofFutbin.

## ***Scope***

* This STP won’t include the Test Planning and Test Execution of “Futbin” on the following OS: Linux, MacOS,windows ,android.

## ***References***

# **Scope of testing**

## ***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>

* Search Box
* Squad Builder
* Cheapest by Rating
* SBC solutions

## ***Features not to be tested***

* accessibility
* Help and support
* Draft simulator
* Evolutions
* Objectives

## ***Testing Types***

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

* **Functionality Verification:**

To ensure all features of Futbin, such as query input, voice search execution, Filters, and tabs, operate as intended across various mobile devices .

* **Usability Assessment:**

To evaluate the user interface for intuitiveness, ease of use, and accessibility.

This includes ensuring the search page is easily navigable and that the interface elements are responsive to user interactions.

* **Compatibility Testing:**

To confirm that Futbin works seamlessly across different browsers (e.g., Chrome, Firefox, Safari, Edge), operating systems (Windows, macOS, Linux, Android, iOS), and devices (desktops, tablets, smartphones).

* **Localization and Internationalisation Verification:**

To ensure that Futbin 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 of search results.

* **Smoke Testing**
* **User Interface Testing**

Smoke test

Usability test

Integration test

Gui test

## ***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 Futbin 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.

**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

Futbin .