##### **Software Test Report**

**Software Test Report for “Futbin”**

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**Date: 01/02/2024**

1. **Test Summary**

***1.1 Scope of Testing:***

The primary objective was to ensure the functionality, usability, and compatibility of the “Futbin” Company's website.

This included testing the following main Modules :

- Customer account management features,

- Squad building

- SBC Solutions

- Players Information

Modules that was planned to be tested but did not:

- Evolutions players

- Draft simulations

- Objectives

***1.2 Testing Period:***

The testing was conducted over two/One sprints, each lasting two weeks, from [14/01/2024] to [11/02/0224].

***1.3 Testing Environment:***

Tests were carried out on the “Testing environment” of the website, mirroring the production setup.

Browsers included Chrome, Firefox, and Safari on desktop and mobile platforms.

* 1. ***High-Level Results:***

- A total of 169 test cases were executed:

with 161 passing, 8 failing,

- Major Open Issues included 2 critical open Bug In the Squad simulation.

Dev Team informed that this bug will be fixed in 2 days from now.

1. **Testing Activities**

The Test Activities section details the comprehensive and methodical

approach undertaken to evaluate the functionality, and user experience of the

“Futbin web app”.

This phase involved a series of targeted tests types designed to

rigorously assess each aspect of the website, ensuring reliability and quality

from the user’s perspective.

The following Testing Activities were performed in this sprint/s:

**2.1 Smoke Tests**

The smoke test have been pass successfully

**2.3 Functional Testing**

all functional testing has been conducted, confirming that all

features and modules are operating as intended.

Except for **1 open** bugs classified as **'High' priority**.

These high-priority bugs are being actively addressed now by development

team.

**2.4 User Interface Testing**

Our user interface testing has confirmed that the overall user experience

aligns with our company's high standards.

However, we did observe a **few minor glitches** in the rendering of pages on

mobile devices, particularly in certain browsers, which Development Team

are now working to fix in order to optimize a smoother mobile user

experience."

**2.5 Exploratory Testing**

Approximately 15% of our testing efforts were devoted to Exploratory

Testing.

**major bugs have been found in this process.**

**2.6 Compatibility Testing**

During our compatibility testing, we didn’t find any major bugs

1. **Results and Findings**

This section presents the key outcomes of our testing efforts on

“Futbin”.

Here, we will present the important **metrics** that will highlighting both the

strengths and the areas needing attention.

These Metrics will provide a comprehensive understanding of the current

state of the website's functionality, usability, and overall performance.

**3.1 Test Execution:**

- **Executed:** 169 test cases (100% of planned)

- **Passed:** 161 (86.48%), Failed: 8 (13.52%)

**3.2 Defects Logged:**

- **Total:** 9 defects (Critical: 5, High: 1, Medium: 3,)

- Open: 9

- In Progress: 0

- Fixed: 0

- Closed: 0

**3.3 Requirement coverage:**

- 95% of the requirements covered

1. **Open Issues, Risks and Go No Go**

On this section we will present the unresolved critical issues and the

potential risks that emerged during our testing process.

In addition to that we will outline here our Go No Go recommendation on

whether the current state of the website aligns with our quality standards and

criteria for going on “Live to Production”.

**4.1.4 Go No Go Recommendation:**

After thorough analysis and considering all test results, we recommend a

'Go' decision for the release of the Futbin.

Our testing experience indicates that the system is quite stable and performs

well overall.

We acknowledge the presence of open issues and propose releasing

them as known issues to the end-users, with a commitment to addressing

them as soon as possible through immediate hotfixes."