

# Software Test Report

Software Test Report for “Discord”

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# 1. Test Summary

## **1.1 Scope of Testing:**

The testing scope included various aspects of Discord functionality, encompassing both core features and any specific functionalities or integrations relevant to the project.

This included testing the following main Modules:

- Chat Module,
- Voice Communication Module,
- Video Quality,

and Modules that were planned to be tested but did not:

- on the settings(Family Center, Scan QR Code)
- To test with another operation systems

## **1.2 Testing Period:**

The testing was conducted less than one week, from [28/01/2024] to [3/02/2024].

## **1.3 Testing Environment:**

Tests were carried out on the “Testing environment” of the Discord, mirroring the production setup.with more than one mobile.

### ***1.4 High-Level Results:***

- A total of 30 test cases were executed: with 28 passing, and 2 failing.

## **2. Testing Activities**

The Test Activities section details the comprehensive and methodical approach undertaken to evaluate the functionality and user experience of “Discord”.

This phase involved a series of targeted test types designed to rigorously assess each aspect of the mobile, ensuring reliability and quality from the user’s perspective.

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

### **2.1 Smoke Tests**

Throughout the tests, **Six(6)** No major bugs were found in this process.

### **2.2 Functional Testing**

All functional testing has been conducted, confirming that all features and modules are operating as intended.

### **2.3 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 the Development Team is now working to fix to optimize a smoother mobile user experience."

### **2.4 Exploratory Testing**

Approximately 15% of our testing efforts were devoted to Exploratory Testing.

**No major bugs were found in this process.**

### **2.7 Recovery Testing**

Time constraints prevented us from conducting "Recovery Testing". we have to prioritize Recovery testing for the next sprint.

### **2.8 Security Testing**

Unforeseen environmental issues within our testing setup prevented us from proceeding with Security Testing.

Resolving these environmental challenges should be handled by the IT Team ASAP, so we can proceed with these important tests for the next sprint.

## 3. Results and Findings

This section presents the key outcomes of our testing efforts on “discord”.

Here, we will present the important **metrics** that will highlight 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:** 30 test cases (80% of planned)
- **Passed:** 29 (93.3%), Failed: (0.4%).

### **3.2 Defects Logged:**

- **Total:** 2 defects (Critical: 0, High: 10, Medium: 0, Low: 1)
- Open: 0
- In Progress: 0
- Fixed: 0
- Closed: 0.

### **3.3 Requirement coverage:**

- 80 % of the requirements covered

## 4. Open Issues, Risks, and Go No Go

In 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 Unresolved Issues:

#### 4.1.1 Critical Payment System Bug:

**Description:** Confirmation emails not sent after bill payment.

**Impact:** High - Affects user confidence in successful transactions.

**Current Status:** Under investigation by the development team.

**Risk:** This could lead to increased customer support calls and dissatisfaction.

#### 4.1.2 Performance Concerns:

**Description:** Occasionally users experience a slight decrease in response time.

**Impact:** High - Affects user experience.

**Current Status:** Waiting for an investigation by the development team.

**Risk:** This could lead to customer support calls and dissatisfaction.

#### 4.1.3 Mobile Responsiveness:

**Description:** UI misalignments on mobile devices in landscape mode.

**Impact:** High - Affects user experience on Mobile.

**Current Status:** Scheduled for UI design review.

#### **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 “Discord” mobile application.

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."