Flipkart 

TEST PLAN:

Product Name: *Flipkart.*

Prepared by: Irfan

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1.Introduction:

1.1 Purpose of project:

The purpose of this document is to document the business requirements and expectations for the application, ensuring a clear understanding between business stakeholders, development, and testing teams.

1.2 Project overview:

This document serves as a high level of testing planning document with details on the scope of the project, test strategy, test requirements and schedules.

2.Business objective:

The objective of this project is to perform comprehensive manual testing on the flipkart web application to ensure the functionalities like login/logout, search product, payment and checkout features works correctly, errors are identified, and the overall user experience is enhanced.

3. Application overview:

3.1 Application description:

Flipkart is an E-commerce platform that provide facilities to users to browse and purchase online products. The application support features such as user registration and login/logout, product search, add to cart, payment and checkout features and etc.

3.2 Application URL:

- **Flipkart URL:** www.flipkart.com

3.3 User roles:

User role	Description
1.Admin	Can manage listing, process orders and view reports etc.
2.Customer	Can register/login/logout, search products, place orders, etc.
3.Guest user	Can browse products and view details but cannot place orders.

4. Scope:

4.1 Inclusion:

4.1.1: User login with registered/unregistered numbers.
4.1.2: OTP verification (valid, invalid, expired, resend).
4.1.3: Search functionality (valid/invalid/partial/special character).
4.1.4: Auto-suggestion in the search bar.
4.1.5: Product listing page details, filters, sort.
4.1.6: Navigation between product listing & product details page.
4.1.7: Cart operations (add, update, remove, view).
4.1.8: Checkout & payment module (valid, failure, COD, retry).
4.1.9: Logout functionality.
4.1.10 Devices, browsers, and test environments where testing is performed.

4.2 Exclusion:

4.2.1: Backend server/database testing.
4.2.2: API testing.
4.2.3: Performance, load, and stress testing.
4.2.4: Third-party integrations unrelated to payment.
4.2.5: Mobile app platform differences if testing only web applications.
4.2.6: UI/UX design suggestions or changes

5. Functional requirements:

5.1.1 The system shall allow users to log in using a registered mobile number.

5.1.2 The system shall validate OTP and allow access only for valid OTP.

5.1.3 The system shall display error messages for invalid or expired OTP.

5.1.4 The system shall allow users to resend OTP.

5.1.5 The system shall restrict multiple incorrect OTP attempts.

5.1.6 The system shall allow users to log out successfully.

5.1.7 The system shall allow users to search products using keywords.

5.1.8 The system shall support partial product search and auto-suggestions.

5.1.9 The system shall display product listing and product detail page.

5.1.10 The system shall allow users to filter and sort products.

5.1.11 The system shall allow users to add, update, and remove products from the cart.

5.1.12 The system shall allow users to view the cart and proceed to checkout.

5.1.13 The system shall support multiple payment options including COD.

5.1.14 The system shall display appropriate messages for payment failure.

5.1.15 The system shall place an order after successful payment and allow retry for failed payments.

6. Non-functional requirements:

6.1 The system shall respond to user actions within acceptable response time.

6.2 The system shall securely handle user authentication and payment data.

6.3 The application shall be user-friendly and easy to navigate.

6.4 The system shall be reliable during login, cart, and payment processes.

6.5 The application shall work correctly on supported browsers and devices.

7. Assumptions and Dependencies:

7.1 Assumptions:

7.1.1 Users have a valid registered mobile number and internet connection.

7.1.2 The application is accessible and stable during the testing period.

7.1.3 OTP services are working correctly.

7.1.4 Test data (users, products, payments) is available.

7.1.5 Required test environment and access credentials are provided.

7.1.6 Browser and device configurations used for testing are supported by the application.

7.2 Dependencies:

7.2.1 Availability of test environment.

7.2.2 OTP service availability from third-party providers.

7.2.3 Payment gateway availability for payment testing.

7.2.4 Stable internet connectivity.

7.2.5 Access to test user accounts and credentials.

7.2.6 Availability of supported browsers and devices.

7.2.7 Completion of development before test execution.

8. Test strategy:

8.1 Manual testing will be carried out for the application.

8.2 Testing will be based on defined business requirements and user flows.

8.3 Functional testing will cover Login, Search, Product Listing, Cart, Checkout, and Payment modules.

8.4 Both positive and negative test scenarios will be executed.

8.5 OTP-related scenarios such as valid, invalid, expired, and resend OTP will be validated.

8.6 Input validations and error messages will be verified.

8.7 Navigation between application pages will be tested.

8.8 Payment testing will include successful payment, failure scenarios, retry payment, and COD option.

8.9 End-to-end user journey will be validated from login to order placement.

8.10 Testing will be completed prior to final release.

9. Test environment:

9.1 Device and Platform:

- Platform: Windows 11.

  Device: Asus tuf A15.
- Platform: Android 10.

  Device: Chrome book.
- Platform: Mac OS.

  Device: Mac Book light.
- Platform: Linux (Ubuntu 2.0).

  Device: Infinix x4 slim.

9.2 Browser/OS:

- Mac OS: Safari Browser.
- Android OS: Chrome and Brave Browser.
- MS Windows: Edge Browser
- Linux: Tor Browser.

10. Risk and Mitigation:

10.1 Risk and Mitigation:

- **Risk:** Regular changes in requirements.

  Mitigation: Formal change control method is followed.

- **Risk:** Lack of clear requirements.

  Mitigation: Making regular requirement analysis.

- **Risk:** Limited time for testing.

  Mitigation: Critical and high-risk functionalities are on top of priority list.

- **Risk:** Human errors.

  Mitigation: Use of peer reviews and recheck reduces this risk.

- **Risk:** Technical instability in environment.

  Mitigation: Stable environments are validated.

- **Risk:** Lack of communication.

  Mitigation: Maintaining documention and communication between clients.

11. Constraints and limitations:

11.1 Constraints:

- Fixed budget of project
- Limited project timeline
- Testing resources are limited.
- Application scope is defined
- Dependency on development completion.
- No shifts are in test-environments.
- Standard tools and technologies.
- Fixed application scope.

11.2 Limitations:

- Testing is performed over specific devices and platforms.
- Manual testing may miss some defects.
- Limited test coverage due to time constraints.
- No automation testing included.
- Dependency on available test data.
- Defects may be missed.
- Results are dependent on testers and their experience.
- Security and performance tests are not covered.

12. Approval and sign-off:

Our team will send some approval documents to our client. The documents are given below.

- Test plan
- Test cases
- Bug report

Testing will only continue if the client approves the above documents.