Software Test Plan (STP)

Project: iOS App Testing — KSP Online Shopping

Tester: Anastas Karazelidi

Date: November 2025

Version: 1.0

Application: KSP — Official Store App (App Store)

1. Introduction

This document defines the testing strategy, objectives, and scope for the KSP iOS App project — a retail mobile application that allows users to browse products, add items to the cart, and make purchases. The main goal is to verify that the core shopping and navigation features work correctly on iPhone 13 (iOS 18.6.2).

2. Objectives

• Validate app stability and launch behavior on latest iOS versions.
• Test the functional flow: search → filter → add to cart → checkout.
• Verify UI and UX consistency across light/dark themes.
• Identify and document functional and visual defects.
• Evaluate app performance and responsiveness on Wi-Fi and LTE.

3. Test Scope

In Scope:
• Functional testing of search, filters, cart, checkout, and store locator.
• UI/UX validation (layouts, buttons, dark mode compatibility).
• Regression testing after bug fixes.
• Smoke testing for new builds.

Out of Scope:
• Payment gateway integration (credit card validation).
• Backend API performance and load testing.

4. Test Approach

Testing will be performed manually on an iPhone 13 running iOS 18.6.2. All test cases are documented in the STD file. Defects will be logged with screenshots and IDs (e.g., BUG-001 →

BUG-005). Exploratory testing will supplement structured test cases to uncover unexpected issues.

5. Test Deliverables

• STP — Software Test Plan (this document)
• STD — Detailed test cases in Excel
• STR — Final test report with metrics and findings
• Bug Reports — List of defects with screenshots
• Screenshots — Visual proof of defects or test results

6. Test Environment

• Device: iPhone 13
• OS Version: iOS 18.6.2
• Network: Wi-Fi and LTE
• App Version: Latest App Store build (Nov 2025)
• Display Resolution: 2532×1170 px
• Test Data: Guest user and optional registered account

7. Tools Used

• Excel / Google Sheets — Test case management
• Notes / Jira — Bug reporting
• iPhone Screen Recorder — Defect evidence
• App Store / TestFlight — App installation

8. Roles & Responsibilities

Tester: Anastas Karazelidi — Executes test cases, logs bugs, prepares reports.
QA Lead: — Reviews documentation.
Developer: — Fixes defects and assists with retesting.

9. Entry & Exit Criteria

Entry Criteria:
• App successfully installed and configured.
• Test data and devices available.
• Test Plan approved.

Exit Criteria:
• All planned test cases executed.

• Critical defects fixed or accepted.
• STR submitted and approved.

10. Risks and Mitigation

• App crashes on specific iOS build — Retest and report.
• Unstable network connection — Use Wi-Fi and retry.
• Missing test data — Prepare dummy accounts in advance.

11. Schedule

• Test Planning — 1 day
• Test Case Design — 1 day
• Test Execution — 2 days
• Reporting — 1 day

12. Approval

Tester Signature: Anastas Karazelidi
Date: 03.11.2025

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