**Yalla Kora**

Mobile Application

Test Plan

Contents

1 Introduction 2

1.1 Scope 2

1.1.1 In Scope 2

1.1.2 Out of Scope 2

1.2 Quality Objective 3

1.2.1 Entry Criteria 3

1.3 Roles and Responsibilities 3

2 Test Methodology 4

2.1 Overview 4

2.2 Test Levels 4

2.3 Suspension Criteria and Resumption Requirements 4

2.4 Exit Criteria 4

2.5 Project task and estimation and schedule 5

3 Test Deliverables 5

4 Resource & Environment Needs 6

4.1 Testing Tools 6

4.2 Test Environment 6

1. Introduction

This document describing the scope, approach, resources and schedule of intended test activities. It identifies amongst others test items, the features to be tested, the testing tasks, who will do each task, degree of tester independence, the test environment, the test design techniques and entry and exit criteria to be used, and the rationale for their choice, and any risks requiring contingency planning.

* 1. Scope

1.1.1 In Scope

All the features of Yalla Kora Mobile Application which were defined in software requirement specs are need to be tested.

|  |  |
| --- | --- |
| Module Name | Description |
| News | The user can view recent news and show any news details. |
| Matches | The user can see today’s matches and also see all matches of the week. |
| Championships | The user can see the list of all football championships and can also view news and matches of anyone of them. |
| Favorite Teams | The user can choose his favorite teams to filter their news and matches. |

1.1.2 Out Scope

These features are not be tested because they are not included in the software requirement specs.

* Database Testing
* Performance Testing
* Security Testing

1.2 Quality Objective

1.2.1 Entry Criteria

* All the necessary documentation, design, and requirements information should be available that will allow testers to operate the system and judge the correct behavior.
* All the standard software tools including the testing tools must have been successfully installed and functioning properly.
* QC resources have completely understood the requirements
* Reviewed test scenarios

1.3 Roles and Responsibilities

|  |  |
| --- | --- |
| **Member** | **Tasks** |
| Test Manager | * Manage the whole project * Define project directions * Acquire appropriate resources |
| Tester | Implement the test cases, test program, test suite etc. |
| SQA members | * Take in charge of quality assurance * Check to confirm whether the testing process is meeting specified requirements |

2. Test Methodology

2.1 Overview

Testing will focus on:

* UI Testing
* API Testing

By applying manual and automation testing techniques

2.2 Test Levels

* Integration Testing (Individual software modules are combined and tested as a group)
* System Testing: Conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements

2.3 Suspension Criteria And Resumption Requirements

If the team members report that there are **40%** of test cases **failed**, suspend testing until the development team fixes all the failed cases.

2.4 Exit Criteria

* A certain level of requirements coverage has been achieved.
* No high priority or severe bugs are left outstanding.
* Definition of Done achieved

2.5 Project task and estimation and schedule

|  |  |  |
| --- | --- | --- |
| **Task Name** | **Members** | **Duration** |
| Static Testing | Tester |  |
| Developing Test Cases | Tester |  |
| Writing automation scripts | Tester |  |
| Executing Test Cases | Tester |  |

3. Test Deliverables

* Test Plan (this document itself)
* Test Cases
* Test Scripts
* Defect/Enhancement Logs
* Test Report

4. Resource & Environment Needs

4.1 Testing Tools

* Management and Bug Reporting tool
* API Testing tool
* Automation Testing Tool

4.1 Test Environment

* Staging Environment
* Pre-Live Environment
* Live Environment