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| **Test Strategy** |
| 2020\_ncpr\_english\_lessons |
| The test strategy includes the purpose of testing, methods for testing new functions, the total time and resources needed for the project, and the testing environment |



Jul. 10, 2020

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# Document Objectives

The test strategy includes the purpose of testing, methods for testing new functions, the total time and resources needed for the project, and the testing environment. The project is a platform with services for teaching a foreign language.

Project duration is Jun. 29,2020 – Jul. 27,2020.

# Test Scope

The test scope includes all the platform functionality. Requirements:

1 start page

2 easy navigation

3 demonstration of languages

4 course catalog

5 аvailability of courses, in the drop-down menu courses categories and filtering and sorting by price

6 рage with ads

7 the ability to search by language and by people

8 availability of teachers (viewing CV)

9 course details with price, description and reviews

10 personal account

11 registration by sms confirmation

12 payment page

13 ability to choose courses for teachers

14 the ability to create a description of courses according to a specific template

15 message

16 the ability to attract new teachers

17 course creation page

18 lecture format (user selectable)

19 the ability to leave reviews and vote (comment)

# FAT (Functional Acceptance Test)

**Cycle 1**

* **System Testing** means testing the system as a whole. All the modules/components are integrated in order to verify if the system works as expected or not. Bug found – retested.
* **E2E** testing is usually performed last in the testing process. Viewed the entire cycle of the platform

**Entry criteria:** Assembly for specific requirements is completed;

The internal testing environment is configured and working;

80% or more user stories have already been released

**Exit criteria:** All system tests were performed;

No High priority bug, and no more than 1 Medium and 3 Low

**Cycle 2**

Retest of all test cases, include testing of fixes and failed Test Cases.

# UAT (User Acceptance Testing)

**User Acceptance Testing** is a type of testing performed by the end user or the client to verify/accept the software system before moving the software application to the production environment.

**Entry criteria:** All conditions are prepared for the user to start testing;

A plan and methodology for acceptance testing have been developed;

Detailed test scripts developed

**Exit criteria:** No High and Medium priority bug and no more than 3 Low;

# Test Suite Lifecycle

* **Not Started** - Finding the test case in this state means that it is ready for execution, but hasn’t been executed yet
* **Passed** - Finding a test case in this state means that it is ready for execution, completed
* **Failure** - this state means that for some reason it is impossible to run a test case (usually the cause is a defect that doesn’t allow you to implement a specific user scenario)
* **Passed with minor defects**-this state means that a defect was detected during the execution of the test case, which means that the expected result for at least one step of the test case doesn’t match the actual result

# Test Tracking and Reporting

Tickets with test cases and bugs will be created in the GitHub system.

The QA team takes the job only tickets [QA]

[DEV] tickets have a status of opening / closing, and the DEV have to close them themselves

QA creates a test case for the technical task [DEV]

# Defect Priority Definition

**Priority** is an attribute indicating the order in which a task is completed or a defect is resolved. The higher the priority, the faster you need to fix the defect.

**P1 High**-the error should be fixed as soon as possible, since its presence is critical for the project

**P2 Medium** - error needs to be fixed, its presence is not critical, but it requires a binding decision.

**P3 Low**-the error must be fixed, its presence is not critical and doesn’t require urgent solution.

Priority is set depending on the severity of the defect, if the defect blocks further testing and the system, set High; if a defect disables a less important function the priority is set to Medium; the Low priority can include minor defects that don’t affect the operation of the system;

**BUG Statuses:**

**Open (**QA finds a defect and assigns it to the DEV team**)**

**InProgress (**the DEV is working on fixing the bug.)

**Resolved** (DEV who was assigned to fix the defect fixes it and reports it to QA)

**Reopen** (If a bug appears on a new build, the QA reopens this defect.)

**Closed** (A checked and corrected bug is considered closed)