Brand Boost (Test Plan)

Contents

| 1.0 | INTRODUCTION | 2 |
|-----|---|---|
| | • OBJECTIVE | 2 |
| | PROJECT DESCRIPTION | 2 |
| | • PROCESS TAILORING | 2 |
| 2.0 | ASSUMPTIONS/DEPENDENCIES | 2 |
| 3.0 | TEST REQUIREMENTS | 3 |
| 4.0 | TEST TOOLS | 4 |
| 5.0 | RESOURCE REQUIREMENTS | 5 |
| 6.0 | TEST SCHEDULE | 5 |
| 7.0 | RISKS/MITIGATION | 5 |
| 8.0 | METRICS | 5 |

1.0 INTRODUCTION

1.1 OBJECTIVES

This Test Plan outlines the testing strategy for **BrandBoost** which is designed to revolutionize the marketing landscape in Sri Lanka by creating a seamless, efficient, and impactful platform that bridges the gap between business owners, designers and social media influencers.

The plan covers unit testing, integration testing, system verification testing (SVT), and regression testing to ensure the system meets all functional and performance requirements specified in the SRS.

1.2 PROJECT DESCRIPTION

BrandBoost is a centralized platform that;

- Provide business owners with the ability to find gigs and influence names of their interests.
- Enable business owners to view order history, view ongoing orders and edit profiles.
- A path to design promotional materials for the business owners.

1.3 PROCESS TAILORING

- Testing Types: Functional, Boundary, Error handling, Performance.
- Exclusions: GUI testing, compatibility testing beyond Windows OS.

2.0 ASSUMPTIONS / DEPENDENCIES

Assumptions:

- Input files follow the exact format specified in the SRS.
- Developers will complete code by 12 months.

Dependencies:

- Functional code delivery by development team.
- Availability of test environment (Windows OS).

3.0 TEST REQUIREMENTS

Functional Requirements to Test:

User Registration and Authentication

- All the users can create accounts separately.
- Admin has to verify user accounts.
- Admin should be able to manage user accounts and roles.

Profile Management

• Users should be able to manage their profiles. (upload profile photo, update contact information, manage payment details, delete account)

Gig Creation and Management.

- Influencers and designers should be able to create, edit and update gigs they offer.
- Gig mainly includes price, number of posts/videos that upload, delivery time and all the information of the social media accounts that the influencer uploads the content.

Chat with Influencer for custom offer

- Business owners are able to reach social media influencers through chat.
- Social media influencers can make a custom offer for the Business Owner and send it through chat.
- Custom mainly includes price, number of posts/videos that upload, delivery time and a description about the offer.

Order Placement.

- Business owner can search for a gig that they want and place an order directly.
- After placing the order, social media influencers review the order requirements and can accept or reject(with a reason) the order.

Order Management

- After completing the order, income generated by the social media influencer goes to the BrandBoost bank account.
- After 14 days, if there were no complaints after order completion, funds transfer to the social media influencer wallet.

4.0 TEST TOOLS

- OS & Browsers (Windows 10, Chrome, Firefox).
- Test Data (Sample data).

5.0 RESOURCE REQUIREMENTS

| Role | Effort (Hours) |
|---------------------|----------------|
| Tester | 35 Hours |
| Development Support | 35 Hours |

6.0 TEST SCHEDULE

| Phase | Duration |
|---------------------|----------|
| Unit Testing | 1 day |
| Integration Testing | 2 day |
| System Testing | 1 day |
| Regression Testing | 1 day |

7.0 RISK / MITIGATION

| Risk | Mitigation |
|------------------------|---------------------------------------|
| Performance > 1 minute | Optimize code or adjust requirements. |

8.0 METRICS

- **Defects found per phase** (Unit/Integration/System).
- **Test coverage** (requirements traced to test cases).