

Test Plan

Section	Details
Test Plan Title	E-commerce website MVP
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Test Plan Reviewer	John Doe (Product Owner)

1. Introduction

Objective: The purpose of the Test Plan is to validate demo e-commerce website <https://www.saucedemo.com/> functionality, performance and UX for MVP release.

2. Scope

Describes features in scope and out of scope of the Test Plan

In Scope:

1. Login form validation (including error handling)
2. Product list validation (product description, correct price and currency in USD \$)
3. Sorting of Products list: by Name (A-Z), Name (Z-A), Price (low to high), Price (high to low).
4. Possibility to add/remove items to/from card
5. Order placement validation (user, payment information forms, checkout)
6. Possibility to cancel checkout
7. Performance of webpage loading

Features to test:

- Login form: login with valid username and password, invalid username and valid password, valid username and invalid password, invalid username and invalid password, empty username and/or password. Check the password is not visible upon typing (is displayed as ***)
- Products list validation: header, image, description and price.
- Product list scrolling and loading upon scroll.
- Add, remove item(s) to/from cart.
- Cart validation: number of items in the cart, product description with the correct price. Possibility to remove items from the cart. Possibility to continue shopping (user is navigated back to the Products list, items in the cart are still present). Empty cart state validation.
- Checkout validation: verify the user can add shipping information upon checkout (First Name, Last Name, Postal Code). Verify the possibility to Cancel checkout.
- Checkout overview: q-ty, Description of added items in the cart, correct price,

Payment information, Shipping information, Price total (Item price, Tax). Possibility to Cancel the checkout. Possibility to finalise checkout.

Out of Scope:

1. Localization and Internationalisation (like currency conversion) is out of scope for MVP
2. Third-party payment gateway
3. Login form: "Remember me" option is out of scope for MVP
4. Testing on mobile devices (mobile responsiveness is out of scope for MVP)

3. Test Strategy

1. Functional, UI/UX, cross-browser and performance testing.
2. UAT with selected customers.

4. Tools and Platforms

1. Tools to be used for testing

Tool	Description
Checklist, test cases	Google sheet
Test results report	Google document
Browsers: Chrome, Firefox, Safari	Website validation
DevTools	To check Console, Network requests, responses, fonts and styles validation
LanguageTool Google extension	To check the spelling
Defect tracking	Google sheet

2. Latest browser versions to be used for testing
3. Devices to be used for testing:

Device	OS
Dell P2725H Full HD (1920x1080)	Windows 10
MacBook Pro M1 (2560x1600)	MacOS 15 Sequoia

5. Risks

The risks might occur that can influence the test process:

Risk	Resolution plan
Changes to requirements that were not planned and discussed with the test team beforehand	Daily stand-ups/Regular meetings with the Product/Dev team. Proactive information sharing. Impact analysis when changes need to be introduced.
Delays in fixing found issues	Set Priority and Severity for found defects. Schedule defect triage meeting with Product Owner and Dev lead. Shift-left testing.
Issues with 3rd party payment gateway to process an order	Set-up a communication channel with the third-party payment gateway provider. Share the planned test schedule.

6. Timeline

- *Day 1-3:* Analysis and test cases development. Test data preparation.
- *Day 3-6:* Testing, defects reporting, retesting.
- *Day 7:* UAT
- *Day 8:* Final fixes and sign-off

7. Test Deliverables

Test plan, test cases, execution reports, defect reports, and final test summary.

8. Defects management

Severity Definitions

Severity: The degree of impact that a defect has on development or operation of a component or system.

Following table describes severity levels to be used by test team

Severity	Definition
1-Critical	The defect that results in the termination of the complete system or one or more component of the system and causes extensive corruption of the data. The failed function is unusable and there is no acceptable alternative method to achieve

	the required results.
2-High	The defect that results in the termination of the complete system or one or more component of the system and causes extensive corruption of the data. The failed function is unusable but there exists an acceptable alternative method to achieve the required results.
3-Medium	The defect that does not result in the termination, but causes the system to produce incorrect, incomplete or inconsistent results. The desired results can be easily obtained by working around.
4-Low	The defect that is related to the enhancement of the system where the changes are related to the look and feel of the application.

Priority Definitions

Priority: The level of (business) importance assigned to an item.

At a high level, priority is determined by considering the following:

- Business need for fixing the defect
- Severity/Impact
- Probability/Visibility
- Available Resources (Developers to fix and Testers to verify the fixes)
- Available Time (Time for fixing, verifying the fixes and performing regression tests after the verification of the fixes)

Following table describes priority levels:

Priority	Definition
1-Critical	Must be fixed immediately because of: <ul style="list-style-type: none"> • Data Loss or Data Corruption • Blocking business workflow • Needed for a critical deadline (Hot Fixes, sale, etc.) • Numerous customer complaints about the issue • Blocks further development or\and testing, no workaround
2-High	Must be fixed within current iteration because of: <ul style="list-style-type: none"> • critical area of the system affected • major feature (High priority Test Cases) broken

	<ul style="list-style-type: none"> or unavailable Numerous or\and major UI issues interrupts business workflow with workarounds (for all end users)
3-Medium	<p>Must be fixed within next iterations because of:</p> <ul style="list-style-type: none"> not critical areas of the system minor feature (Medium priority Test Cases) broken or unavailable Numerous or\and minor UI issues interrupts business workflow with workarounds for some end users (not for all) trivial, cosmetic may affect business workflow
4-Low	<p>The defect repair can be put off indefinitely. Should be put into the Product backlog for future.</p>

Other Defect attributes

Attribute	Description
Defect Type	<ul style="list-style-type: none"> Functional: defects that should be created if functionality behavior deviates from required; UI/Usability: defects that should be created if application UI deviates from mockups, for usability issues.
Environment	<p>Test configuration on which defect was found: Environment (e.g. Test), Windows / macOS, web-browser version.</p>
Description	<p>Detailed defect description should contain:</p> <ul style="list-style-type: none"> Preconditions: set of actions and states that are already done/exist before steps that cause incorrect behavior. Steps: Step-by-step instructions how to reproduce the defect. Actual result: incorrect behavior of application as a result of steps. If the issue reproduces not always this should be mentioned here as well. Expected result: correct behavior of application as a result of steps. Evidence that represents the issue (screenshots, short screen recording).

	<ul style="list-style-type: none"> • Logs • If there is any other information that relates to functionality in which a defect was found, explains correct behavior in more details and helps to fix the issue faster it should be added.
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9. Entry Criteria

- The Test plan is reviewed and approved.
- All the test platforms, environment must have been successfully installed, configured, and functioning properly.
- All the necessary documentation, requirements must be available beforehand.
- Proper test data is available.
- QA resources have the knowledge of functionality.

10. Success Criteria

- 100% pass on high-priority test cases (login, order placement, happy path)
- Zero critical bugs
- UAT Product owner approval

11. Environment

- Similar to Production environment test server/test environment, network simulation, UAT environment for acceptance testing.