User Acceptance Testing (UAT) Template

Date	22 May 2025
Team ID	LTVIP2025TMID53018
Project Name	LearnHub
Maximum Marks	

Project Overview:

Project Name: LearnHub

Project Description: An online learning platform where educators create latest technology courses and learners enroll and learn latest courses online at the comfort of their home.

Project Version: v1.0

Testing Period: May 15, 2025 - May 22, 2025

Testing Scope:

Features and functionalities to be tested:

- Courses search & Discovery
- Enrolling in courses
- Marking pages as complete
- Track learning progress
- Educators creating courses
- Responsive UI
- Certificate generation

Testing Environment:

URL/Location: localhost:5173

Credentials (if required): User details given at signup

Test Cases

Test Case ID	Test Scenario	Test Steps	Expected Result	Actual Result	Pass/Fail
TC-001	Create course Functionality	1. Create a course and add content in it 2. Allow enrollments	Educators must be able to create courses	[Actual Result]	[Pass/Fail]

TC-002	Video Playback (Play/Pause)	1. Click on a video 2. Click Play/Pause button	Video should start/stop playing	[Actual Result]	[Pass/Fail]
TC-003	Enrolling in a course	1. Navigate to Course Catalog 2. Click "Enroll in a course" 3. Enter Details & Save	Enrollments should be created successfully	[Actual Result]	[Pass/Fail]
TC-004	UI Responsiveness (Mobile)	1. Open app on mobile device 2. Navigate through pages	UI should be responsive and properly displayed	[Actual Result]	[Pass/Fail]

Bug Tracking

Bug ID	Bug Description	Steps to Reproduce	Severity	Status	Additional Feedback
BG-001	Video playback is lagging on slow networks	1. Play a video on 3G network 2. Observe buffering issues	Medium	In Progress	Optimization required for low-speed connections
BG-002	UI overlaps on small screen devices	1. Open app on iPhone SE 2. Observe overlapping UI	Low	Open	Adjust CSS for small screens

Sign-off:

Tester Name: [Name of Tester]

Date: [Date of Test Completion]

Signature: [Tester's Signature]

Notes:

- Ensure that all test cases cover both positive and negative scenarios.
- Encourage testers to provide detailed feedback, including any suggestions for improvement.
- Bug tracking should include details such as severity, status, and steps to reproduce.
- Obtain sign-off from both the project manager and product owner before proceeding with deployment.