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1. Introduction

a. General Information

This document describes the methods and procedures that will be used by my team in the functional testing process of the Trust Wallet mobile application. It is meant to be used as a manual during testing works. It describes the procedure of the testing process.

The objective of the testing activities is to check functions and features of a software product developed for modern Android and iOS devices.

b. Purpose

- Identify existing project information and software components to be tested.
- Recommendation and description of the testing strategies to be employed.
- Identify required resources and provide a test effort estimate.
- List the test project deliverable elements.

2. Scope of the Project

The testing of the following components and functions will be tested:

New Wallet creation

3. Test Objectives

The following general objectives are to be achieved through testing:

- Verify requirements are complete and accurate.
- Perform detailed test planning.
- Prepare and document test scenarios and test cases.
- Manage defect tracking process.
- Identify and fix bugs/issues before going Live.

4. Test Plan and Strategy

a. Functional Testing

The objective of functional testing is to make sure that the whole software product works according to the requirements, and no significant errors appear in the application.

Functional testing is the most substantial part of software testing. It involves checking different aspects of the system. A software product must pass all the planned tests. Only in this case its quality can be assured.

Test Objective	Ensure proper functionality	
Technique:	Execute each use case, use-case flow or function using valid and invalid data to verify the following: • The expected results occur when valid data is used. • The appropriate error or warning messages are displayed when invalid data is used. • Each rule is properly applied.	
Entry Criteria:	 The application is completed and ready for testing. Required devices, instruments and other equipment are acquired. Test environment is prepared and the application is released to the test environment. 	
Completion Criteria:	 All the planned tests are performed. There are no show-stopping errors. All the errors of high priority and severity are fixed. Test results are evaluated, discussed and approved. 	

b. Test Procedure

The main testing types that would be executed are the following:

- Functional Testing
- Automation Testing

It will also be checked how the software product is run on the browsers and devices that are supposed to support it, how it starts and stops, and how much time it needs to launch.

5. Test Strategy

• Functional Testing.

Test Scenarios	Perform testing of all buttons, links and forms used in the New Wallet creation.
Features to be tested	New Wallet feature
Items to be tested	Welcome Screen Legal Screen

	 Set Passcode Screen Confirm Passcode Screen Consent Screen Recovery Phrase Screen Confirm recovery Phrase Screen 	
Pass/Fail Criteria	Verify New Wallet is created successfully with no errors or critical issues.	
Expected Results	New Wallet flow completes successfully and a new Wallet is created and displayed by TrustWallet mobile application.	
Actual Results	New Wallet flow completes with no issues.	

Automation Testing

Test Scenarios	Perform complete New Wallet flow on Android device using automation scripts.		
Features to be tested	New Wallet feature		
Items to be tested	 Welcome Screen Legal Screen Set Passcode Screen Confirm Passcode Screen Consent Screen Recovery Phrase Screen Confirm recovery Phrase Screen 		
Pass/Fail Criteria	Verify New Wallet is created successfully with no errors or critical issues.		
Expected Results	New Wallet flow completes successfully and a new Wallet is created and displayed by TrustWallet mobile application.		
Actual Results	New Wallet flow completes with no issues.		

6. Test Schedule

Task	Members	Estimate Effort
Create Test Plan	Tester	4 hours
Develop Test Scenarios and Test Cases	Tester	4 hours
Functionality Testing	Tester	2 hours
Automation Testing	Tester	12 hours

7. Resource and Environment

a. Functional Testing Tools

- Mobile Application. Trust Wallet apk file available at TrustWallet website.
- Network. Wireless network and 1 internet line with 5Mb/s
- Mobile Device. Samsung Galaxy A52s
- Mobile OS. Android 12

b. Automation Testing Tools

- Mobile Application. Trust Wallet apk file available at TrustWallet website.
- Network. Wireless network and 1 internet line with 5Mb/s
- Mobile Device. Emulated Android device using Android Studio
- Mobile OS. Android 13
- Automation Tools. Appium 1.22.3, Appium Server GUI, Android Studio 2021.3.1 (Dolphin), Visual Studio Code 1.73.1, Java 18, Apache Maven 3.8.6

8. Problem/Bug Severity Classification

We will use the following classification in order to define priority and risk for all Problems/Bugs identified during testing.

Severity 1 - Crash or High impact problems that often prevent a user/host from correctly completing an experience/booking.

Severity 2 - Moderate to high frequency problems with the functionality/UI or UX impact

Severity 3 - Either moderate problems with low frequency or low problems with moderate frequency; these are minor annoyance problems faced by a number of participants.

Severity 4 - Low impact problems faced by few participants; there is low risk of not resolving these problems. Reward for resolution is typically exhibited in increased user satisfaction.

9. Test Cases and Test Scenarios

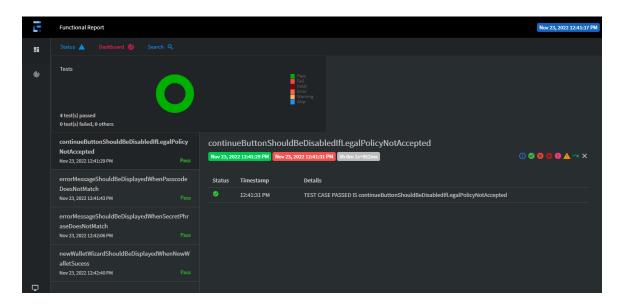
Document containing Test Scenario and TestCases is located at Github repository in the following link.

TestCases and Scenarios

10. Final Test Report

Document containing Test Results is located at Github repository in the following link.

TestReport



11. Exit Criteria

All the test cases and test scenarios must be passed. All users should be able to complete the Create New Wallet flow and use the new Wallet with no issues.