Test Plan Document For

Yallakora Mobile application

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**Introduction**

This Test Plan is designed to prescribe the scope, approach, resources, and schedule of all testing activities of the yallakora website. The plan identify the items to be tested, the features to be tested, the types of testing to be performed, the personnel responsible for testing, the resources and schedule required to complete testing, and the risks associated with the plan.

**1.1 Objectives**

The test objectives are to verify the Functionality of application yallakora, the application should focus on showing articles of football news, time of football matches and footballer subscriber, and such these operations can work normally in real business environment.

**1.2 Team Members**

|  |  |
| --- | --- |
| **Resource Name** | **Role** |
| **Test Manager:**  **1- X** | -Manage the whole project   * Define project directions * consider budget and time terms, and provides necessary resources. |
| **Tester: 1-xx**  **2- xxx** | -Identifying and describing appropriate test techniques/tools.  -Verify and assess the Test Approach.  -Implement the test cases, test program, test suite.  -Execute the tests, Log results, Report the defects. |
| **SQA members:**  **1-xxxx**  **2-xxxxx** | -Take in charge of quality assurance.  -Check to confirm whether the testing  process is meeting specified requirements. |

# Scope

# In Scope

The Yallakora application test plan defines the unit, integration, system, regression, and Client Acceptance testing approach. The test scope includes the following:

* Testing of all functional, application performance and use cases requirements listed in the Use Case document.
* Quality requirements and fit metrics.
* End-to-end testing and testing of interfaces of all systems that interact with the

Yallakora application.

* + 1. **Features to be tested**

|  |  |  |
| --- | --- | --- |
| **Module Name** | **Priority** | **Description** |
| **Home** | High | -User can show hot news  User should be able to know the time and date of the news article  -User should be able to see today’s matches live scores -User should be able to distinguish between live matches, ended matches, upcoming matches -User should be able to know the time of each match -User should be able to navigate to different application screens easily from the home page |
| **Matches** | High | -User can show matches of the day. -User should be able to filter by upcoming or passed days -User should be able to filter matches with championships  -User should be able to filter matches to show only live matches  -User should be able to navigate through 7 days of this week  -User should be able to distinguish between live matches, finished matches , upcoming matches - User should be able to open a calendar to select a day either in past or in the future to see matches played on selected day |
| **Championships** | High | -User should see a list of all available championships  -User should see details of the championship he chose as  \*The groups details \*matches, also he can filter matches by group \*statistics of the championship \* Latest news related to the chosen championship |
| **Teams** | High | -User should be able to add favorites team matches so he can keep up with their scores and news -User can remove unwanted teams from his teams -User should be able to add more than one team to favorite teams  User can search for by championship or by team name  User should see a list of all teams/clubs when he opens a championship |
| **News** | Medium | -User can show latest news concerning football  -User should be able to see time, date and related championship to the article of the news  -User can see news related to other sports  -User should see time and date of the article |
| **Live Score** | High | - User can open match details in live match screen -User should be able to line up of both teams -User should be able to see details of the match minute by minute |
| **Push Notifications** | Low | -User should get put notifications on latest trendy news -User should get push notifications about teams he selected |
| **Team details from championship** | Low | -User should be able to open a specific team from championship screen  - User should be able to the position of the team in the selected championship -User should see news related to the chosen team and related to the chosen championship |

# 2.2 Out of Scope

* Database testing
* Api Testing
* Automation testing
* Performance testing

**Risks**

## 

## 3.1 Risks

The following risks have been identified and the appropriate action identified to mitigate their impact on the project. The impact (or severity) of the risk is based on how the project would be affected if the risk was triggered. The trigger is what milestone or event would cause the risk to become an issue to be dealt with.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| # | Risk | Impact | Trigger | Mitigation Plan |
| **1** | **Scope Creep – as testers become more familiar with the tool, they will want more functionality** | **High** | **Delays in implementation date** | **Each iteration, functionality will be closely monitored. Priorities will be set and discussed by stakeholders. Since the driver is functionality and not time, it may be necessary to push the date out.** |
| **2** | **Changes to the functionality may negate the tests already written and we may loose test cases already written** | **High – to schedule and quality** | **Loss of all test cases** | **Export data prior to any upgrade, massage as necessary and re-import after upgrade.** |
| **3** | **Weekly delivery is not possible because the developer works off site** | **Medium** | **Product did not get delivered on schedule** | **Perform alpha testing on the environment of the client** |

**Test Types**

* 1. **Test types**

- **Unit testing** (each module should be tested alone).

* **Integration Testing** (Individual software modules are combined and tested as a group).
* **System Testing**: Conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements.

- **User acceptance testing.**

# Test Environment

A new server is required for the web server, the application and the database.

* + Mobile (android) {

Xiaomi Redmi Note 5 pro   
Android 11  
Qualcomm SDM636 Snapdragon 636

4GB RAM }

* Mobile (iOS) {

iPhone 6  
 iOS 12.4.6

Dual-core 1.4 GHz Typhoon

1GB RAM }

# Deliverables

# Deliverables

**1 - Before the testing**

* Test plans document.
* Test cases documents.
* Test Design specifications.

**2- During the testing**

* Test Tool.

- Simulators.

* Test Data.
* Test Trace-ability Matrix.
* Error logs and execution logs.

**3- After the testing cycles is over**

* Test Results/reports.
* Defect Report.
* Installation/ Test procedures guidelines.
* Release notes.

**Entry and Exit Criteria**

## Entry Criteria:

* + - Development phase has been finished.
    - Requirements have been defined and approved.
    - Test environment has been set up.

- All necessary resources are available.

## Exit Criteria:

### - Tests cases are executed (should be 100% unless there’s a strong reason).

* + - The rate of tests cases passed is satisfactory, e.g., 85%.

### Failed test cases are not related to crucial functionality.

* + - Tests results have been accepted.

### Critical defects have been fixed.

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