Liferay Hires Sven  
project

The Test Plan

Document History –

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| --- | --- | --- | --- |
| **Version** | **Date** | **User** | **Description** |
| 1 | 2019.11.03 | Sven Knuttel | Draft |
| 2 | 2019.11.05 | Sven Knuttel | Finalization |
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Approvers List

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| --- | --- | --- | --- | --- |
| **Name** | **Role** | **Approval ( Y/N )** | **Date** | **Remarks** |
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Contents

[1. Introduction 4](#_Toc23843056)

[2. Test Strategy 5](#_Toc23843057)

[3. Execution Strategy 8](#_Toc23843058)

[4. Test Management 9](#_Toc23843059)

# Introduction

* 1. Purpose

The purpose of this test plan is to get hired by Liferay as an Associate Test Engineer by demonstrating effective overall test planning for the PARKING COST CALCULATOR (also known as parkcalc app).

* 1. Project Overview

The parkcalc web application provides users a basic calculation functionality for their parking lot needs.

Test Strategy: overall big picture on how the test will be planned identifying entry and exit criteria’s, defining of test cases and scheduling

Execution Strategy: provides detail on how the tests will be executed, reported and fixed.

Test Management: definition on how to handle day to day activity such as communication, escalations, and risk handling.

* 1. Audience
* Project Manager
* Technical Team
* Business Analysts

# Test Strategy

* 1. Test Objectives

The aim of the following tests is to validate the usability and functions of the PARKING COST CALCULATOR

* 1. Test Assumptions
     1. Overall
* No Downtime, site will be available at all times.
* Test case design activities will be performed by the Testing Team
* Black box testing, sites internal design and implementation are not known and not to be tested
* Data is preloaded
* Performance Testing out of Scope
  + 1. Functional Testing
* Test Team will perform Functional testing only on PARKING COST CALCULATOR
  + 1. UAT
* End Users will perform the UAT execution and Testing Team will provide support
  1. Test Standards
* Teams will work on a common procedure during testing activity.
* Test procedures will be structured with the option to course direct as needed.
* Test environment will replicate an actual prod environment.
* All tests should have the ability to be reproduced
* All tests should be measurable
* Test Phases will be defined with clear direction
* Entrance and Exit criteria to be validated before each Phase begins.
  1. Test Phases
     1. Exploratory
* Objective: Exploratory aim to clear any critical bugs deterring functional test.
* Scope: Surface Navigation before cycle start
* Initiators: Testing Team
* Method: Executed without any scripts nor documentation
  + 1. Functional
* Objective: Functional aim to test applications functionality and usability.
* Scope: High level scope for functional test to be performed after Exploratory test phase.

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| --- | --- | --- | --- |
| **Persona** | **Category** | **Complexity** | **Test cases count** |
| Default User | Usability | Medium | 0 |
|  | Valet | High | 0 |
|  | Short Term | High | 0 |
|  | Economy | High | 0 |
|  | Long-Term Garage | High | 0 |
|  | Long-Term Surface | High | 0 |

* Initiators: Testing Team
* Method: The test will be performed according to the Functional Test Cases documentation.
* Test Acceptance Criteria:
  + Functional Test Case Documentation Reviewed, Signed-off, and Approved
* Test Deliverables:

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| --- | --- |
| **Deliverable** | **Owner** |
| Test Plan | Test Lead |
| Functional Test Cases | Test Team |
| Bug Report | Test Team |
| Test Report | Test Lead |

* + 1. User Acceptance Test (UAT)
* Purpose: UAT aim to verify business logic as a final validation before go-live
* Scope: User level navigation performed after Functional Test Phase.
* Initiators: End Users
* Method: Executed in an adaptive method as per business need to allow end-user production like atmosphere without any scripts nor documentation
* Test Deliverables:

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| --- | --- |
| **Deliverable** | **Owner** |
| UAT Test Cases | Test Lead |

* + 1. Estimated Test Effort

# Execution Strategy

* 1. Entry and Exit Criteria

These are the conditions to meet to be able to start a test execution cycle.

* + - 1. 100% all Test Cases have been executed
      2. 95% Pass rate
      3. Severe Bugs 0
      4. All bugs have been addressed or closed
      5. All expected and actual results are documented
      6. All bugs are documented
  1. Test Cycles
     1. Two run cycles of Functional Testing will be executed using all scripts.
     2. One UAT cycle will be performed
  2. Bug tracking, Reporting and Management
     + 1. Tester: reports and documents Bug
       2. Test Lead: validates Bug
       3. Developer: fixes Bug
       4. Tester: retest (if fail return to 3.6..3)
       5. Tester: concludes Bug report

# Test Management

* 1. Test Management Tool
  2. Test Design Process
     1. Understand requirements
     2. Prepare Test case
     3. Peer review of Test Case
     4. Integrate review feedback to finalization of Test Case
  3. Test Execution Process
     1. Execute each sequential step for each test case
     2. Input Actual Result
     3. Compare with Expected Result
     4. Mark Status PASS / FAIL in Latest Result
     5. Document bugs in the bug report
     6. Send status report to test lead
     7. Complete execution of all test cases

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| **Risk** | **Impact / Difficulty Level** | **Mitigation** |
| Schedule | High / High | Allocating enough buffer to handle delays  Pre-work to be started as early as possible |
| Resources | High / Medium | Leave Tracker to be updated, set and communicated to identify for gaps |
| Bugs | High / Medium | Defined plan in place to handle fixing issues |
| Scope | Medium/ Medium | Allow scope to have some agility and flexibility to cope with client’s requirements |
| Downtime | High / Medium | Have proper support team aware and informed that testing is ongoing. To minimize resolution turn-around time |
| New Issues | High / Medium | Unexpected issues arise causing severe delay should be openly communicated to stakeholders. |
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* 1. Test Risks and Mitigation Factors
  2. Communication Plan and Team Roster

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| --- | --- | --- |
| **Role** | **Name** | **Contact Details** |
| Project Manager |  |  |
| Test Lead |  |  |
| Business Analyst |  |  |
| Development Lead |  |  |
| Testing Team |  |  |
| Development Team |  |  |
| Technical Lead |  |  |