

# Test Plan

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## **VOSS-SOLUTIONS** ULTIMATE QA

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## **1 INTRODUCTION**

### **1.1 OVERVIEW**

The application offers online courses aimed at professional adults and students. It facilitates the capture of the names and messages by filling out forms. The application also gives the user the flexibility to purchase the basic and enterprise plans that works for their business models.

### **1.2 DOCUMENT PURPOSE**

The QA Test Plan document details the scope and approach to the testing of the application. In so doing, this document will become a testing blueprint from which the Voss Solutions QAs will develop the QA Checklist / Test cases.

This document details the test plan for ULTIMATE QA application.

### **1.3 INTENDED AUDIENCE**

The document is intended for the following:

- Project Managers
- Developers
- Business Analysts
- Quality Analysts

## **2 TEST STRATEGY**

### **2.1 SCOPE OF TESTING**

This section details the software components (hardware, software, middleware) to be tested and those that will not be tested.

#### **2.1.1 Features to be tested**

All identified modules of ULTIMATE QA Application which were defined in the software requirement specification document need to be tested.

- General Functionality
  - Opening of the application – different browsers
  - Maximizing windows
  - Taking screenshots
- Login
- logout
- Purchase business plan model
  - Basic

#### **2.1.2 Feature not to be tested**

These features are not tested because they are not included in the software requirement specs

- Purchase business plan model
  - Free Trail
  - Enterprise

### **2.2 TEST TYPE**

In the project ULTIMATE QA, the following types of testing should be conducted.

### 2.2.1 Functional Testing

This category of tests comprises of system functionality-centric tests. In other words, it tests to make sure the system works as expected.

### 2.2.2 End to End Testing

These tests are all from a user's perspective and involve typical workflows that all types of users go through while using the product.

### 2.2.3 Graphical User Interface (GUI) / Visual Regression testing

The objective of GUI testing is to validate the GUI as per the business expectations. Also. The GUI testing focuses on verifying the size of the buttons, input fields, alignment of text, tables, and other relevant content in the tables.

## 2.3 RISK AND ISSUES

Describes all risks that may occur during testing and the strategies to overcome those risks.

Risk	Mitigation
Lack of Product Knowledge	onboarding sessions and understanding the ULTIMATE QA.

## 2.4 TEST LOGISTICS

Describes who will test the ULTIMATE QA Application and when the testing will occur.

#### 2.4.1 Who will test?

VOSS Solutions QAs/ BAs and Person having the following skills is most ideal for performing testing for the NER Rewrite application:

- Ability to understand customer's point of view.
- Strong desire for quality.
- Attention to detail.
- Good cooperation.

Member	Position
Siduduzo Manqele	QA Engineer

#### 2.4.2 When will the test occur?

The tester(s) will start the test execution when all the following inputs are ready.

- Software is available for testing.
- Test Specification is created.
- Test Environment is built.

### 3 TEST OBJECTIVES

The test objectives are to verify the functionality of ULTIMATE QA, the project should focus on testing the following functionality:

- General Functionality
  - Opening of the application – different browsers
  - Maximizing windows
  - Taking screenshots
- Login
- logout
- Purchase business plan model
  - Basic



## **4 TEST CRITERIA**

Describes a standard or rule on which a test procedure or test judgment can be based.

### **4.1 SUSPENSION CRITERIA**

If the team members reports that there are 40% of test cases failed, suspend testing until the development team fixes all the failed cases.

### **4.2 EXIT CRITERIA**

Specifies the criteria that denote a successful completion of a test phase - Run rate is mandatory to be 100% unless an apparent reason is given. Pass rate is 90%, achieving the pass rate is mandatory.

## 5 RESOURCE PLANNING

This part of the test plan decides the measure of resources (number of testers and equipment) the ULTIMATE QA Project requires. This also helps test managers formulate a correctly calculated schedule and estimation for the project.

For The ULTIMATE QA Application the following resources are needed to complete the testing phase.

### 5.1 SYSTEM RESOURCE

No	Resource	Description
1	Personal computers (Desktop, laptop, Tablets and Mobile devices.	ULTIMATE QA is a web-based application. These computers should have web browsers installed (chrome, Firefox, MS Edge, Safari).
2	Internet Access	ULTIMATE QA is a web-based application. To gain access to the app, computers should be connected to the internet.

### 5.2 HUMAN RESOURCE

No	Member	Task
1	Test manager / project Manager	Manage the whole project. Define project directions.
2	QA / Tester	<ul style="list-style-type: none"><li>Identifying and describing appropriate test techniques/tools/automation architecture</li><li>Execute the tests, Log results, Report the defects.</li></ul>

## 6 SCHEDULE & ESTIMATES

### 6.1 PROJECT TASK AND ESTIMATION

Task	Members	Estimate Effort
Test Case Planning	QA / Test manager / BA	TBC
Test Report	QA / Tester	TBC
Test Delivery	QA	TBC

## **7 TEST DELIVERABLES.**

### **7.1 BEFORE TESTING PHASE**

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

### **7.2 DURING TESTING PHASE**

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

### **7.3 AFTER TESTING CYCLES**

- Test Results/reports
- Defect Report
- Installation/ Test procedures guidelines
- Release notes

## 8 DOCUMENT INFORMATION

### 8.1 DOCUMENT HISTORY

Issue	Application Release	Date	Amended by	Details
1.0	TBC	2021-10-13	Siduduzo Mangele	ULTIMATE QA Test Plan Document.