**TEST PLAN IEEE FORMAT:**

**Test Plan ID:** : CRAFTERIA\_MT\_TP\_001

**1.Introduction:** This document outlines the test plan for manual testing of the Crafteria web application. Crafteria is a platform for users to create, share, and sell digital crafts. The target audience includes both individual creators and businesses. This test plan focuses on the core functionalities of the application, ensuring they function as intended and meet user expectations.

**2.Test Items:** User Interface

* User Accounts and Authentication
* Product Creation and Management
* Product Browsing and Searching
* Shopping Cart and Checkout
* Payment Processing
* Order Management
* Messaging and Communication
* Community Features (e.g., reviews, ratings, forums)
* Content Management System (CMS) for Admins

**3.Features to Be Tested:** Functionality: Each feature will be tested for its intended behavior and adherence to requirements.

* Usability: The ease of use and overall user experience will be evaluated for all user types.
* Performance: The speed and responsiveness of the application will be tested under various load conditions.
* Security: The application will be tested for potential vulnerabilities and compliance with security standards.

**4.Features Not to Be Tested:** Features still under development or not included in the current release.

Third-party integrations that are not directly developed by the Crafteria team

5. **Approach:** A combination of black-box and white-box testing techniques will be employed. Black-box testing will focus on functional behavior and user experience from an end-user perspective. White-box testing will delve into the internal structure of the application to identify potential code-level issues.

**6.Features Pass/Fail Criteria:** Each test case will have clearly defined pass/fail criteria based on the expected behavior and requirements. Specific metrics may be used for performance-related tests.

Suspension Criteria:

**7.Suspension Criteria:** Testing may be suspended due to:

* Major bugs or defects that hinder test execution.
* Unforeseen technical issues with the testing environment.
* Significant changes in requirements or application functionality

**8..Test Environment:** Hardware: Standard desktop or laptop computers with internet access.

* Software: Latest versions of major web browsers (e.g., Chrome, Firefox, Safari).
* Systems: Windows, macOS, and Linux

**9.Test Deliverables:** Test Plan Document

* Test Case Documents
* Test Execution Logs
* Defect Reports
* Test Summary Report

**10.Test Tasks:** Review project documentation and requirements.

* Design test cases for each feature and functionality.
* Prepare test data and environment.
* Execute test cases and document results.
* Report defects and track their resolution.

1. Analyze test results and prepare a summary report

**11.Staff and Training Needs:** Testers A team of qualified manual testers will be assigned to the project.

* will receive training on the Crafteria application, relevant testing methodologies, and the defect tracking system.

**12.Responsibilities:** Test Lead: Overall test planning, execution, and reporting.

* Testers: Design, execution, and documentation of test cases; defect reporting.

**13.Schedule:** A detailed schedule will be developed based on the scope of testing and available resources. An indicative timeline will be provided as part of the project plan.

12.Risks and mitigations:

Approvals:

A detailed schedule will be developed based on the scope of testing and available resources. An indicative timeline will be provided as part of the project plan.

Risks and Mitigations:

13.Glossary:

* AUT: Application Under Test
* UAT: User Acceptance Testing
* API: Application Programming Interface

Note: This is a sample test plan and may need to be adapted to the specific needs of the Crafteria project.

I hope this provides a comprehensive test plan for your Crafteria manual testing project. Please let me know if you have any further questions.