Faith's Furniture
Furniture E-commerce Store

Testing Strategy

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1. Introduction

Faith's Furniture is a client who requested that PayPal is added as a payment option in the checkout for their website. This integration involves allowing a user to be redirected to PayPal to log in before being returned to the checkout page.

1.1 Background

The current checkout flow is relatively simple; once a user has selected items, they click checkout. Next, the user enters their name, address, email address, phone number, and shipping address (if different). Then the user enters their credit card information and makes the purchase.

2. Testing Strategy Overview

2.1. Objectives

- The first objective is to ensure all requested changes have been developed according to the client's request.
- The second objective is to verify existing code and functions have not been negatively affected by the code changes.
- The third objective is to ensure the change improves the user's experience. If the user does not choose PayPal when making a purchase, then they should not have a negative experience with the checkout flow.

2.2. Testing Levels

Unit testing takes place in the development environment before deploying into the test environment.
The test team will be responsible for integration and system testing.
The client will perform user acceptance testing in the staging environment once the code has passed QA.

3. Scope

3.1. In Scope

The project's only features in scope are the current checkout flow and the integration with PayPal.

3.2. Out of Scope

Any code outside of the checkout flow is considered out of scope.

4. Test Approach

This project will use a methodical approach to testing since the client has provided a checklist of requested changes.

4.1. Entry and Exit Criteria

Entry: The client is required to provide their sandbox PayPal account information before testing. Unit testing coverage must be at 85% before QA testing can begin.

Exit: When the user can successfully checkout using PayPal, and the existing checkout flow remains as-is, this feature can be considered complete.

4.2. Team Responsibilities

Team A will perform all manual testing for the user interface. They are responsible for reporting any defects found.

Team B will perform all testing on the API or payment gateway. They are also responsible for reporting any defects found.

The test manager will provide status updates during testing. She will also provide a complete test report with metrics when testing has concluded.

4.3. Testing Environments

- Developers perform unit testing in the development environment.
- Integration and system testing take place in the test environment.
- User testing is performed in the staging environment.
- PayPal has a sandbox environment for testing, which is used for development, testing, and staging environments.

4.4. Testing Tools

Test case management	TestLodge
Defect tracking	Trello

API testing	Postman
Test reporting and metrics	TestLodge
Unit test coverage	GitHub actions

4.5. Defect Management

Defects should be reported in TestLodge and prioritized based on their impact. For example, if the defect is considered a 'Blocker' or 'Critical,' the tester should report it to the test manager immediately for further review.

All other status levels will be reviewed by the project manager daily and prioritized into the sprint as needed.

5. Release Information

Tickets must be moved to 'Done' status and tagged with a release number before they can be released. All 'Blocker' or 'Critical' tickets must be resolved before a release.

6. Reporting and Metrics

The test manager will provide test reporting each day during the daily stand-up meeting. They will also report at the end of each sprint. Reports will be derived from data stored in TestLodge.

Metrics to be reported daily:
- Number of open defects
- Status of test case coverage
- Status of any 'Blocker' or 'Critical' tickets

Metrics to be reported each sprint:
- Number of open defects for the project
- Status of test case coverage for planned work during sprint

7. Risk

It is a known risk that the timeline is optimistic. The team has agreed to work extra hours to meet the project deadline.

The point of contact at Faith's Furniture will be going on personal leave the first week of the project. If any issues arise where her assistance is required, this could impact a timely delivery.

8. Summary

The project for Faith's Furniture has the potential to lead to future business with the client and one of their buyers. The project has importance regarding our reputation.

Please note:

We hope you find this test strategy sample helpful for understanding how a strategy document can look and function. However, while this example provided by www.testlodge.com can be used as a foundation for writing a simple test strategy, we do not recommend that you rely on it as you would a complete and functional document.