**Ford project information**

Company: Ford Industry, Inc.

Work flow of our system:

<https://drive.google.com/drive/folders/0B-CoewmYIzjXckdnNFYwQkV6c3M>

**Technical requirements:**

Mobile devices - iOS v. 9+

Web - main OS and browser - Safari (MacOS), but possible to use any other OS and browsers.

**Testing environment** - <https://stage1.fmny.mobi/>

**Bug tracking system - Bugzilla:**

<http://bugzilla>.portnov.com/

**Bugzilla login:**
fordmodels@gmail.com / student

**You have to answer following questions:**

- What is the (tell me about the) application you tested

- Tell me about the company

- Any bug you are proud of

- How did you do (what were your activities) testing on that project

**About the company and application**

The client of this application is the Ford Modeling Agency, or as it is known today Ford Models. It is an American international modeling agency based in New York City. It was established in 1946 by Eileen Ford and Gerard W. Ford.

It is the social network application dedicated to professionals in the Fashion industry. It has three types of users: clients or job givers, talents or job seekers, and admin users who should approve each and any user or projects.

Clients create projects, castings, jobs which are available for talents. Talents apply for various castings, projects etc. There can be models, artists, photographers, make up specialists, hair stylists.

There are mobile (now iOS only) and web versions of the application.

**Activities in the project:**

I tested both versions but mostly focused on the web portal. The software is not in production yet, and the testing was conducted in the test, and later in the stage environments.

I was the part of the first formal QA team, one of 5-6 members.

We were provided with work flow diagrams for each component but no mockups or designs were given.

So, in order to learn the application and to start to contribute (to test) as soon as possible, I ran exploratory testing. I created the checklist of the main features and used it as a source for detailed test cases.

1. Created, modified, and executed test cases in supported browsers/os

2. Ran functional, positive and negative, and boundary conditions testing

3. Conducted system, GUI, usability, performance testing

4. Used the equivalence partitioning technique to optimize the testing

5. Used SQL to verify the records in the application’s database

6. Tested log files to extract the errors

7. Reported application’s defects in the Bugzilla bugs tracking database

8. Participated in daily scrum meetings and bugs council meetings

9. Communicated with developers and other team members using slack messenger

10. Sent weekly reports to QA lead

**Useful links:**

 <http://www.usability.gov/how-to-and-tools/methods/user-interface-elements.html>

<http://igoro.com/archive/what-really-happens-when-you-navigate-to-a-url/>