# Scenario 1: Use Pay Station

## Scenario Description

* This Scenario is to test that a user of the carpark can pay for a ticket
* This covered all the various use cases for interacting with the pay station in the carpark
* A user will approach the paystation, insert a ticket; if valid the paystation will display a charge, the user will pay the charge and then take the paid ticket. If Invalid the paystation will state the reason (i.e. already paid, unreadable ticket etc). and the user will take the rejected ticket. If the user wishes to, they can take a ticket at any stage after it has been inserted

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 0.1 | 18/09/2017 | Aaron Brody | Initial Draft |
| 1.0 | 01/10/2006 | Author Name | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Pay for ticket Normal flow (successfully pay for ticket)
* 1.2 Pay for ticket Alternate flow 1 (invalid ticket entered into pay station)
* 1.3 Pay for ticket Alternate flow 2 (paid ticket entered into pay station)
* 1.4 Pay for ticket Alternate flow 3 (user takes ticket before paying for ticket)

## Use Case

* The use case in this scenario is the Pay for ticket use case

## Test Components/Requirements

This test scenario covers the following high-level test requirements (see scripts below for specific requirements covered by each test script):

* Paystation
* Ad hoc ticket Ticket

## User Groups

* Users wishing to park cars
* Owners of the carkpark

## Script 1: Pay for ticket Normal flow (successfully pay for ticket)

### Script Description

* Insert a valid ticket into a pay station
* Note that a charge for that ticket is displayed
* Pay the full charge of the ticket
* Take the ticket ensuring that it has been paid

### Testing Requirements

This test script covers the following specific testing requirements:

* Adhoc users must pay for parking before exiting the carpark
* Tickets should be easily payable

### Setup

* The user must have entered the carpark through the entry pillar to ensure they have a valid ticket.

### Teardown

* The ticket should be used to exit the carpark

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Insert Ticket | The ticket is read by the machine, and a charge is displayed |  |
| 2 | Pay for ticket | The ticket is ready to be taken and recorded as paid |  |
| 3 | Take ticket | The pay station controller is ready to receive another ticket. |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |

## Script 2: Pay for ticket Alternate flow 1 (invalid ticket entered into pay station)

## Script Description

* Insert an invalid ticket into the Paystation
* The ticket is rejected
* The ticket is taken by the user

### Testing Requirements

This test script covers the following specific testing requirements:

* Invalid tickets should not need to be paid for through the pay station

### Setup

* The user must have entered the carpark through the entry pillar to ensure they have a valid ticket.

### Teardown

* The ticket should be destroyed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Insert Ticket | The ticket is unable to be read by the machine, and a rejection notice is displayed |  |
| 2 | Take Ticket | The Paystation is ready for another ticket to be inserted |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |

## Script 3: Pay for ticket Alternate flow 2 (invalid ticket entered into pay station)

## Script Description

* Insert an Paid ticket into the Paystation
* The ticket is rejected
* The ticket is taken by the user

### Testing Requirements

This test script covers the following specific testing requirements:

* Invalid tickets should not need to be paid for through the pay station

### Setup

* The user must have entered the carpark through the entry pillar to ensure they have a valid ticket.

### Teardown

* The ticket should be destroyed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Insert Ticket | The ticket is read by the machine, and a message stating the ticket has already been paid is displayed |  |
| 2 | Take Ticket | The Paystation is ready for another ticket to be inserted |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |

## Script 2: Pay for ticket Alternate flow 1 (invalid ticket entered into pay station)

## Script Description

* Insert an invalid ticket into the Paystation
* The ticket is taken by the user

### Testing Requirements

This test script covers the following specific testing requirements:

* Invalid tickets should not need to be paid for through the pay station

### Setup

* The user must have entered the carpark through the entry pillar to ensure they have a valid ticket.

### Teardown

* The ticket can be used at a later date but the user must pay for the ticket before they are able to exit.

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Insert Ticket | The ticket is read by the machine, and a charge is displayed |  |
| 2 | Take Ticket | The Paystation is ready for another ticket to be inserted |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |