

Awesome Inc Scheduling App Testing

Unit Testing

- Login Page
- Calendar Page
- Coaches Page

All of the above listed pages will be tested to ensure that they match the requirements given to our team. Additionally, we will check to make sure that they look as close as possible to the initial mock-ups that our team provided our client and perform the way that they should.

Integration/Function Testing

- 1) Login page is the first page the user is taken to
 - a. Username and password boxes
 - b. Specified administrator vs. Coach usernames
- 2) Coaches are taken to the Coaches homepage
 - a. Profile information
 - b. Photo Loads
 - c. Hour Tracker is updated
 - d. Active/Inactive is able to be toggled
 - e. Calendar
 - f. Drag and drop feature works correctly
 - g. Submit button saves updates
 - h. Coaches can see what classes they are scheduled for
- 3) Administrators are able to access the Calendar page
 - a. Coaches names are visible and accurate
 - b. Names can be dragged and dropped into calendar
 - c. Multiple classes can be scheduled per day
 - d. Different types of classes can be scheduled

Our team has decided to use the Agile Development technique, which will allow someone who did not directly write the code to test each page. All of the previously listed aspects will be analyzed and tested to make certain it executes the way that it should and can be easily navigated by any potential user. Additionally, we will be testing the communication between the front-end and back-end of our project and how the two communicate with one another.

Test on Chrome, Firefox, Safari, and Internet Explorer for consistency:

- Change window size
- Check on mobile devices
- Make sure all photos load
- Verify drag and drop feature
- Test submit button
- Zoom in/out

System Testing

The system is going to be hosted on one of Awesome Inc's servers, which makes the system testing a little more complicated. As of now, they plan to use Amazon Web Services but right now we are testing everything on the SQL server. We will document everything well enough so that any issues can be handled based on where we leave off, but also our team leader will continue to work with Awesome Inc after the project is done and will be able to answer any lingering questions or concerns that they might have. We did not make the application specific to any one browser, but worked mostly on Google Chrome. Through testing we will make certain that it works on all browsers.

Customer Testing

For our customer testing, we decided to focus on the following:

- Quality of data representation
- Drag and drop feature
- Payment updates/hour tracker
- Active/Inactive Feature
- Inputting New Coaches
- Removing Coaches
- Creating New Admins
- Check permissions for Admin page
- Broken links to profile photos
- Scheduling multiple classes per day

Most importantly, we plan to have our client, Nick Such, personally test out the product to be certain that Awesome Inc is satisfied with our web application and is able to use it the way that they need to. He has also provided us with sample data for us to test prior to meeting with him in order to run through it on our own.