

# Test Specification

## For

## BuddyU

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## Grading Rubric – Test Specification

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	Minimal	Exemplary	Pts	Score
<b>Content</b>	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Introduction			5	
Test Specs				
Selection	Aspects tested are trivial	Tests clearly address core system functions	20	
Organization	Tests are disorganized, IDs or Objectives are not meaningful	Tests are well-organized with structured IDs and clear objectives	20	
Set-up	Steps are unclear or incomplete	Complete, easy to follow conditions and steps	20	
Results	Unclear or incomplete	Complete and clear	20	
<b>Grammar and Spelling</b>	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	5	
<b>Expression</b>	Hard to follow or poor word choices	Clear and concise. A pleasure to read	5	
<b>Tone</b>	Tone not appropriate for technical writing	Tone is consistently professional		
<b>Organization</b>	Information difficult to locate	All information is easy to find and important points stand out	5	
<b>Layout</b>	Layout is inconsistent, visually distracting, or hinders use	Layout is attractive, consistent, and helps guide the reader		
<b>Late Submission</b>				
<b>Total</b>			100	



# Test Specification

## 1.1 Screen - Registration - Unit testing

Test ID: 001 - Registration testing (SL)

<b>Objective</b>	Assess the functionality of the registration feature in our app
<b>Set-up</b>	One of our members is going to create dummy accounts. They have three ways they can create an account: Email, Google or Facebook. If the registration is successful, it will login the user. If the user is already registered, but they were logged out, they can click on the text-view to move to the login screen. The goal is to see if there is a problem registering a user.
<b>Expected Results</b>	The successful completion of registering at least five accounts and also trying to determine what we can do to potentially break the code: for example having weird characters or numbers in the password or length of password.
<b>Actual Results</b>	TBD

## 1.2 Screen - Login - Unit Testing

Test ID: 002 - Login Options (BS)

<b>Objective</b>	Assess if Login options are in working order.
<b>Set-up</b>	After some number of dummy accounts are created, we will test accessing these using the different options of Facebook, Google, and email.
<b>Expected Results</b>	We are expecting testing will be successful. Users will be able to login to their accounts via Facebook, Google, or email with few or no system errors.
<b>Actual Results</b>	TBD

## 1.3 Screen - Home - Unit testing

Test ID: 003 - Home screen testing (SL)

<b>Objective</b>	Assess appearance of the home screen after the user has registered and successfully logged in to the app. Make sure it shows the welcome message.
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<b>Set-up</b>	All of us will alternatively test with the five registered and logged in account dummies and see if it shows the welcome message for each user.
<b>Expected Results</b>	Expected results are that the welcome message shows up with no problem explaining the different parts of the app.
<b>Actual Results</b>	TBD

## 1.4 Screen - Calendar - Unit testing

### Test ID: 004 - Calendar testing (BB)

<b>Objective</b>	To see if when the user goes to the calendar tab in the dropdown menu, they can see their monthly calendar and the classes they have in the weekly calendar from 9am-10pm.
<b>Set-up</b>	Using the dummy data from above, each of us will have different classes pulled from TMS and see if the format turns out right and desirable format for the user.
<b>Expected Results</b>	We haven't really considered format and what will be appealing to the users yet, so what format comes out of all this is very unexpected.
<b>Actual Results</b>	TBD

## 1.5 Screen - Profile - Unit testing

### Test ID: 005 - Testing of profile screen (image and buddies screen testing) (SR)

<b>Objective</b>	To see if the screen is working of the profile. This screen will show the email from whatever email the user signed in with. Followed by a profile picture which they can insert and a buddies button listing all the "buddies" of the person allowing users to view their buddies and be able to add buddies. There will also be a button called buddy requests that will allow users to see users that added them as buddies this is to prevent users from just seeing other users schedules without their permission. Once the buddies button is clicked, it will show all the buddies the user has and the user will also be able to add buddies in this screen.
<b>Set-up</b>	We will see if the buddies can have a profile picture set up and keep a policy where certain pictures are not allowed to be used. We also will see whether the user can view their buddies and be able to add buddies. We also need to make sure that a user can't view the

	individual's schedule unless they are accepted as buddies.
<b>Expected Results</b>	To have five users with functioning and good looking profile pictures. Also, a user can view their buddies that were already accepted by either party, add new buddies, and view their schedule only if they are already added and accepted as buddies.
<b>Actual Results</b>	TBD

## 1.6 Screen - Calendar and Classes screen - System component testing

### Test ID: 006 - Testing of integration (CP)

<b>Objective</b>	To test if the classes screen and the calendar screens are functional together.
<b>Set-up</b>	One of our members will have dummy data for the schedule of a person, and we will examine if when we go to the calendar screen, the schedule is updated every time we make changes to the schedule.
<b>Expected Results</b>	Every time we make changes to the schedule, the calendar should update itself using database.
<b>Actual Results</b>	TBD

## 1.7 Screen - Login with user profile - System component testing

### Test ID: 007 - Testing of integration 2 (SL)

<b>Objective</b>	To determine whether when the user puts in their login information after registration, that the user can move to the profile screen.
<b>Set-up</b>	Using dummy data we register a person and then log out and when we log in we can see their picture and profile come up using database.
<b>Expected Results</b>	Being able to get profile information based on what is stored in Firebase about the user from registration.
<b>Actual Results</b>	TBD