RugBot – Testing Results

Deliverable 4 – ITSP300 – 2018

RugBot Development Team
Group 2

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System Interfaces

Various prototypes have been created throughout the development of the project. All prototypes have been created by following guidelines suggested by Nielsen (1994), Preece, et al. (2015) and Bennet, et al. (2010). Please note that the prototypes presented will differ from the designs that are present in the final deliverable. As suggested by Schwalbe (2012) Pressman and Maxim (2015) and Sommerville (2001) design and development will be done in iterations.

First Iteration Prototypes

The prototypes were created using a variety of programmes. Please refer to the caption of each image to see what it is.

Figure 1 Prototype welcome page

The image above is of a potential welcome page. The welcome page would be shown open. This feature may be removed in the final deliverable of the system.

The image below is of a potential registration frame. Users would use the registrations frame to create new users.

Figure 2 Prototype registration page

This feature may be removed in the final deliverable of the system.

The two images below are prototype login pages. Users would use the login page to open login in to the system.

Figure 3 Prototype login page

All users should be shown the same login page.

The prototype below is for the weekly planner, as indicated by the phrase 'weekly planner' appearing on the page multiple times.

Figure 4 Prototype weekly planner

Both coaches and players need to be able to view the weekly planner.
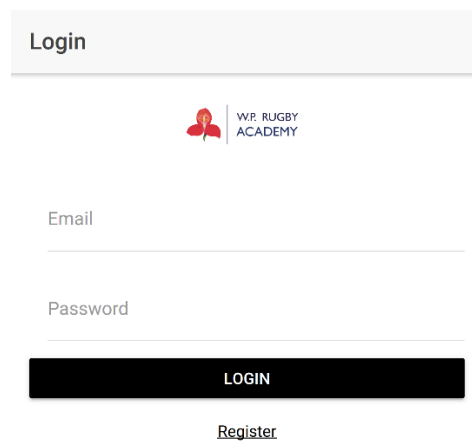
Second Iteration Prototypes

The following screens should bear a closer resealable to the final product.

Login screen

Before entering the application use they are required to enter their login credentials.
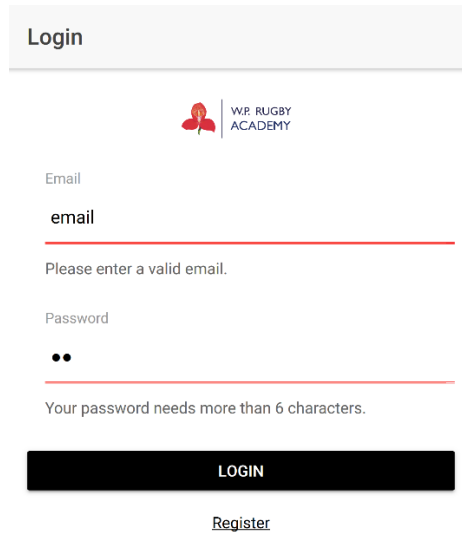
Figure 5 Login screen

Once users have entered their login credentials they should produced to the home page. If a user does not have an account, by pressing the register button they are directed to the registration page.

Users are required to enter valid inputs. If a user enters data that is of an incorrect format the application will notify them.

Figure 6 Login screen validate

As seen above, all user input is validated before they can proceed.

If the login button is pressed while invalid data is entered the users will be shown the following error message.
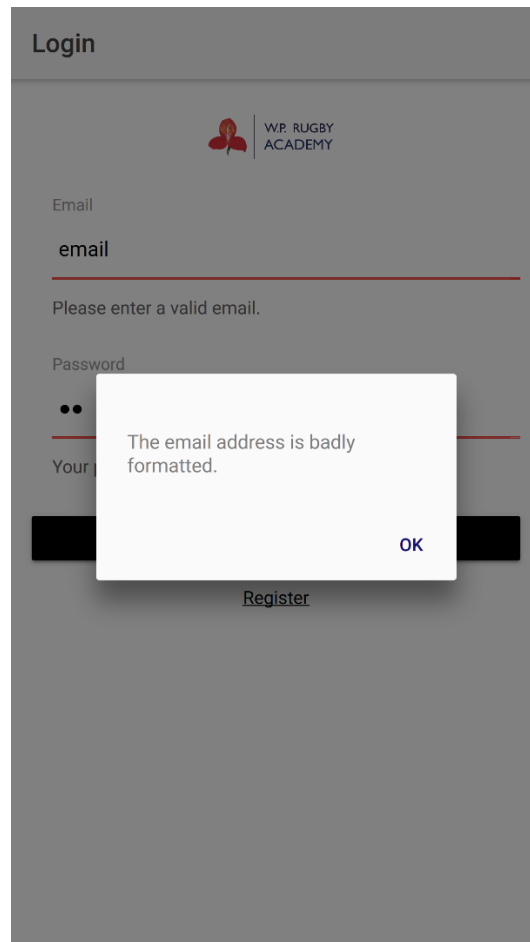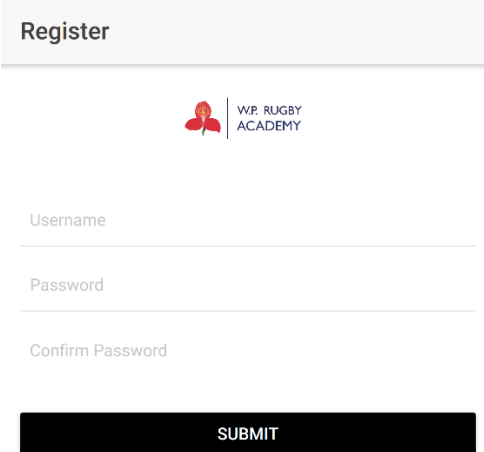
Figure 7 Login screen modal

Users are required to enter valid data before they proceed.

Registration screen

New users are able to register from the registration page. Users are prompted to entire their details. All inputs are validated.

Figure 8 Registration screen

Once registered, new users are able to login. The registration process is completed by pressing the 'submit button.

Coach list screen

Coaches should be presented with the coach page. From this page coaches are able to view and edit the status of players and their marches.

Figure 9 Coach list

Coaches are able to search for players. Once found, a coach should be able to view a player's information.

Physio list screen

The physio list is similar to the coach list. Physios are able mark players as injured

Figure 10 Physio list

Like to coach list, physios are able to search for players.

Physio form screen

Physios should use the following form to mark players as injured. All inputs are validated.

Figure 11 Physio form

Once a player is marked as injured the change needs to be reflected on the coaches list.

Test Results

Page: Sign in   **Test Date: 11/09/2018**

Description: This is the landing page of the RugBot mobile application where users will be required to sign into the application to gain access to the whole application. There are three types of users for the RugBot application and therefore will be distinguished by their Sign in credentials.

Test for Type of User: Coach, Physiotherapist and Player

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 1 Sign in testing plan

Sign In				
Test ID	**Requirement**	**Successful***	**Comments**	
SN001	A user is able to access the Sign In page as the landing page.	4	None	
SN002	A user will receive a validated username and password.	4	None	
SN003	A user can insert the username in the username text field.	4	None	
SN004	A user can insert the password in the password text field.	4	None	
SN005	A user can click on the Sign In button to Sign in.	4	None	

* Use a Likert scale

Additional Comments:

Sign in Test continued:

Table 2 Data validation sign in test

Data Validation			
Test ID	**Requirement**	**Successful***	**Comments**
SN006	The text field Username is highlighted if an incorrect username is inserted.	4	None
SN007	The text field Password is highlighted if an incorrect password is inserted.	4	None
SN008	The Username and Password field will be required to be filled in before Signing In.	4	None

* Use a Likert scale

Additional Comments:

Page: Home Page   **Test Date: 11/09/2018**

Description: This is the landing page after the Signing in the process has been successfully completed.

Test for Type of User: Coach

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 3 Home page test plan

Home Page Coach				
Test ID	**Requirement**	**Successful***	**Comments**	
HPC001	A user can click on the menu button.	0	Incomplete	
HPC002	A user can access the following pages from the menu: 1. Calendar; 2. Attendance; 3. Injured Players and 4. Gameday administration.	0	Incomplete	

* Use Likert scale

Additional Comments:

Page: Calendar Page   **Test Date: 11/09/2018**

Description: This page will allow coaches to insert important dates onto the calendar

Test for Type of User: Coach

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 4 Calendar page test plan

Calendar Page Coach				
Test ID	**Requirement**	**Successful***	**Comments**	
CPC001	A user can access the Calendar Page.	1	Crashes on start	
CPC002	A user can view a calendar.	1	Crashes on start	
CPC003	A user can select a date on the calendar.	1	Crashes on start	
CPC004	A user can insert information on selected dates on the calendar.	1	Crashes on start	
CPC005	A user can submit information which was inserted into the calendar	1	Crashes on start	
CPC006	A user can modify information in the calendar.	1	Crashes on start	

* Use Likert scale

Additional Comments:

Page: Attendance Page   **Test Date: 11/09/2018**

Description: This page will allow coaches to take attendance.

Test for Type of User: Coach

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 5 Attendance page test plan

Attendance Page Coach			
Test ID	**Requirement**	**Successful***	**Comments**
APC001	A user can access the Attendance Page.	4	
APC002	A user can view a register of all the players.	4	
APC003	A user can click on "✓" icon if a player is present.	0	Incomplete
APC004	A user can add a comment next to a player's name.	0	Incomplete
APC005	A user can access the search bar.	4	
APC006	A user can search for a player by first or last name.		1Put in code
APC007	A user can view the attendance history	1	In progress. Make new page.
APC008	A user can click on the submit button to save information inserted.	0	Incomplete

* Use a Likert scale

Additional Comments:

Page: Injury Page   **Test Date: 11/09/2018**

Description: This page will indicate to coaches the players who are injured. All information on this page is provided by the physiotherapists.

Test for Type of User: Coach

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 6 Injury page test plan

<table>
<tr><th colspan="5">Injury Page
Coach</th></tr>
<tr><th>Test ID</th><th>Requirement</th><th>Successful*</th><th colspan="2">Comments</th></tr>
<tr><td>IPC001</td><td>A user can access the Injury Page.</td><td>0</td><td colspan="2"></td></tr>
<tr><td>IPC002</td><td>A user can view all players who are injured.</td><td>0</td><td colspan="2"></td></tr>
<tr><td>IPC003</td><td>A user can view comments about a player's injury.</td><td>0</td><td>Put in search status.</td><td></td></tr>
<tr><td>IPC004</td><td>A user can view when a player can resume training.</td><td>0</td><td colspan="2"></td></tr>
<tr><td>IPC005</td><td>A user can view when a player can resume participating in matches.</td><td>0</td><td colspan="2"></td></tr>
</table>

* Use a Likert scale

Additional Comments:

Basically view button receiving information from the physio form.

Page: Game Administration Page   **Test Date: 11/09/2018**

Description: This page will allow coaches to do necessary game day administration.

Test for Type of User: Coach

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 7 Game admin page test plan

Game Administration Page Coach				
Test ID	**Requirement**	**Successful***	**Comments**	
GPC001	A user can access the game administration page.	0	Incomplete	
GPC002	A user can access an attendance form.	0	Incomplete	
GPC003	A user can allocate a jersey to a relative player.	0	Incomplete	
GPC004	A user can insert and allocate a player's position.	0	Incomplete	
GPC005	A user can save inserted information by clicking on the Save button	0	Incomplete	

* Use a Likert scale

Additional Comments:

List of jersey name

➔ Click on field
➔ Open list of players (modal with search bar)

Page: Home Page   **Test Date: 11/09/2018**

Description: This is the landing page after the Signing in the process has been successfully completed.

Test for Type of User: Physiotherapist

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 8 Homepage test plan for physio

Home Page Physiotherapist			
Test ID	**Requirement**	**Successful***	**Comments**
HPP001	A user can click on the menu button.	2	In progress
HPP002	A user can access the following pages from the menu: 5. Injuries	2	In progress

* Use a Likert scale

Additional Comments:

Page: Injuries Page   **Test Date: 11/09/2018**

Description: This is the page where a user will be able to insert information about a player's injuries.

Test for Type of User: Physiotherapist

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 9 Injury page test plan for physio

	Injuries Page Physiotherapist		
Test ID	**Requirement**	**Successful***	**Comments**
IPP001	A user can access the Injuries Page.	4	
IPP002	A user can access the player's register.	4	
IPP003	A user can insert the type of injury.	4	
IPP004	A user can insert the seriousness of an injury by colour-coding a player's name with either: • Red or • Orange.	0	Automatic resume training colour.
IPP005	A user can insert the colour-code green when a player has been cleared of all injuries.	4	
IPP006	A user can insert the date when a player can return to training.	4	
IPP007	A user can insert the date when a player can participate in games.	4	
IPP008	A user can insert any additional comments about the injury.	4	
IPP009	A user can save all inserted information by clicking on the Save button.	4	Submit button

* Use a Likert scale

Additional Comments:

Edit command.

Page: Home Page   **Test Date: 11/09/2018**

Description: This is the landing page after the Signing in the process has been successfully completed.

Test for Type of User: Players

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 10 Homepage test plan for players

Test ID	Requirement	Successful*	Comments
HPL001	A user can click on the menu button.	0	Incomplete
HPL002	A user can access the following pages from the menu: 6. Calendar and 7. Game Day.	0	Incomplete

<table>
<tr><td colspan="4" align="center">Home Page
Players</td></tr>
</table>

* Use a Likert scale

Additional Comments:

Page: Calendar Page   **Test Date: 11/09/2018**

Description: This page allows players to view important dates on the calendar which has been inserted by the coaches.

Test for Type of User: Players

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 11 Calendar page test plan for players

Calendar Page			
Players			
Players			
Test ID	Requirement	Successful*	Comments
CPL001	A user can access the Calendar Page.	0	Incomplete
CPL002	A user can view all important dates on the calendar.	0	Incomplete

* Use a Likert scale

Additional Comments:

Page: Match Day Page   **Test Date: 11/09/2018**

Description: This page allows players to view important match information which has been inserted by the coaches.

Test for Type of User: Players

Tested By: Group 2   **Type of Test**: Functionality

Signature:

Table 12 Test plan for match day page for players

Match Day Page Players			
Test ID	**Requirement**	**Successful***	**Comments**
MDP001	A user can access the Match Day Page.	0	Incomplete
MDP002	A user can view all information on the page.	0	Incomplete

* Use a Likert scale

Additional Comments:

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