CS 408 Team 8
Project: bubble
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Legend:
  A. Instructions
  B. Outcomes

001 - Create account display (Severity 1):
  A. Click create account button
  B. Account creation should be displayed

002 - Create account with email (Severity 1):
  A. Input account information and submit
  B. User should be logged into newly created account

003 - Create account without email (Severity 2):
  A. Input password without an email entered and press the create account button
  B. A dialog box should be displayed warning the user they have not entered an email

004 - Create account without password (Severity 2):
  A. Input email without password entered and press the create account button
  B. A dialog box should be displayed warning the user they have not entered a password

005 - Create account with duplicate email (Severity 2):
  A. Input an email that already exists in the database and press the create account button
  B. A dialog box should be displayed warning the user they have entered an email already in use.

006 - Create account with less than 6 characters in password (Severity 2):
   A. Input a password less than 6 characters and press create account button
   B. A dialog box should be displayed warning the user the password is not long enough.

007 - Create account with 6 or more characters in password (Severity 2):
   A. Input a password 6 or more characters and press create account button
   B. Account should be created and user should be logged in

008 - Create account with social media (Severity 1):
   A. Login using social media
   B. User should be logged into newly created account using social media account

001 - Posting with content (Severity 2):
   A. When in the map or AR view, press the compose post button, then write some text, and press post.
   B. The post view should be dismissed and sent to the database. The bubble should appear on your location with an aesthetically pleasing animation.

002 - Posting without content (Severity 2):
   A. When in the map or AR view, press the compose post button, then press the post button without entering text.
   B. The compose box should shake to indicate the user needs to indicate text, and tell the user they can't make an empty post.

003 - Posting and cancelling (Severity 2):
   A. When in the map or AR view, press the compose post button, then press the cancel button.
   B. The compose box should be dismissed and return the user to the map or AR view depending on which view they were previously in.

004 - Posting view (Severity 1):
   A. Click on compose button

B. Post creation page should be displayed

005 - Posting empty post (Severity 2):
  A. Enter 0 characters in post textview and press create post button
  B. A dialog box should be displayed warning the user the post textview can't be empty

001 - Edit Post (Severity 2):
  A. From the profile click edit button to edit page
  B. Display all the user's most recent posts in a page

002 - Edit Post (Severity 2):
  A. Click on most recent post to edit
  B. Opens a post in a modal view with post content and allow use to edit content

001 - Delete Post that has not timed out (Severity 2):
  A. Click delete on a post that has not yet timed out
  B. Post should be deleted

002 - Delete Post that has timed out (Severity 2):
  A. Click delete on a post that has timed out
  B. Post should not be deleted

001 - Post TimeStamp (Severity 3):
  A. Click on post
  B. User should be able to see timeStamp

001 - MapView display bubbles (posts) (Severity 2):
  A. Tap mapview to display mapview
  B. Bubbles should be displayed on the map view in the location they were posted.

002 - MapView selecting bubbles (viewing posts in fullscreen) (Severity 2):

A. User, while in mapview, taps on a bubble on the map

B. Transition occurs that allows user to view the post's text in fullscreen.

003 - MapView zooming out

A. User pinches on mapview

B. Mapview should zoom out

004 - MapView zooming in

A. User performs zoom/spread gesture

B. Mapview should zoom in

005 - MapView centering on user's location

A. User presses center location button

B. Mapview animates to focus location on user's current location

006 - MapView panning

A. User performs scrolling/dragging gesture on Mapview

B. Mapview displays location user scrolls to

001 - AR View transition (Severity 2):

A. When in the map view, tap the switch view button to enter AR mode.

B. The UI should transition to show the rear camera and the bubbles around you.

002 - AR View moving around (Severity 3):

A. Walk closer to a bubble

B. The bubble should appear bigger as you move closer to it

003 - AR View moving around (Severity 3):

A. Walk further away from a bubble

B. The bubble should appear smaller as you move closer to it

004 - AR View tap on post (Severity 2):
   A. Tap on a bubble you see in the AR view
   B. The bubble should fill your screen in a flat view allowing you to see the text more clearly

001 - Profile open profile page (Severity 2):
   A. Click on profile button
   B. Profile page should be displayed

002 - Profile view user posts (Severity):
   A. Click on user posts
   B. User posts should be displayed

003 - Profile edit page (Severity 2):
   A. Click on edit profile button
   B. Edit profile page should be displayed

004 - Profile edit location accuracy (Severity 3):
   A. Select desired location accuracy in profile page
   B. Location accuracy should be changed and reflected in posts

005 - Profile change information (Severity 3):
   A. Changed desired account information
   B. Account information should be changed and reflected in posts

001 - Voting up on a post (Severity 2):
   A. When in AR or map view, tap the bubble to go into fullscreen mode, then press the upvote button
   B. The upvote count should increment and the bubble should grow

002 - Voting down on a post (Severity 2):
   A. When in AR or map view, tap the bubble to go into fullscreen mode, then press the downvote button

B. The upvote count should decrement and the bubble should shrink

003 - Voting reversal on a post you've already voted on (Severity 2):
  A. When in AR or map view, tap a bubble you've already voted on, then press the same vote you made before (either upvote or downvote)
  B. The post will no longer have your vote counting towards its vote count

004 - Voting differently on a post you've already voted on (Severity 2):
  A. When in AR or map view, tap a bubble you've already voted on, then press the opposite vote you made before (either upvote or downvote)
  B. The post will increment or decrement by 2 votes, and grow or shrink accordingly.

001 - UI scaling appropriately to different device sizes (Severity 2):
  A. Use different sized iOS devices
  B. The UI should scale appropriately and look nice no matter what screen size or dimensions are

002 - UI scaling appropriately to different orientations (Severity 3):
  A. Rotate iPhone between landscape and portrait modes
  B. UI elements should adjust and scale to properly fit the screen orientation