**Team 16 Tests**

We followed the tests that we came up with in our test plan. Some of the tests that we carried out through testing our application were:

**Title:** Internal Testing of Joining group function

**Description:** Testing internally the functionality of the group creation and joining group functions

1: Start up the application

2: check that the group creation functionality is working

3: change to a different device

4: check the ability to join the group that was greated is working

**Result:** the user should be able to join the group and create one without any issues

We followed through with this test and found any bugs that were causing the application to crash. Testing with many different groups and users to make sure the functionality was working

**Description:** Testing internally the game works as intended and the map and tracking is functional

1: Start up the application

2: check that the group creation functionality is working

3: check that you are given your first location

4: check to see that the map is functional and is detecting your location correctly

5: check that it registers when you have found a location

**Result:** The user should be able to play the game correctly without any issues

This was tested alongside the previous test as they combined together to create the game to make sure that we would find any bugs throughout the full application and to stop the application potentially crashing.

As we carried out the tests on each area of the application using this system and also using our Test classes in our app we made sure it was functional and working in all aspects of the program. We then followed through by doing external tests to make sure it would work on a large variety of devices

**Prerequisites:** Find external users to test the application

**Title:** External Testing of application

**Description:**  External members testing the functionality of the application

1: Ask friends or colleagues to test the game

2: Get users to report feedback of any suggestions of improvement or issues with the game as a whole

3: Test internally alongside for additional results

**Result:** Any bugs found should be fixed and resolved or game will be fully functional without any issues.

This test found additional bugs when we tested which we then used to fix and make sure that all different kinds of systems would be able to run our application without constant crashing or issues with finding/tracking location.