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Test Plan, Test Design Specifications and Test Cases
Version 1

CENG 408
Innovative System Design and Development II

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1. INTRODUCTION

1.1 Version Control

Version No	Description of Changes	Date
1.0	First Version	March 28, 2025

1.2 Overview

This document will be used to test the core functionalities of the application, mainly artificial intelligence (AI), database (DB), and graphical user interface (GUI) related functionalities.

1.3 Scope

This document consists of terminology, features to be tested, features not to be tested, item pass / fail criteria, and detailed test case descriptions in various formats.

1.4 Terminology

Acronym	Definition
AI	Artificial Intelligence (AI) is a technology that allows computers and machines to replicate human intelligence.
DB	A database (DB) is a systematically organized collection of data stored electronically, which can include text, numbers, images, videos, and various other file types.
GUI	Graphical User Interface (GUI) is an interface that allows users to interact with electronic devices such as computers, laptops, tablets, and smartphones using graphical elements as per their requirements.
Firebase	Firebase is a set of services that help users to create backend components of an application like user authentication, data storage, sending notifications, serverless functions etc.
RPM	Request per minutes
N/A	Not applicable
TPM	Token per minutes

2. FEATURES TO BE TESTED

This section lists and gives a brief description of all the major features to be tested. The major features are inspected individually in the following subsections.

2.1 Graphical User Interface (GUI)

In this project's test plan, we tested the GUI by examining individual objects such as buttons and text views. Each test case outlines its purpose, related SRS requirements, priority, estimated time, dependencies, and steps for setup, procedure, and cleanup to ensure comprehensive testing and clear documentation.

3. FEATURES NOT TO BE TESTED

3.1 Database (DB)

The database features, including Firebase and its related tools, will not be explicitly tested.

Cloud Firestore				
Stored data	Network egress	Document writes	Document reads	Document deletes
1 GiB total	10 GiB/month	20K writes/day	50K reads/day	20K deletes/day

Cloud Firestore usage limits for Spark Plan resource: <https://firebase.google.com/pricing>

Cloud Storage				
GB stored	GB downloaded	Upload operations	Download operations	Multiple buckets per project
5 GB	1 GB/day	20K/day	50K/day	N/A

Cloud Storage usage limits for Spark Plan resource: <https://firebase.google.com/pricing>

Authentication			
Phone Auth - All regions	Other Authentication services	Monthly active users	Monthly active users - SAML/OIDC
N/A	Yes	50k/month	50/month

Authentication usage limits for Spark Plan resource: <https://firebase.google.com/pricing>

3.2 Artificial Intelligence (AI)

Model Name	Model Version	Model Retirement Date	Content Filter	Capacity	Rate Limit (tokens per minute)
gpt-4	0613	Jun 6, 2025	Default V2	1K TPM	1000 (RPM) = 6
dall-e-3	3.0	Jun 30, 2025	Default	1 CU	N/A

Used models table during Image & Story generation

Category	User prompts (Input)	Model completions (Output)
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Violence	Medium	Medium
Hate	Medium	Medium
Sexual	Medium	Medium
Self-harm	Medium	Medium

Default/V2 Content filter restrictions while generating image & story

4. ITEM PASS/FAIL CRITERIA

A test case is considered as passed if it performs its expected behavior (executes successfully), and it is considered as failed if the test case causes the application to throw an exception or causes it to crash completely.

4.1 Exit Criteria

To consider the testing phase as successful, the following conditions should be met:

- 100% of the test cases are executed
- 95% of the test cases passed
- All High and Medium Priority test cases passed

5. REFERENCES

- [1] <https://github.com/CankayaUniversity/ceng-407-408-2024-2025-Artificial-Intelligence-Based-Art-Gallery-Mobile-Application/wiki/Software-Requirements-Specification>
- [2] <https://github.com/CankayaUniversity/ceng-407-408-2024-2025-Artificial-Intelligence-Based-Art-Gallery-Mobile-Application/wiki/Software-Design-Description>

6. TEST DESIGN SPECIFICATIONS

6.1 Graphical User Interface (GUI)

6.1.1 Sub features to be tested

6.1.1.1 Login Button (GUI.LG.BTN)

User can log-in the user into the application.

6.1.1.2 Forgot Password Button (GUI.FP.BTN)

User can reset his/her password

6.1.1.3 Sign Up (GUI.SU)

User can create a new account

6.1.1.4 Like an Artwork (GUI.LAA)

User can like an artwork post

6.1.1.5 Share an Artwork (GUI.SAA)

User can share the artwork with third party application

6.1.1.6 Filter Post(GUI.FP)

User can filter (sort) the posts

6.1.1.7 Comment (GUI.CMT)

Allows the users to post comment(s) on artworks.

6.1.1.8 Visit Another User's Profile (GUI.UVP)

The user visits by clicking on the profile picture in the Posts or visits by clicking on the results.

6.1.1.9 Follow Another User (GUI.FAU)

Allows the users to follow another user.

6.1.1.10 Homepage Navigation (GUI.HPN)

Allows the users to navigate between the pages.

6.1.1.11 Complete Achievements (GUI.CMPA)

User can complete designated achievements by fulfilling the specified conditions

6.1.1.12 More Options (GUI.MOROPT)

Allow the users to change the settings of the application.

6.1.1.13 Search Users (GUI.SRCH.PG.01)

User can search users to searchbar.

6.1.1.14 Search Artworks (GUI.SRCH.PG.02)

User can search artworks by inputting tagname

6.1.1.15 Visit Another User's Profile (GUI.SRCH.PG.03)

User can view another user's profile.

6.1.1.16 Inspect Artwork (GUI.SRCH.PG.04)

User views selected artwork in detail

6.1.1.17 View Notifications and Visit Profiles (GUI.NOT.PG.01, GUI.NOT.PG.02)

Users can view notifications about who liked, commented, and users who followed, etc. Additionally, they can navigate to other user's profiles

6.1.1.18 View Challenges (GUI.CH.ACH.PG.01)

Users view challenges and see completed or not completed challenges.

6.1.1.19 View Achievements (GUI.CH.ACH.PG.02)

Users view achievements and they can observe progress of those achievements.

6.1.1.20 Change Profile Picture and Username (GUI.OP)

Allows the user to change his/her profile picture and/or username.

6.1.1.21 **See Followers' List (GUI.FLL)**

Allows the user to see his/her followers' list.

6.1.1.22 **See Follows' List (GUI.FOL)**

Allows the user to see his/her follows' list.

6.1.1.23 **Sign Out (GUI.SGNO)**

Allows the user to sign out of his/her account.

6.1.1.24 **Update Challenges & Track Challenge Progress (GUI.SGNO)**

Allows the user to track his/her challenge progress and the periodically updated challenges.

6.1.1.25 **Change Password Button (GUI.CHNG.PWD.BTN)**

User can change the account password

6.1.1.26 **Change Theme Button (GUI.CHNG.THM.BTN)**

User can change the theme

6.1.1.27 **Search Artwork Button (GUI.SRCH.ART.BTN)**

User can search an artwork, or a user account based on a query.

6.1.1.28 **Prompt Text Box (GUI.PRMT.TB)**

User can enter prompt to specify the image content. If the prompt exceeds the allowed character range stops to show the rest of the prompt.

6.1.1.29 **Negative Prompt Text Box (GUI.NGT.PRMT.TB)**

User can enter negative prompt on to indicate that the image doesn't contains the given prompt properties.

6.1.1.30 **Preset Styles Buttons (GUI.PSTL.BTN)**

User can choose any of the predefined style options. So that the image will be created based on that style

6.1.1.31 **Add Story Switch (GUI.STRY.SWT)**

User can select switch to generate story which describes the generated image

6.1.1.32 **Generate Image Button (GUI.GEN.IMG.BTN)**

User should click the button to create the image and if story switch is enabled creates a story of that image

6.1.1.33 **Image View (GUI.IMG.VW)**

User must see an image related to the given prompt and other configuration options (negative prompt, style option)

6.1.1.34 **Download Image Button (GUI.DL.IMG.BTN)**

User can download the image showed in Image View on their local storage

6.1.1.35 **Story Content Text View (GUI.STRY.CNT.TW)**

User should observe the result of the image story text

6.1.1.36 **Share Radio Button (GUI.SHR.RB)**

Set the image shows property as public so that anyone can see the generated artwork or set private so that only followers can see the artwork.

6.1.1.37 **Tag Display Text View (GUI.TAG.DSPLY.TW)**

User can see the unique tag for that

6.1.1.38 **Share Button (GUI.SHR.BTN)**

User can share the artwork to the third-party applications.

6.1.1.39 **Send Button (GUI.SND.BTN)**

User can save the generated artwork to her/his profile

6.1.2 Test Cases

Here list all the related test cases for this feature

TC ID	Requirements	Priority	Scenario Description
GUI.LG.01	R1	H	The previously registered user logs into the application by entering

			the correct and valid email and password.
GUI.LG.02	R1	H	The previously registered user logs into the application by entering the correct and valid email and incorrect or invalid password.
GUI.LG.03	R1	H	The previously registered user logs into the application by entering the incorrect or invalid email and correct and valid password.
GUI.LG.04	R1	H	The unregistered user tries to log in to the application by filling in the required fields.
GUI.FP.01	R2	M	Enter an email signed up in the application.
GUI.FP.02	R2	M	Enter an email that is not signed up in the app.
GUI.SU.01	R3	H	Enter a valid email and invalid password (it's not long enough, it's too long, it doesn't contain the different characters it should.)
GUI.SU.02	R3	H	Enter a invalid email (not in email format) and valid password.
GUI.SU.03	R3	H	Enter username, including capital letters.
GUI.SU.04	R3	H	Enter a username that is already signed up with the app.
GUI.SU.05	R3	H	Enter an email that is already registered with the app.
GUI.SU.06	R3	H	Enter all input fields as valid.
GUI.SU.07	R3	H	Password and Confirm Password fields do not match
GUI.LAA.01	R4	L	Click on the like button of a post.
GUI.LAA.02	R4	L	Click on the like button of a post to remove the like.
GUI.SAA.01	R5	L	Click on the share button of a post the action is completed successfully
GUI.SAA.02	R5	L	You clicked on the share button of a post and the action was not completed successfully.
GUI.FP.01	R6	L	Don't select one of the filter options.

GUI.FP.02	R6	L	Select one of the filter options.
GUI.CMT.01	R7	H	The user writes a comment without exceeding the character limit and clicks the comment button.
GUI.CMT.02	R7	M	If the user tries to make an empty comment, it warns that there will be no empty comments.
GUI.CMT.03	R7	M	If the user writes the comment and exits without clicking the button, the comment is not saved.
GUI.CMT.04	R7	H	If the user's comment exceeds the 2000-character limit, it gives a warning message.
GUI.UVP.01	R8	H	User visits by clicking on the profile picture in the posts
GUI.UVP.02	R8	H	User visits by clicking on the search results.
GUI.UVP.03	R8	M	If the user's internet connection is interrupted, they will receive an error saying there is no internet connection when they click on the profile picture.
GUI.UVP.04	R8	L	If the user's internet connection is interrupted, when the user searches for a place to visit, there will be no results to visit.
GUI.FAU.01	R9	H	If the user clicks the follow button once, they follow.
GUI.FAU.02	R9	M	If the user clicks the follow button more than once, it changes according to the number of clicks. If the user clicks the follow button evenly, they follow the user. If the user clicks the follow button oddly, they follow the user.
GUI.HPN.01	R10	H	The user can go to other pages by clicking on the icons in the bottom and top bars.
GUI.HPN.02	R10	H	If the user goes from one page to another and comes back, they will see the refreshed version, not the old version.
GUI.CMPA	R11	H	The user's status on the assigned achievements is tracked and if they complete one, it appears as completed.
GUI.MOROPT.01	R12	H	On this page, the user sees various settings and the sign up section. When he clicks, he sets that setting.
GUI.MOROPT.02	R12	M	If the user does not have an internet connection when he clicks on one of these settings or if the change process fails, the setting will not change and he will receive an error message.
GUI.SRCH.PG.01	R13	H	The system allows the users to search by username or tag name of the artwork.

GUI.SRCH.PG.02	R13	H	The system lets the user enter an input for searching artworks. Database looks for the matching tagnames with input and brings them to the page.
GUI.SRCH.PG.03	R8, R20	M	The system lets the user click onto other users' profiles and navigates to their profile pages.
GUI.SRCH.PG.04	R14	M	The system lets the user click onto artworks and views artwork in detail. The systems enlarges the artwork and shows the number of likes, comments and who shared the artwork.
GUI.NOT.PG.01	R15	M	The system lets the user views the notifications on notification page.
GUI.NOT.PG.02	R8,13	L	The system lets the user visit other people's profiles by clicking on their profile images.
GUI.CH.ACH.PG.01	R17	H	The system lets the user to observe challenges, and user can see whether or not the challenges are completed.
GUI.CH.ACH.PG.02	R18	H	The system lets the user to observe achievements and their current situation whether or not which ones are completed.
GUI.CHNG.PWD.BTN.01	R25	M	User can change the password with a valid new password
GUI.CHNG.PWD.BTN.02	R25	M	User can't change the password with a not valid new password
GUI.CHNG.THM.BTN	R26	L	User can switch the existing theme between light or dark modes
GUI.SRCH.ART.BTN.01	R32	H	User can search a user account
GUI.OP.01	R23	M	The user sees his/her own artworks.
GUI.OP.02	R20	M	The system lets the user update his/her profile picture from the device's gallery.
GUI.OP.03	R20	M	The system lets the user update his/her profile picture from the device's camera.
GUI.OP.04	R20	M	The system lets the user update his/her username.
GUI.FLL	R21	M	The system lets the user see his/her followers' list.
GUI.FOL	R21	M	The system lets the user see his/her follows' list.
GUI.SGNO	R24	M	The user logs out of his/her account.
GUI.CHAL.01	R19	L	The system lets the user to see his/her challenge progress.
GUI.CHAL.02	R19	L	The system updates the user's challenge progress.
GUI.CHAL.03	R19	L	The system periodically updates the current challenges.
GUI.COM	R22	M	The system lets the user see the comments that are made on a related artwork.

GUI.SRCH.ART.BTN.02	R32	H	User can search an artwork
GUI.PRMT.TB.01	R28	M	Enter a valid prompt do not exceeds 300 chracters
GUI.PRMT.TB.02	R28	M	Enter a valid prompt exceeds 300 chracters
GUI.PRMT.TB.03	R28	M	Do not enter any prompt
GUI.NGT.PRMT.TB.01	R28	L	Enter a valid prompt do not exceeds 300 chracters
GUI.NGT.PRMT.TB.02	R28	L	Enter a valid prompt exceeds 300 chracters
GUI.NGT.PRMT.TB.03	R28	L	Do not enter any prompt
GUI.PSTL.BTN.01	R28	L	Choose any of the style option
GUI.PSTL.BTN.02	R28	L	Don't choose any style option
GUI.STRY.SWT.01	R29	L	Enable switch to add story
GUI.STRY.SWT.02	R29	L	Disable switch to not add story
GUI.GEN.IMG.BTN	R28	L	Click generate button to create an image and optional a stroy based on story switch status
GUI.IMG.VW.01	R28	M	Shows the generated image picture
GUI.IMG.VW.02	R28	M	Don't shows the generated image picture
GUI.DL.IMG.BTN	R30	L	Downlaod the image showed on Image View
GUI.STRY.CNT.TW.01	R29	H	Shows the generated image story
GUI.STRY.CNT.TW.02	R29	H	Don't shows the generated image story
GUI.SHR.RB.01	R28,R29	M	Shows the artwork to all users

GUI.SHR.RB.02	R28,R29	M	Shows the artwork to only followers
GUI.TAG.DSPLY.TW	R28,R29	L	Shows the artwork unique tag generated by the system
GUI.SHR.BTN	R28,R29	L	Shares the artwork generated
GUI.SND.BTN	R28,R29, R31	L	Save the artwork both to the his/her profile page and the firebase.

7. Detailed Test Cases

7.1 GUI

7.1.1 GUI.LG.01

TC_ID	GUI.LG.01
Purpose	Logs the user into the application.
Requirements	R1
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Login page. The user must already have an account in the application.
Setup	Wait for Firebase to find and match the user.
Procedure	[A01] Go to Login page.
	[A02] Fill in the email and password input fields correctly.

	[V01] Observe that the application has successfully logged in and redirected to the Home page.
Cleanup	-

7.1.2 GUI.LG.02

TC_ID	GUI.LG.02
Purpose	Blocking login with wrong password
Requirements	R1
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Login page. The user must already have an account in the application.
Setup	Wait for Firebase to find and match the user.
Procedure	[A01] Go to Login page.
	[A02] Fill in the email field correctly and password field incorrectly.
	[V01] Observe that the app shows the 'email or password is incorrect' pop-up message.
Cleanup	-

7.1.3 GUI.LG.03

TC_ID	GUI.LG.03
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Purpose	Blocking login with wrong email
Requirements	R1
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Login page. The user must already have an account in the application.
Setup	Wait for Firebase to find and match the user.
Procedure	[A01] Go to Login page.
	[A02] Fill in the email field incorrectly and password field correctly.
	[V01] Observe that the app shows the 'email or password is incorrect' pop-up message.
Cleanup	-

7.1.4 GUI.LG.04

TC_ID	GUI.LG.04
Purpose	Notifying unregistered users.
Requirements	R1
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Login page.

Setup	Wait for Firebase to find and match the user.
Procedure	[A01] Go to Login page.
	[A02] Fill in the required fields with an email that is not previously registered.
	[V01] Observe that the app shows a pop-up message saying 'no such user is registered'.
Cleanup	-

7.1.5 GUI.FP.01

TC_ID	GUI.FP.01
Purpose	Users can change their passwords if they forget them.
Requirements	R2
Priority	Medium
Estimated Time Needed	1 minute.
Dependency	<p>The application must open successfully and display the Login page.</p> <p>The user must already have an account in the application.</p> <p>In order to change the password, the Firebase database's mail sending service must be running.</p>
Setup	<p>Wait for Firebase to find and match the user.</p> <p>Wait for Firebase to send email.</p>
Procedure	[A01] Go to Login page.
	[A02] Click on the Forgot Password button
	[V01] Observe that the application redirects to the Forgot Password page.

	[A03] Enter an email registered with the application into the Email input field.
	[V02] Observe the pop-up message regarding the mail being sent.
	[A04] Go to your email and click on the link you received.
	[V03] Observe that the web page opens with the fields required to set a new password.
	[A05] Fill in the required fields to set your new password and confirm it.
	[V04] Observe the pop-up message Your password has been changed successfully.
	[A06] Go back to the app and log in with your new password.
	[V05] Go back to the app and log in with your new password.
Cleanup	-

7.1.6 GUI.FP.02

TC_ID	GUI.FP.02
Purpose	Notification that an unregistered user cannot attempt to change their password.
Requirements	R2
Priority	Medium
Estimated Time Needed	30 seconds.
Dependency	The application must open successfully and display the Login page.
Setup	Wait for Firebase to find and match the user.

Procedure	[A01] Go to Login page.
	[A02] Click on the Forgot Password button
	[V01] Observe that the application redirects to the Forgot Password page.
	[A03] Enter an email that is not registered with the application in the Email input field.
	[V02] Observe the pop-up message "A user is not registered with this email address."
Cleanup	-

7.1.7 GUI.SU.01

TC_ID	GUI.SU.01
Purpose	Blocking attempts to register with incorrect password format
Requirements	R3
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Sign Up page.
Setup	Collect the username, name, surname, email, password and confirm password.
Procedure	[A01] Go to Sign Up page.
	[A02] Fill in the required input fields.
	[A03] Fill in the password input field in the wrong format (Ex. Less than 6 characters) and click the sign up button.
	[V01] Observe the pop-up message regarding the incorrect password format.
Cleanup	-

7.1.8 GUI.SU.02

TC_ID	GUI.SU.02
Purpose	Blocking attempts to register with invalid email format
Requirements	R3
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Sign Up page.
Setup	Collect the username, name, surname, email, password and confirm password.
Procedure	[A01] Go to Sign Up page.
	[A02] Fill in the required input fields.
	[A03] Fill in the email input field in the wrong format and click the sign up button.
	[V01] Observe the pop-up message regarding the invalid email format.
Cleanup	-

7.1.9 GUI.SU.03

TC_ID	GUI.SU.03
Purpose	Blocking attempts to register with incorrect username format

Requirements	R3
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Sign Up page.
Setup	Collect the username, name, surname, email, password and confirm password.
Procedure	[A01] Go to Sign Up page.
	[A02] Fill in the required input fields.
	[A03] Fill in the username input field in the wrong format (including uppercase letters) and click the sign up button.
	[V01] Observe the pop-up message regarding the incorrect username format.
Cleanup	-

7.1.10 GUI.SU.04

TC_ID	GUI.SU.04
Purpose	Preventing registration with a username that is already registered to the application.
Requirements	R3
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Sign Up page.

Setup	Collect the username, name, surname, email, password and confirm password.
Procedure	[A01] Go to Sign Up page.
	[A02] Fill in the required input fields.
	[A03] Enter a username that is already registered to the application in the username input field and click the sign up button.
	[V01] Observe the pop-up message that such a username is already in use.
Cleanup	-

7.1.11 GUI.SU.05

TC_ID	GUI.SU.05
Purpose	Preventing registration with a email that is already registered to the application.
Requirements	R3
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Sign Up page.
Setup	Collect the username, name, surname, email, password and confirm password.
Procedure	[A01] Go to Sign Up page.
	[A02] Fill in the required input fields.
	[A03] Enter a email that is already registered to the application in the email input field and click the sign u button.

	[V01] Observe the pop-up message that such a email is already registered.
Cleanup	-

7.1.12 GUI.SU.06

TC_ID	GUI.SU.06
Purpose	New users can register to the application.
Requirements	R3
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Sign Up page.
Setup	Collect the username, name, surname, email, password and confirm password.
Procedure	[A01] Go to Sign Up page.
	[A02] Fill in the required input fields correctly, valid and click the sign-up button.
	[V01] Observe the pop-up message "Signed up successfully" and the application redirects to the Login page.
Cleanup	-

7.1.13 GUI.SU.07

TC_ID	GUI.SU.07
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Purpose	Warning the user if the Password and Confirm Password fields do not match.
Requirements	R3
Priority	High
Estimated Time Needed	10 seconds.
Dependency	The application must open successfully and display the Sign Up page.
Setup	Collect the username, name, surname, email, password and confirm password.
Procedure	[A01] Go to Sign Up page.
	[A02] Fill in the required input fields.
	[A03] Enter different entries in the Password and Confirm Password fields and click the sign up button.
	[V01] Observe that the application displays the pop-up message Password and Confirm Password fields do not match.
Cleanup	-

7.1.14 GUI.LAA.01

TC_ID	GUI.LAA.01
Purpose	Like a post
Requirements	R4
Priority	Low
Estimated Time Needed	3 seconds.
Dependency	The application must open successfully and display the Home page.

Setup	Loads the posts.
Procedure	[A01] Go to Home page.
	[A02] Click the heart-shaped like button on a post that hasn't been liked before.
	[V01] Observe that the heart-shaped button is red.
	[A03] Go to my profile page and click on the heart button under your profile picture.
	[V02] Observe that the post you just liked is displayed here.
Cleanup	-

7.1.15 GUI.LAA.02

TC_ID	GUI.LAA.02
Purpose	Unlike a post
Requirements	R4
Priority	Low
Estimated Time Needed	3 seconds.
Dependency	The application must open successfully and display the Home page.
Setup	Loads the posts.
Procedure	[A01] Go to Home page.
	[A02] Click on the heart button on a post that has already been liked (where the heart shaped button is red).
	[V01] Observe that the heart-shaped button is white.

7.1.16 GUI.SAA.01

TC_ID	GUI.SAA.01
Purpose	Share a post succesfully.
Requirements	R5
Priority	Low
Estimated Time Needed	1 minutes.
Dependency	The application must open successfully and display the Home page. The external service to be shared must be running.
Setup	Loads the posts.
Procedure	[A01] Go to Home page.
	[A02] Click on the share button of the post you want to share.
	[A03] Select one of the third-party services that appear on the screen.
	[A04] Fulfill the requirements of the third-party service in order for sharing to take place
	[V01] Observe the post you shared on the service you shared it from.
Cleanup	-

7.1.17 GUI.SAA.02

TC_ID	GUI.SAA.02
Purpose	Notifying the user if sharing the post fails.

Requirements	R5
Priority	Low
Estimated Time Needed	1 minutes.
Dependency	The application must open successfully and display the Home page.
Setup	Loads the posts.
Procedure	[A01] Go to Home page.
	[A02] Click on the share button of the post you want to share.
	[A03] Select one of the third-party services that appear on the screen.
	[V01] Observe the pop-up message in the app that says Something went wrong and sharing couldn't be done if an error occurs.
Cleanup	-

7.1.18 GUI.FP.01

TC_ID	GUI.FP.01
Purpose	Default filter option
Requirements	R6
Priority	Low
Estimated Time Needed	3 seconds.
Dependency	The application must open successfully and display the Home and Search page.

Setup	Loads the posts.
Procedure	[A01] Go to Home page.
	[V01] Observe that the posts are sorted from the last uploaded to the first uploaded.
	[A02] Go to Search page.
	[V02] Observe that the posts are sorted from the last uploaded to the first uploaded.
Cleanup	-

7.1.19 GUI.FP.02

TC_ID	GUI.FP.02
Purpose	Choose a filter option.
Requirements	R6
Priority	Low
Estimated Time Needed	3 seconds.
Dependency	The application must open successfully and display the Home and Search page.
Setup	Loads the posts.
Procedure	[A01] Go to Home page.
	[A02] Select a filter option from the Filter combobox.
	[V01] Observe that the posts are reloaded and sorted according to the selected filter.
	[A03] Go to Search page.

	[A04] Select a filter option from the Filter combobox.
	[V02] Observe that the posts are reloaded and sorted according to the selected filter.
Cleanup	-

7.1.20 GUI.CMT.01

TC_ID	GUI.CMT.01
Purpose	The user writes a comment without exceeding the character limit and clicks the comment button.
Requirements	R7
Priority	High
Estimated Time Needed	60 seconds.
Dependency	User must be logged in.
Setup	-
Procedure	[A01] The user goes to the home page.
	[A02] He writes in the comment section of the relevant post.
	[A03] The user clicks the comment button.
	[V01] The comment is saved successfully.
Cleanup	-

7.1.21 GUI.CMT.02

TC_ID	GUI.CMT.02
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Purpose	If the user tries to make an empty comment, it warns that there will be no empty comments.
Requirements	R7
Priority	Medium
Estimated Time Needed	60 seconds.
Dependency	User must be logged in.
Setup	-
Procedure	[A01] The user goes to the home page.
	[A02] He clicks the comment button without commenting on the relevant post.
	[V01] He receives a warning message that empty comments cannot be made.
Cleanup	-

7.1.22 GUI.CMT.03

TC_ID	GUI.CMT.03
Purpose	If the user writes the comment and exits without clicking the button, the comment is not saved.
Requirements	R7
Priority	Medium
Estimated Time Needed	60 seconds.
Dependency	User must be logged in.
Setup	-

Procedure	[A01] User goes to home page.
	[A02] Writes in the comment section of the relevant post.
	[V01] User does not click the comment button.
	Comment is not saved.
Cleanup	-

7.1.23 GUI.CMT.04

TC_ID	GUI.CMT.04
Purpose	If the user's comment exceeds the 2000-character limit, it gives a warning message.
Requirements	R7
Priority	High
Estimated Time Needed	60 seconds.
Dependency	User must be logged in.
Setup	-
Procedure	[A01] The user goes to the home page.
	[A02] Writes in the comment section of the relevant post.
	[A03] The user clicks the comment button.
	[V01] If the comment has more than 2000 characters, they will receive a warning.
Cleanup	-

7.1.24 GUI.UVP.01

TC_ID	GUI.UVP.01
Purpose	User visits by clicking on the profile picture in the posts
Requirements	R8
Priority	High
Estimated Time Needed	30 seconds.
Dependency	User must be logged in.
Setup	-
Procedure	[A01] The user clicks on the profile picture in the post.
	[V01] The user is directed to the relevant account.
Cleanup	-

7.1.25 GUI.UVP.02

TC_ID	GUI.UVP.02
Purpose	User visits by clicking on the search results.
Requirements	R8
Priority	High
Estimated Time Needed	30 seconds.

Dependency	User must be logged in.
Setup	-
Procedure	[A01] User clicks on one of the search results
	[V01] User is directed to the relevant account.
Cleanup	-

7.1.26 GUI.UVP.03

TC_ID	GUI.UVP.03
Purpose	If the user's internet connection is interrupted, they will receive an error saying there is no internet connection when they click on the profile picture.
Requirements	R8
Priority	Medium
Estimated Time Needed	30 seconds.
Dependency	User must be logged in.
Setup	-
Procedure	[A01] User clicks on the profile picture in the post.
	[V01] If there is no internet connection, they will receive a warning message.
Cleanup	-

7.1.27 GUI.UVP.04

TC_ID	GUI.UVP.04
Purpose	If the user's internet connection is interrupted, when the user searches for a place to visit, there will be no results to visit.
Requirements	R8
Priority	Low
Estimated Time Needed	30 seconds.
Dependency	User must be logged in.
Setup	-
Procedure	[A01] User clicks on one of the search results.
	[V01] If there is no internet connection, they will receive a warning message.
Cleanup	-

7.1.28 GUI.FAU.01

TC_ID	GUI.FAU.01
Purpose	If the user clicks the follow button once, they follow.
Requirements	R9
Priority	High
Estimated Time	15 seconds.

Needed	
Dependency	The user must be connected to the internet. The user must have visited another user's profile.
Setup	-
Procedure	[A01] The user clicks the follow button.
	[V01] The follow operation is successful.
Cleanup	-

7.1.29 GUI.FAU.02

TC_ID	GUI.FAU.02
Purpose	If the user clicks the follow button more than once, it changes according to the number of clicks. If the user clicks the follow button evenly, they follow the user. If the user clicks the follow button oddly, they follow the user.
Requirements	R9
Priority	Medium
Estimated Time Needed	-
Dependency	[A01] The user must be connected to the internet.
	[V01] The user must have visited another user's profile.
Setup	-
	The user clicks the follow button repeatedly.

	If the number of clicks is odd, it follows, if it is even, it does not follow.
Cleanup	-

7.1.30 GUI.HPN.01

TC_ID	GUI.HPN.01
Purpose	The user can go to other pages by clicking on the icons in the bottom and top bars.
Requirements	R10
Priority	High
Estimated Time Needed	5 seconds
Dependency	User must be logged in.
Setup	-
Procedure	[A01] The user clicks on one of the icons in the top and bottom bars.
	[V01] The user is successfully redirected to the page related to the icon.
Cleanup	-

7.1.31 GUI.HPN.02

TC_ID	GUI.HPN.02
Purpose	If the user goes from one page to another and comes back, they will see the refreshed version, not the old version.

Requirements	R10
Priority	High
Estimated Time Needed	5 seconds
Dependency	User must be logged in.
Setup	-
Procedure	[A01] The user clicks on one of the icons in the top and bottom bars.
	[A02] The user is successfully redirected to the page related to the icon.
	[V01] When the previous page returns, it cannot continue where it left off and sees a refreshed version.
Cleanup	-

7.1.32 GUI.CMPA

TC_ID	GUI.CMPA
Purpose	The user's status on the assigned achievements is tracked and if they complete one, it appears as completed.
Requirements	R11
Priority	High
Estimated Time Needed	-
Dependency	The user must be connected to the internet.
Setup	-

	[A01] The user tracks the status of assigned achievements.
	[V01] If the user completes an achievement, it appears as completed.
Cleanup	-

7.1.33 GUI.MOROPT.01

TC_ID	GUI.MOROPT.01
Purpose	On this page, the user sees various settings and the sign up section. When he clicks, he sets that setting.
Requirements	R12
Priority	High
Estimated Time Needed	-
Dependency	User must be logged in.
Setup	-
Procedure	[V01] The user can click on one of the buttons to change the relevant setting or exit with the sign out button.
Cleanup	-

7.1.34 GUI.MOROPT.02

TC_ID	GUI.MOROPT.02
Purpose	If the user does not have an internet connection when he clicks on one of these settings or if the

	change process fails, the setting will not change and he will receive an error message.
Requirements	R12
Priority	Medium
Estimated Time Needed	-
Dependency	User must be logged in.
Setup	-
Procedure	[A01] The user can click on one of the buttons to change the relevant setting or exit with the sign out button.
	[V01] If there is no internet connection, they will receive a warning message.
Cleanup	-

7.1.35 GUI.SRCH.PG.01

TC_ID	GUI.SRCH.PG.01
Purpose	Ensures that user can enter an input for searching users
Requirements	R13
Priority	H
Estimated Time Needed	2-3 seconds.
Dependency	The System must be able to connect to Database. User must have a persistent internet connection.
Setup	Wait for the application queries users that matches entered input by the user from Database
Procedure	[A01] Go to search and Discovery page
	[A02] Clicks the search box for searching
	[A03] Type letters from the phone's keyboard
	[V01] Observe Search results that matches with typed input
Cleanup	-

7.1.36 GUI.SRCH.PG.02

TC_ID	GUI.SRCH.PG.02
Purpose	Ensures that user can enter an input for searching artworks
Requirements	R13
Priority	H
Estimated Time Needed	5-6 seconds.
Dependency	The System must be able to connect to Database. User must have a persistent internet connection.
Setup	Wait for the application queries posts that matches entered input with artworks' tag names. Wait for the artworks appear on UI.
Procedure	[A01] Go to search and Discovery page
	[A02] Clicks the search box for searching
	[A03] Type letters from the phone's keyboard
	[V01] Observe Search results that matches with typed input
Cleanup	-

7.1.37 GUI.SRCH.PG.03

TC_ID	GUI.SRCH.PG.03
Purpose	Ensures that user can click onto other users' profiles and navigates to their profile pages.
Requirements	R8, R13
Priority	M
Estimated Time Needed	3 seconds.
Dependency	The System must be able to connect to Database. User must have a persistent internet connection. Test case GUI.SRCH.PG.01 must be passed
Setup	Wait for the application gets the id and profile fragment of the visited user.
Procedure	[A01] Go to search and Discovery page
	[A02] Clicks the search box for searching

	[A03] Type letters from the phone's keyboard
	[A04] Clicks on one of the searched user profiles
	[V01] Observe Search results that matches with typed input
	[V02] Navigate to clicked user's profile page
Cleanup	-

7.1.38 GUI.SRCH.PG.04

TC_ID	GUI.SRCH.PG.04
Purpose	Ensures that user can click onto artworks and views artwork in detail.
Requirements	R14
Priority	M
Estimated Time Needed	2 seconds.
Dependency	The System must be able to connect to Database. User must have a persistent internet connection. Test case GUI.SRCH.PG.02 must be passed.
Setup	-
Procedure	[A01] Go to search and Discovery page
	[A02] Clicks the search box for searching
	[A03] Type letters from the phone's keyboard
	[A04] Clicks on one of the searched artwork's profile
	[V01] Observe Search results that matches with typed input
	[V02] Enlarges the clicked artwork and displays details of the artwork.
Cleanup	-

7.1.39 GUI.NOT.PG.01

TC_ID	GUI.NOT.PG.01
Purpose	Ensures that user can views the notifications on notification page
Requirements	R15
Priority	M
Estimated Time Needed	2 seconds.
Dependency	The System must be able to connect to Database. User must have a persistent internet connection. At least one of the other users must have taken an action that triggers notification activity.
Setup	Wait for the application loading notification information from the database
Procedure	[A01] Go to search and Notification Page
	[V01] View the notifications through scrolling down the page to see more
Cleanup	-

7.1.40 GUI.NOT.PG.02

TC_ID	GUI.NOT.PG.02
Purpose	Ensures that user can visit other people's profiles
Requirements	R8,R13
Priority	L
Estimated Time Needed	1.5-2 seconds.
Dependency	The System must be able to connect to Database. User must have a persistent internet connection. At least one of the other users must have taken an action that triggers notification activity. Test case GUI.SRCH.PG.03 must be passed
Setup	Wait for the application loading notification information from the database Wait for the application gets the id and profile fragment of the visited user.
Procedure	[A01] Go to search and Notification Page
	[A02] Clicks on one of the user profiles on notification page.
	[V01] View the notifications through scrolling down the page to see more

	[V02] Navigate to clicked user's profile page
Cleanup	-

7.1.41 GUI.CH.ACH.PG.01

TC_ID	GUI.CH.ACH.PG.01
Purpose	Ensures that user can view challenges
Requirements	R17
Priority	H
Estimated Time Needed	1-1.5 seconds.
Dependency	The System must be able to connect to Database. User must have a persistent internet connection. Challenges and achievements must be up to date.
Setup	Wait for the application loading challenges and achievements from database. Wait for the application loading user completed challenges.
Procedure	[A01] Go to Challenges and Achievements page
	[V01] View Challenges.
	[V02] View completed challenges
Cleanup	-

7.1.42 GUI.CH.ACH.PG.02

TC_ID	GUI.CH.ACH.PG.02
Purpose	Ensures that user can view achievements
Requirements	R18
Priority	H
Estimated Time Needed	1-1.5 seconds.

Dependency	The System must be able to connect to Database. User must have a persistent internet connection. Challenges and achievements must be up to date.
Setup	Wait for the application loading challenges and achievements from database. Wait for the application loading user's achievement information.
Procedure	[A01] Go to Challenges and Achievements page
	[A01] Click on Achievements bar on the top
	[V01] View achievements
Cleanup	-

7.1.43 GUI.OP.01

TC_ID	GUI.OP.01
Purpose	The user can see his/her own artworks.
Requirements	R20
Priority	Medium
Estimated Time Needed	30 Seconds
Dependency	The user must be successfully logged in to his/her account.
Setup	Open the application.
Procedure	[A01] Click on the "My Profile" button.
	[V01] Observe the own artworks.
Cleanup	-

7.1.44 GUI.OP.02

TC_ID	GUI.OP.02
Purpose	Ensure that the user can update his/her profile picture via a compatible file from the device's gallery.
Requirements	R20
Priority	Medium

Estimated Time Needed	45 Seconds
Dependency	The user must be successfully logged in to his/her account.
Setup	Open the application.
Procedure	[A01] Click on the “My Profile” button.
	[A02] Click on the “Pencil” button.
	[A03] Click on the “Edit Profile Picture” button.
	[A04] Click on the “Choose from Gallery” button.
	[A05] Select a picture from the device’s gallery.
	[V01] Observe the new profile picture.
Cleanup	Load the updated profile page by closing the current pop-ups

7.1.45 GUI.OP.03

TC_ID	GUI.OP.03
Purpose	Ensure that the user can update his/her profile picture via a photo captured from the device’s gallery.
Requirements	R20
Priority	Medium
Estimated Time Needed	45 Seconds
Dependency	The user must be successfully logged in to his/her account.
Setup	Open the application.
Procedure	[A01] Click on the “My Profile” button.
	[A02] Click on the “Pencil” button.
	[A03] Click on the “Edit Profile Picture” button.
	[A04] Click on the “Take Photo” button.
	[A05] Capture a photo.
	[A06] Confirm the update operation via clicking the “tick” button.
	[V01] Observe the new profile picture.
Cleanup	Load the updated profile page by closing the current pop-ups

7.1.46 GUI.OP.04

TC_ID	GUI.OP.04
Purpose	Ensure that the user can update his/her username correctly.
Requirements	R20
Priority	Medium
Estimated Time Needed	45 Seconds
Dependency	The user must be successfully logged in to his/her account.
Setup	Open the application.
Procedure	[A01] Click on the “My Profile” button.
	[A02] Click on the “Pencil” button.
	[A03] Click on the “Edit Username” button.
	[A04] Enter a new username.
	[A05] Click on “Change Username” button.
	[V01] Observe the updated username.
Cleanup	Load the updated profile page by closing the current pop-ups

7.1.47 GUI.FLL

TC_ID	GUI.FLL
Purpose	Ensure that the user can see his/her followers’ list properly.
Requirements	R21
Priority	Medium
Estimated Time Needed	30 Seconds
Dependency	The user must be successfully logged in to his/her account.
Setup	Load the followers’ list.
Procedure	[A01] Click on the “My Profile” button.
	[A02] Click on the “Followers” text.
	[V01] Observe the followers list.

Cleanup	-
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7.1.48 GUI.FOL

TC_ID	GUI.FOL
Purpose	Ensure that the user can see his/her follows' list properly.
Requirements	R21
Priority	Medium
Estimated Time Needed	30 Seconds
Dependency	The user must be successfully logged in to his/her account.
Setup	Load the followers' list.
Procedure	[A01] Click on the "My Profile" button.
	[A02] Click on the "Follows" text.
	[V01] Observe the follows list.
Cleanup	-

7.1.49 GUI.SGNO

TC_ID	GUI.SGNO
Purpose	Ensure that the user can successfully logs out of his/her account.
Requirements	R24
Priority	Medium
Estimated Time Needed	1 Minute
Dependency	The user must be successfully logged in to his/her account.
Setup	The internet connection must be consistent.
Procedure	[A01] Click on the "Hamburger" button.
	[A02] Click on the "Sign Out" button.
	[V01] Observe that application navigates to "Sign In" page.
Cleanup	If the remember me button was activated loads the username and password

7.1.50 GUI.CHAL.01

TC_ID	GUI.CHAL.01
Purpose	Ensure that the system correctly displays the user's challenge progress.
Requirements	R19
Priority	Low
Estimated Time Needed	3 Minutes
Dependency	The user must be successfully logged in to his/her account.
Setup	The user completes a challenge.
Procedure	[A01] Click on the "Trophy" icon.
	[V01] Observe the challenge progresses.
Cleanup	-

7.1.51 GUI.CHAL.02

TC_ID	GUI.CHAL.02
Purpose	Ensure that the system correctly updates the user's challenge progress.
Requirements	R19
Priority	Low
Estimated Time Needed	5 Minutes
Dependency	The user must be successfully logged in to his/her account.
Setup	The user makes a challenge progress.
Procedure	[A01] Click on the "Trophy" icon.
	[A02] See the latest challenges.
	[A03] Make progress for a desired challenge.
	[V01] Observe that the system updates the challenge progresses.
Cleanup	-

7.1.52 GUI.CHAL.03

TC_ID	GUI.CHAL.03
Purpose	Ensure that the system periodically updates the challenges.
Requirements	R19
Priority	Low
Estimated Time Needed	10 Minutes
Dependency	The user must be successfully logged in to his/her account.
Setup	Specified amount of time has passed.
Procedure	[A01] Click on the “Trophy” icon.
	[V01] Observe the latest updated challenges.
Cleanup	-

7.1.53 GUI.COM

TC_ID	GUI.COM
Purpose	Ensure that the user can see the comments made on a related artwork properly.
Requirements	R22
Priority	Medium
Estimated Time Needed	45 Seconds
Dependency	The user must be successfully logged in to his/her account.
Setup	Load the comments.
Procedure	[A01] Click on the “My Profile”/ “My Feed”/ “Home Page” button.
	[A02] Click on a comment bubble located below the desired artwork.
	[V01] Observe the comments.
Cleanup	-

7.1.54 GUI.SRCH.ART.BTN.01

TC_ID	GUI.SRCH.ART.BTN.01
Purpose	Search a user account

Requirements	R32
Priority	High.
Estimated Time Needed	10 seconds.
Dependency	The users must be successfully logged in to their accounts.
Setup	Enter a username
Procedure	[A01] Go to discovery page.
	[A02] Write a username.
	[A03] Click the search bar or wait 5-10 seconds
	[V01] Observe that there is a username account.
Cleanup	-

7.1.55 GUI.SRCH.ART.BTN.02

TC_ID	GUI.SRCH.ART.BTN.02
Purpose	Search an artwork
Requirements	R32
Priority	High.
Estimated Time Needed	10 seconds.
Dependency	The users must be successfully logged in to their accounts.
Setup	Enter an artwork's name
Procedure	[A01] Go to discovery page.
	[A02] Write an artwork tag.
	[A03] Click the search bar or wait 5-10 seconds
	[V01] Observe that there is an artwork image.
Cleanup	-

7.1.56 GUI.CHNG.PWD.BTN.01

TC_ID	GUI.CHNG.PWD.BTN.02
Purpose	Set a new password

Requirements	R25
Priority	Medium.
Estimated Time Needed	30 seconds.
Dependency	The users must be successfully logged in to their accounts.
Setup	Enter a not valid prompt which not contains at least 8 characters that contains at least one number, a special character and a big character.
Procedure	[A01] Go to settings page.
	[A02] Go to change password page.
	[A03] Write a new valid password
	[A04] Confirm the new password
	[A05] Click the change password button
	[V01] Observe that there is a success message.
Cleanup	Direct to the home page

7.1.57 GUI.CHNG.PWD.BTN.02

TC_ID	GUI.CHNG.PWD.BTN.02
Purpose	Set a new password
Requirements	R25
Priority	Medium.
Estimated Time Needed	30 seconds.
Dependency	The users must be successfully logged in to their accounts.
Setup	Enter a not valid prompt which not contains at least 8 characters that contains at least one number, a special character and a big character.
Procedure	[A01] Go to settings page.
	[A02] Go to change password page.
	[A03] Write a new valid password
	[A04] Confirm the new password
	[A05] Click the change password button
	[V01] Observe that there is an error message due to the invalid password enter.
Cleanup	Clean the text boxes

7.1.58 GUI.CHNG.THM.BTN

TC_ID	GUI.CHNG.THM.BTN
Purpose	Switch app theme
Requirements	R26
Priority	Low.
Estimated Time Needed	20 seconds.
Dependency	The users must be successfully logged in to their accounts.
Setup	-
Procedure	[A01] Go to settings page.
	[A02] Click the change theme button
	[V01] Observe that the current theme changed.
Cleanup	-

7.1.59 GUI.PRMT.TB.01

TC_ID	GUI.PRMT.TB.01
Purpose	Enter image prompt less or equal to 300 characters
Requirements	R28
Priority	Medium.
Estimated Time Needed	1 min.
Dependency	The users must be successfully logged in to their accounts.
Setup	Set current prompt length as 0 characters and max prompt length as 300 in promptCounter Label
Procedure	[A01] Go to generate artwork page.
	[A02] Enter a valid prompt.
	[V01] Observe that the given prompt is shown in the textbox panel
Cleanup	-

7.1.60 GUI.PRMT.TB.02

TC_ID	GUI.PRMT.TB.02
Purpose	Enter a image prompt greater than 300 chracters
Requirements	R28
Priority	Medium.
Estimated Time Needed	1 min.
Dependency	The users must be successfully logged in to their accounts.
Setup	Set current prompt lenght as 0 chracters and max prompt lenght as 300 in promptCounter Label
Procedure	[A01] Go to generate artwork page.
	[A02] Enter a valid prompt contains more than 300 characters.
	[V01] Observe that the given prompt is stop after 300 characters
Cleanup	-

7.1.61 GUI.PRMT.TB.03

TC_ID	GUI.PRMT.TB.03
Purpose	Don't enter any prompt
Requirements	R28
Priority	Medium.
Estimated Time Needed	1 min.
Dependency	The users must be successfully logged in to their accounts.
Setup	Set current prompt lenght as 0 chracters and max prompt lenght as 300 in promptCounter Label
Procedure	[A01] Go to generate artwork page.
	[A02] Don't enter any prompt.
	[V01] Observe that the text box will be empty by indicates please enter a prompt.
Cleanup	-

7.1.62 GUI.NGT.PRMT.TB.01

TC_ID	GUI.NGT.PRMT.TB.01
Purpose	Enter negative image prompt less or equal to 300 characters
Requirements	R28
Priority	Medium.
Estimated Time Needed	1 min.
Dependency	The users must be successfully logged in to their accounts.
Setup	Set current prompt length as 0 characters and max prompt length as 300 in negativePromptCounter Label
Procedure	[A01] Go to generate artwork page.
	[A02] Enter a valid prompt.
	[V01] Observe that the given prompt is shown in the textbox panel
Cleanup	-

7.1.63 GUI.NGT.PRMT.TB.02

TC_ID	GUI.NGT.PRMT.TB.02
Purpose	Enter negative image prompt greater than 300 characters
Requirements	R28
Priority	Medium.
Estimated Time Needed	1 min.
Dependency	The users must be successfully logged in to their accounts.
Setup	Set current prompt length as 0 characters and max prompt length as 300 in negativePromptCounter Label
Procedure	[A01] Go to generate artwork page.
	[A02] Enter a valid prompt contains more than 300 characters.
	[V01] Observe that the given prompt is stop after 300 characters
Cleanup	-

7.1.64 GUI.NGT.PRMT.TB.03

TC_ID	GUI.NGT.PRMT.TB.03
Purpose	Don't enter any negative prompt
Requirements	R28
Priority	Medium.
Estimated Time Needed	1 min.
Dependency	The users must be successfully logged in to their accounts.
Setup	Set current prompt length as 0 characters and max prompt length as 300 in negativePromptCounter Label
Procedure	[A01] Go to generate artwork page.
	[A02] Don't enter any prompt.
	[V01] Observe that the text box will be empty by indicates please enter a prompt.
Cleanup	-

7.1.65 GUI.PSTL.BTN.01

TC_ID	GUI.PSTL.BTN.01
Purpose	Choose a style option
Requirements	R28
Priority	Low.
Estimated Time Needed	5 seconds.
Dependency	The users must be successfully logged in to their accounts.
Setup	Loads the style options
Procedure	[A01] Go to generate artwork page.
	[A02] Choose a style option.
	[V01] Observe that the chosen style is change it color as shows that the style selected.
Cleanup	-

7.1.66 GUI.PSTL.BTN.02

TC_ID	GUI.PSTL.BTN.02
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Purpose	Don't choose a style option
Requirements	R28
Priority	Low.
Estimated Time Needed	2 seconds.
Dependency	The users must be successfully logged in to their accounts.
Setup	Loads the style options
Procedure	[A01] Go to generate artwork page.
	[A02] Don't choose a style option.
	[V01] Observe that all the style options remain as same color.
Cleanup	-

7.1.67 GUI.STRY.SWT.01

TC_ID	GUI.STRY.SWT.01
Purpose	Enable add story switch
Requirements	R29
Priority	High.
Estimated Time Needed	5 seconds.
Dependency	The users must be successfully logged in to their accounts.
Setup	Load the switch option as diasble
Procedure	[A01] Go to generate artwork page.
	[A02] Enable the add story switch.
	[V01] Observe that the switch's color changes.
Cleanup	-

7.1.68 GUI.STRY.SWT.02

TC_ID	GUI.STRY.SWT.02
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Purpose	Disable add story switch
Requirements	R29
Priority	High.
Estimated Time Needed	5 seconds.
Dependency	The users must be successfully logged in to their accounts.
Setup	Load the switch option as diasble
Procedure	[A01] Go to generate artwork page.
	[A02] Enable the add story switch.
	[A03] Disable the add story switch.
	[V01] Observe that the switch's color remains same. [A04] Don't touch the story switch
	[V02] Observe that the switch's color remains same.
Cleanup	-

7.1.69 GUI.GEN.IMG.BTN

TC_ID	GUI.GEN.IMG.BTN
Purpose	Generate image and optional story
Requirements	R28, R29
Priority	High.
Estimated Time Needed	1 min.
Dependency	The users must be successfully logged in to their accounts. The user must enter an image prompt
Setup	Collect the image prompt, negative prompt, style choose, and switch status
Procedure	[A01] Go to generate artwork page.
	[A02] Enter image prompt
	[A03] Enter negative prompt (Optional)
	[A04] Choose style option (Optional)
	[A05] Enable add story switch (Optional)
	[A06] Click generate button.
	[V01] Observe that the loading creation bar and switch the page to result creation page.

Cleanup	-
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7.1.70 GUI.IMG.VW.01

TC_ID	GUI.IMG.VW.01
Purpose	Shows the generated image picture
Requirements	R28
Priority	Medium
Estimated Time Needed	30 seconds.
Dependency	The users must be successfully logged in to their accounts. Test case GUI.GEN.IMG.BTN must be passed with a meaningful image prompt
Setup	Collect the image prompt, negative prompt, style choose, and switch status
Procedure	[A01] Go to story result page.
	[V01] Observe that after the loading bar, in result creation page generated image showed.
Cleanup	-

7.1.71 GUI.IMG.VW.02

TC_ID	GUI.IMG.VW.02
Purpose	Don't shows the generated image picture
Requirements	R28
Priority	Medium
Estimated Time Needed	30 seconds.
Dependency	The users must be successfully logged in to their accounts. Test case GUI.GEN.IMG.BTN must be passed with and meaningless image prompt
Setup	Collect the image prompt, negative prompt, style choose, and switch status
Procedure	[A01] Go to story result page.
	[V01] Observe that after the loading bar, in result creation page error image showed.
Cleanup	-

7.1.72 GUI.DL.IMG.BTN

TC_ID	GUI.DL.IMG.BTN
Purpose	Download the image shows in Image View to local storage
Requirements	R30
Priority	Low
Estimated Time Needed	5 seconds.
Dependency	The users must be successfully logged in to their accounts. Test case GUI.GEN.IMG.BTN must be passed
Setup	Upload the DALLE api result to the application
Procedure	[A01] Go to story result page.
	[A02] Click the download button
	[V01] Observe that there will be notification message indicates that the image downloaded.
Cleanup	-

7.1.73 GUI.STRY.CNT.TW.01

TC_ID	GUI.STRY.CNT.TW.01
Purpose	Shows the generated image story
Requirements	R29
Priority	High
Estimated Time Needed	40 seconds.
Dependency	The users must be successfully logged in to their accounts. Test cases GUI.GEN.IMG.BTN, GUI.STRY.SWT.01 must be passed
Setup	Upload the DALLE api result to the application
Procedure	[A01] Go to story result page.
	[V01] Observe that there will be story about the image.
Cleanup	-

7.1.74 GUI.STRY.CNT.TW.02

TC_ID	GUI.STRY.CNT.TW.02
Purpose	Don't shows the generated image story
Requirements	R29
Priority	High
Estimated Time Needed	5 seconds.
Dependency	The users must be successfully logged in to their accounts. Test cases GUI.GEN.IMG.BTN, GUI.STRY.SWT.02 must be passed
Setup	Upload the DALLE api result to the application
Procedure	[A01] Go to story result page.
	[V01] Observe that there won't be a story about the image.
Cleanup	-

7.1.75 GUI.SHR.RB.01

TC_ID	GUI.SHR.RB.01
Purpose	Shows the artwork to all users
Requirements	R28, R29
Priority	Medium
Estimated Time Needed	10 seconds.
Dependency	The users must be successfully logged in to their accounts. Test cases GUI.GEN.IMG.BTN must be passed
Setup	Wait to upload the DALLE api result to the application Wait to upload the GPT api result to the application
Procedure	[A01] Go to story result page.
	[A02] Click the public radio button
	[V01] Observe that the radio button color is set by seeing change of the color and the shape.
Cleanup	-

7.1.76 GUI.SHR.RB.02

TC_ID	GUI.SHR.RB.02
Purpose	Shows the artwork to followers
Requirements	R28, R29
Priority	Medium
Estimated Time Needed	10 seconds.
Dependency	The users must be successfully logged in to their accounts. Test cases GUI.GEN.IMG.BTN must be passed
Setup	Wait to upload the DALLE api result to the application Wait to upload the GPT api result to the application
Procedure	[A01] Go to story result page.
	[A02] Click the private radio button
	[V01] Observe that the radio button color is set by seeing change of the color and the shape.
Cleanup	-

7.1.77 GUI.TAG.DSPLY.TW

TC_ID	GUI.TAG.DSPLY.TW
Purpose	Shows the artwork tag
Requirements	R28, R29
Priority	Low
Estimated Time Needed	2 seconds.
Dependency	The users must be successfully logged in to their accounts. Test cases GUI.GEN.IMG.BTN must be passed
Setup	Wait to open the story generation result page load
Procedure	[A01] Go to story result page.
	[V01] Observe that the tag is seen inside the text view.
Cleanup	-

7.1.78 GUI.SHR.BTN

TC_ID	GUI.SHR.BTN
Purpose	Shares the artwork with third-party apps
Requirements	R28, R29
Priority	Low
Estimated Time Needed	20 seconds.
Dependency	The users must be successfully logged in to their accounts. Test case GUI.GEN.IMG.BTN, GUI.STRY.CNT.TW.01 must be passed
Setup	Wait to open the story generation result page load
Procedure	[A01] Go to story result page.
	[A02] Click the shareButton
	[A03] Choose any third-party app
	[V01] Observe that the artwork will be send to the selected app.
Cleanup	-

7.1.79 GUI.SND.BTN

TC_ID	GUI.SND.BTN
Purpose	Saves the artwork her/his profile along with the firebase
Requirements	R28, R29, R31
Priority	High
Estimated Time Needed	30 seconds.
Dependency	The users must be successfully logged in to their accounts. Test case GUI.GEN.IMG.BTN must be passed
Setup	Wait to open the story generation result page load
Procedure	[A01] Go to story result page.
	[A02] Click the sendButton
	[V01] Observe that the artwork will be saved both to the profile page and the firebase.
Cleanup	-