

**ÇANKAYA UNIVERSITY**  
**COMPUTER ENGINEERING DEPARTMENT**  
**CENG 408**  
**2024-2025 TEST PLAN**

*EmoTagger- A Community Driven Emotion Annotation Tool*



<i>Kübra Begüm Üleş</i>	<i>201611059</i>
<i>Hamza Basil Waheed</i>	<i>201911500</i>
<i>Samed Tuğkan Çinko</i>	<i>201811020</i>
<i>Selin Uzunoğlu</i>	<i>202011041</i>
<i>Serhat Yıldız</i>	<i>202211404</i>
<i>Taha Emre KARATAŞ</i>	<i>202011025</i>

## Table of Contents

1. INTRODUCTION.....	2
1.1 Version Control .....	2
1.2 Overview .....	2
1.3 Scope .....	2
1.4 Terminology .....	2
2. FEATURES TO BE TESTED .....	2
3. FEATURES NOT TO BE TESTED .....	3
4. ITEM PASS/FAIL CRITERIA .....	3
4.1 Exit Criteria .....	3
5. REFERENCES.....	3
6. TEST DESIGN SPECIFICATIONS .....	4
6.1 Gamification System.....	4
6.1.1 Subfeatures to be tested .....	4
6.1.2 Test Cases .....	4
6.2 <b>Form Validation</b> .....	4
6.2.1 Subfeatures to be tested .....	4
6.2.2 Test Cases .....	4
6.3 <b>Graphical User Interface (GUI)</b> .....	5
6.3.1 Subfeatures to be tested .....	5
6.3.2 Test Cases .....	6
6.4 Admin Panel .....	7
6.4.1 Subfeatures to be tested .....	7
6.4.2 Test Cases .....	7
6.5 General Features.....	8
6.5.1 Subfeatures to be Tested.....	8
6.5.2 Test Cases.....	8
7. DETAILED TEST CASES .....	8

# 1. INTRODUCTION

## 1.1 Version Control

Version	Description of Changes	Date
1.0	First Version	March 2025

## 1.2 Overview

This document defines the test plan for the EmoTagger web application. The project is a crowdsourced emotion tagging platform that allows users to listen to music and tag the emotions they experience. It includes a gamified interface, community engagement features, and an analytics dashboard for data tracking.

## 1.3 Scope

This test plan includes the testing scope, test strategy, design specifications, pass/fail criteria, detailed test cases, and schedule for GUI, admin panel, user interaction forms, and feedback system.

## 1.4 Terminology

Acronym	Definition
GUI	Graphical User Interface
ADM	Admin Dashboard
FORM	Form Validation

# 2. FEATURES TO BE TESTED

- Graphical User Interface (GUI)
- Emotion Annotation Module
- Gamification System
- Admin Dashboard
- Form Validation
- Music Player Controls
- Navigation Bar
- Point-Based Leaderboard
- Admin Panel Navigation
- CSV export functionality

### 3. FEATURES NOT TO BE TESTED

- External API for music recommendation (handled by third-party)
- Payment or donation-related systems (not included in current scope)
- Badge system
- Multi-Language Support

### 4. ITEM PASS/FAIL CRITERIA

A test case is considered **passed** if the actual output matches the expected output under the given test conditions. It is **failed** if any mismatch, error, or unexpected behavior is observed.

#### 4.1 Exit Criteria

- 100% of the test cases are executed
- 95% of the test cases passed

- All high and medium priority test cases passed

## 5. REFERENCES

- EmoTagger\_SRS\_V1.0, February 2025
- EmoTagger\_SDD\_V1.0, February 2025

## 6. TEST DESIGN SPECIFICATIONS

### 6.1 Gamification System

#### 6.1.1 Subfeatures to be Tested

- Earn Points for Tagging (GAM.POINTS)
- Display Leaderboard (GAM.LBD)

#### 6.1.2 Test Cases

TC ID	Requirement	Priority	Scenario Description
GAM.POINTS.01	Tag Counting	High	User tags 1 song, verify point increment
GAM.LBD.01	Leaderboard Display	Medium	Leaderboard shows user's rank after tagging

### 6.2 Form Validation

#### 6.2.1 Subfeatures to be Tested

- Registration Form (FORM.REG)
- Login Form (FORM.LOGIN)
- Empty and Invalid Fields (FORM.INVALID)

### 6.2.2 Test Cases

TC ID	Requirement	Priority	Scenario Description
FORM.REG.01	Required Fields	High	Submit registration form with empty fields, error messages appear
FORM.REG.02	Email Format Check	Medium	Enter invalid email, system rejects input
FORM.LOGIN.01	Wrong Credentials	High	Try to login with wrong password, system displays error
FORM.INVALID.01	Prevent Double Submit	Medium	Rapid double-click on submit only sends one request

## 6.3 Graphical User Interface (GUI)

### 6.3.1 Subfeatures to be Tested

- Start Tagging (GUI.STRT\_BTN)
- Submit Emotion (GUI.SUB\_BTN)
- View Profile (GUI.PROF\_BTN)
- Music Player Controls (GUI.MUSIC\_BTN)
- Navigation Bar (GUI.NAV)

### 6.3.2 Test Cases

TC ID	Requirement	Priority	Scenario Description	Status
GUI.STRT_BTN.01	Start Tagging Page	High	Open homepage, click "Start Tagging" button	Pass
GUI.SUB_BTN.01	Submit Emotion Tag	High	Select emotion and click submit while listening	Pass
GUI.MUSIC_BTN.01	Music Playback	High	Play, pause, skip, and return music controls	Pass
GUI.NAV.01	Navigation Function	High	Click each nav bar item and verify redirection	Pass

## 6.4 Admin Panel

### 6.4.1 Subfeatures to be Tested

- User Management (ADM.USR)
- View Statistics (ADM.STATS)
- Review Tag Logs (ADM.REV\_TAGS)

### 6.4.2 Test Cases

TC ID	Requirement	Priority	Scenario Description	Status
ADM.USR.01	Deactivate Account	High	Admin disables user and test login fails	Pass
ADM.STATS.01	View Tagging Stats	High	Access analytics and confirm data chart	Pass
ADM.REV_TAGS.01	Review Tag Logs	Medium	Admin filters and views historical tags	Pass

## 6.5 General Features

### 6.5.1 Subfeatures to be tested

- Point System (GEN.POINTS.01)
- Leaderboard Display ( GEN.LEADERBOARD.01)



TC ID	Requirement	Priority	Scenario Description	Status
GEN.POINTS.01	Tagging, Point Rule	High	Tag a music and verify points increase	Pass
GEN.LEADERBOARD.01	Leaderboard View	Medium	Check if users are ranked based on points	Pass

## 7. DETAILED TEST CASES

### 7.1 ADM.USR.01

- **Purpose:** Validate that the admin can deactivate a user account
- **Requirements:** Admin User Management
- **Priority:** High
- **Estimated Time:** 3 minutes
- **Setup:** Admin is logged in, test user is active
- **Procedure:**
  1. Navigate to the User Management section
  2. Select a user account
  3. Click on 'Deactivate'
  4. Attempt to log in with that user's credentials
- **Expected Result:** Login fails, user is marked as inactive

- **Cleanup:** Reactivate user if needed

## 7.2 GUI.MUSIC\_BTN.01

- **Purpose:** Verify music player buttons work correctly
- **Requirements:** Music Playback
- **Priority:** High
- **Estimated Time:** 3 minutes
- **Setup:** Song is ready to be played
- **Procedure:**
  1. Click 'Play' and verify audio starts
  2. Click 'Pause' and verify audio stops
  3. Click 'Next' to skip song
  4. Click 'Previous' to return to the previous song
- **Expected Result:** Music controls respond accordingly
- **Cleanup:** None

## 7.3 GAM.LBD.01

- **Purpose:** Ensure leaderboard updates based on user activity
- **Requirements:** Gamification - Leaderboard
- **Priority:** Medium
- **Estimated Time:** 3 minutes
- **Setup:** Two or more users with different tag counts
- **Procedure:**
  1. User A performs more tags than User B
  2. Go to leaderboard page
- **Expected Result:** User A is ranked higher than User B
- **Cleanup:** None

#### 7.4 GUI.STRT\_BTN.01

- **Purpose:** Verify that the tagging interface appears when 'Start Tagging' is clicked
- **Requirements:** GUI Functionality
- **Priority:** High
- **Estimated Time:** 2 minutes
- **Dependencies:** Homepage must load correctly
- **Setup:** User is logged in and on the homepage
- **Procedure:**
  1. Click on the 'Start Tagging' button
  2. Verify that the tagging panel appears
- **Expected Result:** Emotion tagging panel appears successfully
- **Cleanup:** Return to homepage

#### 7.5 FORM.REG.01

- **Purpose:** Validate that empty registration form returns proper errors
- **Requirements:** Form Validation
- **Priority:** High
- **Estimated Time:** 2 minutes
- **Setup:** Navigate to registration form
- **Procedure:**
  1. Leave all fields blank
  2. Click 'Register'
- **Expected Result:** Error messages displayed for all required fields
- **Cleanup:** Refresh form

#### 7.6 ADM.EXPORT.01

- **Purpose:** Verify admin can export data to CSV
- **Requirements:** Admin Export Module
- **Priority:** High
- **Estimated Time:** 3 minutes
- **Setup:** Login as admin
- **Procedure:**
  1. Open Admin Dashboard
  2. Click on 'Export CSV'
- **Expected Result:** File download is triggered
- **Cleanup:** Delete test file if needed

## 7.7 GEN.POINTS.01

- **Purpose:** Verify that user earns points when tagging a music
- **Requirements:** Point System, MusicTagging
- **Priority:** High
- **Estimated Time:** 2 minutes
- **Setup:** Log in as a regular user
- **Procedure:**
  1. Navigate to a music item
  2. Tag the music with an emotion
  3. Return to user profile or database
- **Expected Result:** User's point value increases (e.g. +10)
- **Cleanup:** Reset user points if needed

## 7.8 GEN.LEADERBOARD.01

- **Purpose:** Confirm leaderboard shows users correctly ranked by their points
- **Requirements:** Leaderboard Page, Point Tracking
- **Priority:** Medium
- **Estimated Time:** 3 minutes
- **Setup:** Ensure multiple users exist with different tag counts
- **Procedure:**
  1. Visit /Leaderboard as guest or logged-in user
  2. Observe the order of users displayed
- **Expected Result:** Users with more points appear higher in the list
- **Cleanup:** None

## 7.9 ADM.PANEL.01

- **Purpose:** Ensure admin can access and navigate all admin panel sections
- **Requirements:** Admin Panel, Navigation
- **Priority:** High
- **Estimated Time:** 2 minutes
- **Setup:** Log in with an admin account
- **Procedure:**
  1. Click on “Admin Panel” from sidebar
  2. Click links for Dashboard, Users, Musics
- **Expected Result:** Each link navigates to the correct view with no error
- **Cleanup:** Log out from admin account