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

*EmoTagger- A Community Driven Emotion Annotation Tool*



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## 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
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
- Multi-language Support
- Navigation Bar

### 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)

### 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)
- Unlock Badges (GAM.BADGES)
- 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.BADGES.01	Badge Unlocking	Medium	After tagging 10 songs, badge appears on profile
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)

- Language Switch (GUI.LANG\_BTN)
- Navigation Bar (GUI.NAV)

### 6.3.2 Test Cases

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

## 6.4 Admin Panel

### 6.4.1 Subfeatures to be Tested

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

### 6.4.2 Test Cases

TC ID	Requirement	Priority	Scenario Description
ADM.USR.01	Deactivate Account	High	Admin disables user and test login fails
ADM.EXPORT.01	Export CSV Data	High	Click export and verify downloaded file
ADM.STATS.01	View Tagging Stats	High	Access analytics and confirm data chart
ADM.REV_TAGS.01	Review Tag Logs	Medium	Admin filters and views historical tags



## 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 GUI.LANG\_BTN.01

- **Purpose:** Confirm UI language changes dynamically
- **Requirements:** Localization
- **Priority:** Medium
- **Estimated Time:** 2 minutes
- **Setup:** User is logged in
- **Procedure:**
  1. Open settings or click on the language switcher icon
  2. Select 'Turkish'
  3. Verify all UI elements are translated
  4. Switch back to 'English'
- **Expected Result:** UI updates immediately based on selected language
- **Cleanup:** Leave interface in English

### 7.4 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

## 7.5 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

## 7.6 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

### 7.7 GAM.BADGES.01

- **Purpose:** Verify badge is awarded after 10 emotion tags
- **Requirements:** Gamification System
- **Priority:** Medium
- **Estimated Time:** 5 minutes
- **Dependencies:** GAM.POINTS.01 must pass
- **Setup:** User account with less than 10 tags
- **Procedure:**
  1. Perform emotion tagging on 10 songs
  2. Navigate to user profile
- **Expected Result:** Badge for tagging 10 songs is displayed
- **Cleanup:** None

### 7.8 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