# ÇANKAYA UNIVERSITY COMPUTER ENGINEERING DEPARTMENT CENG 408

## **2024-2025 TEST PLAN**

# **EmoTagger- A Community Driven Emotion Annotation Tool**



| Kübra Begüm Üleş   | 201611059 |
|--------------------|-----------|
| Hamza Basil Waheed | 201911500 |
| Samed Tuğkan Çinko | 201811020 |
| Selin Uzunoğlu     | 202011041 |
| Serhat Yıldız      | 202211404 |
| Taha Emre KARATAŞ  | 202011025 |

# **Table of Contents**

| 1.   | INTRODUCTION                    | . 2 |
|------|---------------------------------|-----|
|      | 1.1 Version Control             | 2   |
|      | 1.2 Overview                    |     |
|      | 1.3 Scope                       |     |
|      | 1.4 Terminology                 |     |
|      |                                 |     |
| 2.   | FEATURES TO BE TESTED           |     |
| 3.   | FEATURES NOT TO BE TESTED       | 3   |
| 4    | ITEM PASS/FAIL CRITERIA         | . 3 |
|      | 4.1 Exit Criteria               | ••• |
|      |                                 |     |
| 5.   | REFERENCES                      |     |
| 6.   | TEST DESIGN SPECIFICATIONS      | 4   |
|      | 6.1 Gamification System         |     |
|      | 6.1.1 Subfeatures to be tested  |     |
|      | 6.1.2 Test Cases                |     |
|      |                                 |     |
|      | 6.2 Form Validation             | 1   |
|      | 6.2.1 Subfeatures to be tested  | 4   |
|      | 6.2.2 Test Cases                |     |
| 63 C | raphical User Interface (GUI)5  |     |
|      | 5.3.1 Subfeatures to be tested  |     |
|      | 5.3.2 Test Cases                |     |
| O    | 5.5.2 Test Cases                |     |
|      | 6.4 Admin Panel7                |     |
|      | 6.4.1 Subfeatures to be tested  | 7   |
|      | 6.4.2 Test Cases                |     |
|      | 6.5 General Features 8          |     |
|      | 6.5.1 Subfeatures to be Tested. |     |
|      | 6.5.2 Test Cases                |     |
| _    |                                 |     |
| 7.   | DETAILED TEST CASES8            |     |

## 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<br>Description                           |
|---------------|------------------------|----------|---|
| GAM.POINTS.01 | Tag Counting           | High     | User tags 1 song,<br>verify point<br>increment    |
| GAM.LBD.01    | Leaderboard<br>Display | Medium   | Leaderboard shows<br>user's rank after<br>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<br>Description   |
|-----------------|-----------------------------|----------|---|
| FORM.REG.01     | Required<br>Fields          | High     | Submit registration form with empty fields, error messages appear |
| FORM.REG.02     | Email Format<br>Check       | Medium   | Enter invalid<br>email, system<br>rejects input                   |
| FORM.LOGIN.01   | Wrong<br>Credentials        | High     | Try to login with<br>wrong password,<br>system displays<br>error  |
| FORM.INVALID.01 | Prevent<br>Double<br>Submit | Medium   | Rapid double-<br>click on submit<br>only sends one<br>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<br>Description                                 | Status |
|----------------------|---------------------|----------|---|--------|
| GUI.STRT<br>_BTN.01  | Start Tagging Page  | High     | Open homepage, click "Start Tagging" button             | Pass   |
| GUI.SUB_<br>BTN.01   | Submit Emotion Tag  | High     | Select emotion and click submit while listening         | Pass   |
| GUI.MUSI<br>C_BTN.01 | Music Playback      | High     | Play, pause,<br>skip, and<br>return music<br>controls   | Pass   |
| GUI.NAV.0            | Navigation Function | High     | Click each<br>nav bar item<br>and verify<br>redirection | Pass   |

## **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<br>Description                          | Status |
|-----------------|-----------------------|----------|--|--------|
| ADM.USR.01      | Deactivate<br>Account | High     | Admin disables<br>user and test<br>login fails   | Pass   |
| ADM.EXPORT.01   | Export CSV<br>Data    | High     | Click export<br>and verify<br>downloaded<br>file | Pass   |
| ADM.STATS.01    | View Tagging<br>Stats | High     | Access analytics and confirm data chart          | Pass   |
| ADM.REV_TAGS.01 | Review Tag<br>Logs    | Medium   | Admin filters<br>and views<br>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<br>Description                               | Status |
|--------------------|---------------------|----------|---|--------|
| GEN.POINTS.01      | Tagging, Point Rule | High     | Tag a music and verify points increase                | Pass   |
| GEN.LEADERBOARD.01 | Leaderboard<br>View | Medium   | Check if<br>users are<br>ranked<br>based on<br>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

#### **7.11 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