UI Testing

# All

We might want to have a activity title bars that indicate what activity the user is supposed to be doing… Maybe like bread crumbs, eg, Gardening Guru: Set Zone.

# Main Activity

We might want to change “SET ZIP CODE” to “SET ZONE”.

We might want to change “Your hardiness zone is:” to “Your USDA hardiness zone is:” to be more descriptive.

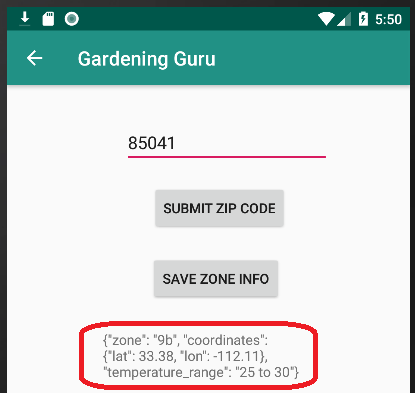
# Zone Lookup Activity

## General:

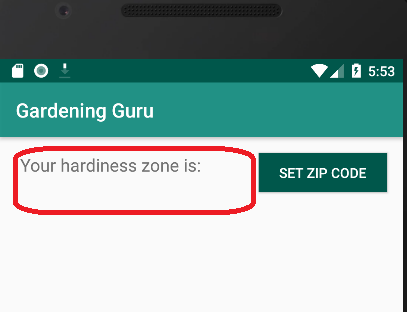
We might want to change “SUBMIT ZIP CODE” to “LOOK-UP ZONE”.

## After looking up the zone:

The toast should be presented in a user-friendly way:



When returning to the main activity, the zone is not displayed:



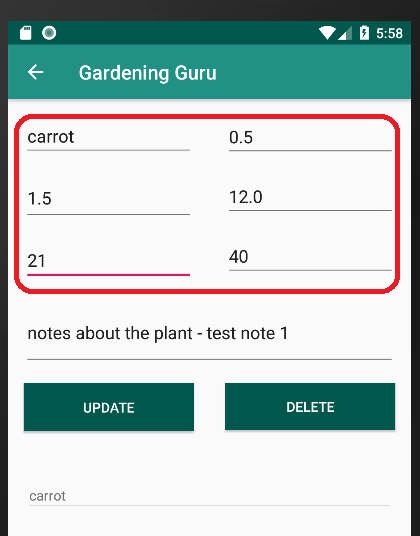
# Edit Plant Activity

## General

Maybe the plant name should be converted to proper case automatically.

## When editing an existing plant.

When you load a plant, you don’t know what each field indicates. This makes it hard to edit the plant. I think we need some way to indicate what each field is, other than the tip inside a blank field.



When you have selected an existing plant, it doesn’t seem like there’s a way to clear the ui and enter a new plant. Maybe there needs to be a “NEW” button.

## When the keyboard is active:

It seems like part of the UI is cut off by the keyboard. Maybe we can move things up a little.

