**Testing Requirements**

**Account Creation:**

Account creation will be tested by not allowing multiple accounts to be created using the same username or email. If the same username or email is entered in account creation, the system should return ‘username/email is already in use’ and prevent a second account from being created with those account details.

**Login Screen:**

Login screen should be accessed upon opening the app. This will be tested by making sure that this screen is accessed within 10 seconds of opening the app. The login feature will also be testing by making sure that the user is logged into their account when entering their correct details. If wrong details are entered, the system should return ‘Wrong username/password entered.’

**Team/League Selection:**

The team and league selection features should allow the user to be taken to the selected team or leagues stats and results page. This will be tested by ensuring that the user is taken to the correct team or leagues page and that the loading time of the page is no longer than 5 seconds.

**Favourited Team/Player:**

The favourite feature should allow the user to mark a team or player to add them to their favourited page. This feature will be tested by checking that each favourited player/team is saved to the favourited page as well as saved to the account so that it is accessible when loging back in.

**Favourite Team/ Player Page:**

The favourite page should have a list of each favourited team and player. This will be tested by checking that each favourited team/player appears in the list, and that the list is sorted in the correct order e.g., Alphabetical. The page should also have a loading time of no longer than 5 seconds.

**Betting Site Comparison:**

The betting site comparison should pull from the website <https://www.oddschecker.com> to show odds on upcoming games. This will be tested by checking that the statistics are showing the same as the website, and that the stats are being updated at least daily.