

Title: System and Unit Test Report

Product Name: Munch

Team: Cookie Monster

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System Test Scenarios:

Sprint 4:

1. As a user, I would like to be able to save restaurants as favorites.
 - Incomplete
2. As a consumer, I want to be surprised by my restaurant choices.
 - Type in food that you would like to search.
 - View the list of food in your area.
 - Press Surprise button located at the bottom.
 - Should see a page filled with information of a random restaurant in your area.
3. As a developer, I want to complete my aesthetic changes to the product.
 - The application should look clean and intuitive.

Sprint 3:

1. As a consumer, I want to know what restaurants are good in my area.
 - Type in the search bar what food you want.
 - Press search button.
 - Display the results of your search in the list.
2. As a user, I would like to have a way to contact restaurants.
 - Incomplete/Put in backlog
3. As a user, I want to know how far away restaurants are.
 - When brought to a restaurant page, click on the page map button.
 - App takes you to google maps with the address of your location specified.

Sprint 2:

1. As a user, I need to be able to visually scroll through restaurants in my area so that I can find possible places of interest.
 - Search for some type of location.
 - Scroll through different restaurants that fit your search. This includes tapping on the filter android button to search through your results.
2. As a user, I need to be able to navigate through the interface intuitively.
 - Create easy to use interface.
 - User should be able to use the application without needing the help of guidance.

Sprint 1:

1. As a developer, I need to know how to effectively make an Android app.
 - The application utilizes several different android concepts such as activities, layout files, and so forth.

Unit Testing: