

Check list for testing mobile application "TO-DO MVP" (based on I SLICED UP FUN model by JONATHAN KOHL)

Module	Action for verification						
MAIN FUNCTION OF APPLICATION	Verify that user can :						
	1. Add NEW TASK						
	2. Edit added TASK						
	3. Delete added TASK						
	4. Observe list of all tasks						
	5. Can check tasks which is completed as done						
	6. Delete completed tasks from board(all or only checked)						
	7. Observe list of active task						
	8. Observe list of completed task						
	9. Refresh application						
	10. Observe statistics of task in some available charts and diagrams						
	FOR EXEMPLE: column charts, bar charts, pie charts, doughnut charts, line charts, area charts						
	11. Have opportunity to connect tasks to build in application calendar						
	11. Have opportunity to connect tasks to build in application calendar						
	12. Verify that build-in calendar works correct						
	13. Have opportunity to connect application with build-in mobile calendar (android or iOS)						
	14. Verify that default settings and options work correctly						
INPUTS INTO THE DEVICE	Verify that:						
	Built-in keyboard/keypad works correctly						
	Touch screen gestures and typing are ok						
	Synching with other devices						
	Peripherals that you can plug in to the device						
	Hold the device differently when inputting						

STORE CERTIFICATION	VERIFY:				
	1. Submission specifications				
	2. Development guide for this APP				
	3. User guide for error handling, location services, permissions for user privacy items, accessibility, etc.				
LOCATION	Verify				
	1. Movement, stopping suddenly				
	2. Geo-location errors				
	3. Connection issues due to interference				
	4. Moving from one data network to another (eg. wifi to wifi, wifi to wireless broadband, wireless broadband to wifi, others)				
INTERACTIONS/ INTERRUPTIONS	1. Running multiple applications				
	2. Utilizing multitasking				
	3. Using other applications, then using the application you are testing (email, calendar, texting, note taking, others)				
	4. Notifications appear (new emails, phone calls, text messages, other notifications)				
	5. Error messages occur (losing connections, notifications, operating system and other errors)				
COMMUNICATION	Verify behavior of application when it				
	1. IN or OUT CALL				
	2. SMS , MMS, EMAIL, NOTIFICATION OR MESSAGE FROM SOCIAL MEDIA				
ERGONOMICS	Verify ergonomic params				
DATA	Verify how behave app if input special characters, different languages when an update occurs				
	Verify different size of files – if the application uses outside files, try using different file types				
	Verify how the application reacts on updates, and how it depends				
USABILITY	Instructions can be incomplete or misleading, items can be labeled incorrectly				

		Look for any actions that are awkward, confusing, or slow		
PLATFORM		Verify how work application on devices and platforms which is end user used		
		VERIFY:		
NETWORK		1.Connections (lack of signal strength) or moving from one network to another		
		Wifi		
		Wireless broadband		
		Dead spots		
		Moving from one data network to another (eg. wifi to wifi, wifi to wireless broadband, wireless broadband to wifi, others)		