**Trinty Rewards - Testing Document**

**1. Introduction**

The purpose of this document is to show the testing methods used to test the functionality, performance, and security of **Trinty Rewards**. The app provides users with rewards points for using fast food services. The document covers **test cases** for different features.

**Testing Scope**

The app's key functionalities to be tested are:

* **User Signup/Log In**
* **Reward Points System**
* **Cart System (Add to Cart, Checkout)**
* **UI/UX on Multiple Devices**

**Test Environment Setup**

* **Android Studio Version**: 2023.2.1 (LadyBug)
* **JDK Version**: JDK 17 or higher
* **Target Devices**:
  + Emulator (Pixel 5, Android 11)
  + Physical Device (Samsung Galaxy S21, Android 12)
* **Test Data**:
  + Test user email: [testuser@example.com](mailto:testuser@example.com)
  + A strong password of the user's choice

**3. Test Cases**

**3.1 First-time User Reward**

**Objective**: Make sure that a new user is rewarded with 10 points on their first login.

* **Test Case**: Launch the app for the first time and log in.
* **Steps**:
  1. Open the app for the first time.
  2. Sign up with a test user account (email: testuser@example.com).
  3. Log in with the test account.
* **Expected Outcome**: The user should see a **"Welcome! You have earned 10 points!"** notification.
* **Actual Outcome**: [Worked]
* **Status**: [Pass]

**3.2 User Login and Points Accumulation**

**Objective**: Make sure that points are added after multiple app logins.

* **Test Case**: Login 5 times and check the reward system.
* **Steps**:
  1. Log in using a valid test account.
  2. Close and reopen the app.
  3. Repeat the login process 5 times.
  4. Check the reward points displayed after each login.
* **Expected Outcome**: The user should receive a **"Welcome back! Thank you for using the app!"** after the 5th login.
* **Actual Outcome**: [Worked]
* **Status**: [Pass]

**3.3 Cart and Checkout Process**

**Objective**: Check that the cart works and points are updated after purchase.

* **Test Case**: Add items to the cart, checkout, and check the points reward.
* **Steps**:
  1. Add items to the cart.
  2. Proceed to checkout.
  3. Confirm the total amount and taxes.
  4. Confirm the reward points are displayed and updated.
  5. Complete the checkout process.
* **Expected Outcome**:
  1. The cart should update with the correct total amount.
  2. The user should receive points based on the total fee (e.g., 10 points per £1 spent).
  3. A thank-you message should appear, and points should be added to the account.
* **Actual Outcome**: [Worked
* **Status**: [Pass]

**3.4 Reward Points Display**

**Objective**: Make sure that the reward points are properly displayed in the user interface and updated after purchases.

* **Test Case**: Verify that the points display is updated correctly.
* **Steps**:
  1. Log in to the app.
  2. Make a purchase (add items to cart, checkout).
  3. Check the points display in the user profile and cart.
* **Expected Outcome**: The points should be updated correctly, reflecting the reward points for the transaction.
* **Actual Outcome**: [When first clicking the checkout button its doesn’t display right]
* **Status**: [Pass]

**4. Test Results and Logs**

| **Test Case** | **Expected Outcome** | **Actual Outcome** | **Status (Pass/Fail)** |
| --- | --- | --- | --- |
| First-time User Reward | "You have earned 10 points!" notification | Worked | Pass |
| User Login and Points Accumulation | "Welcome back! Thank you for using the app!" | Worked | Pass |
| Cart and Checkout Process | Points are added after checkout | Worked | Pass |
| Reward Points Display | Points display updated correctly | Fixed after the Test | Pass |

* **UI/UX Testing**: Making sure that all screens display correctly across different screen sizes (e.g. phone and tablet).
* **Edge Case Testing**:
  + Try logging in with invalid credentials (e.g., wrong password).
  + Test the app's response when the user tries to purchase items

**Conclusion**

This document serve as a guide for testing the **Trinity Rewards App** to ensure all functionalities are working as expected.