**Estimation document**

## **General**

We have to develop a sport tracking application, mainly targeting runners, cyclists and yoga enthusiasts.

The application has a mobile version that can be installed on latest Android and iOS versions. The mobile application will have simplified features compared to the web app, but will also have a recording option that will be missing from the web application.

The Web version should work on the latest Chrome and Firefox versions.

The application will have a cloud-based database for all its users and their activities.

- installation Android

- installation iOS

- compatibility testing on Chrome/Firefox

- responsiveness -mobile browser

- uninstall Android

- uninstall iOS

- cookie sessions

TC creation - 105 mins

TC execution - 210

Buffer -50

## **Sign on/Login**

The user can login with an account or via facebook/google/apple accounts.

Every user can Sign On using a valid email and a password or the previously mentioned accounts. The Sign on can be made on both mobile and web applications. When first logging on, the user will need to provide a username, his/her email, a password and a password confirmation (identical to the password field) The password should be at least 8 characters long and should have at least an Upper case, a number and a special character. The email provided should be valid. The first login will only be available after accessing a link the application will send to the registration email.

The login can be done both on mobile and web.

* Login with valid credentials x2
* Login invalid credentials x2
* Login screen display - password with \*\*\* X2
* Sign on - email validation positive x2
* Sign on - email validation negative x2
* Sign on - password format valid x2
* Sign on - password invalid x2
* Sign on - password confirmation x2
* Login with apps x 6
* Sign on - unique and format verification x2
* Email sent after sign on x2
* Cannot sign in before pressing link x2
* Can log in with link x2
* Cannot use link multiple times x2

TC creation -480

TC execution -480

Buffer -100

## **Settings/Personal information**

The user needs to insert the following personal information: name, year of birth, gender, height, and weight and profile picture. These information can be modified on both mobile and web app

None of the personal information is mandatory, but if height and weight are not inserted, your recorded sessions will not have a caloric count associated to them.

Name should be varchar(255), year of birth is a drop down with values from 1990 to current year, the weight and height accept double values from 1 to 500, for weigh and 0.1 to 3 for height. Gender is a drop down with: female, male, other, not chosen. The profile picture should be .jpeg or .png file of maximum 10MB

* Everything empty x2
* Personal information valid x2
* Personal info invalid x2

TC creation - 270

TC execution - 360

Buffer - 95

## **Exercises**

The mobile app needs access to your location. If you do not grant access, the outdoor exercises will not have a map associated with them. Using the location, the map will be built using the GPS values received from your mobiles location.

The mobile app has a section where you can select a type of exercise: running, cycling, swimming, and indoor workout and then you can start recording your workout.

After pressing stop, the workout is displayed in your feed.

All outdoor workouts will have a map associated with it(if location is enabled, as stated above), recorded using the phone location data.

The user can add photos to his/her sport session. The number of pictures per exercise is max 5 and the size limit is similar to the one for profile picture.

The user can also manually modify the workout - the number of kilometers and the duration can be modified by hand. Kilometers should always be a number (double) and the duration should always be put in the form of HH:MM:SS.

On the web app, the user can manually add an exercise – he/she can select the sport and add the duration and kilometers (respecting the same rules as stated above)

If the user has weight and height in the profile, the application will automatically calculate calories based on the duration and the type of sport, using a calories count external api.

* Location on verification
* Location off - record outdoor
* Location on - record outdoor
* Location off/on - indoor
* Select type of exercise for recording
* Recording test -play/pause/stop
* Recording saved and displayed in feed x2
* Edit a workout
* Edit a workout -invalid values
* Manually add a workout
* Integration with calorie api
* Performance multiple recordings

TC creation - 260

TC execution -360

Tool for performance - research ,install, setup, execution - 3 days

Buffer -50

## **Setting/Gear**

On the web app, the user can also add gear associated with each sport. To add a new Gear, the user needs to add a name(varchar(255) and select a sport (same list as per workout)

* Add gear
* Add incorrect values

TC creation - 30

TC execution - 40

Buffer -

## **Feed**

The feed is accessible for both mobile and web app. The user can see the latest workouts for both his/her activities and for other people from their friends list

The feed is organized by date (latest workout first)

The workout is displayed in the feed as follows: Username and sport, below you have the time and distance (where applicable) and the map or pictures, if available.

-feed accessibility x2

- load testing x2

- date display x2

- feed details x2

- UI testing x2

TC creation - 180

TC execution -500

Buffer -50

## 

## **Friends**

The user can look for friends on both app versions and connect to certain people. The acceptance must be mutual. Only after both parties have accepted the friendship will their workouts appear on each other’s feeds.

The user can like others' exercises and add comments to them. The comments are varchar(255)

A user can see who liked their exercises.

* search people x2
* Connection request x2
* Acceptance/rejection request x2
* Likes x2
* Comment + emoji+gif+empty x2
* Comment size too big x2

TC creation - 180

TC execution -360

Buffer -30

## **Profile/Personal Bests**

The user can go to his/her profile/personal bests section on both mobile and web app and see his/her best results per sport (exemple: best time for 5k , 10k for running, best 40k,50k for cycling)

The user can compare his/her bets results with other people they are following by accessing their profile/personal best sections

* Personal best -sport dependant x2
* Personal best - calculation x2
* Personal best -friends x2

TC creation - 90

TC execution -180

Buffer -15

Performance mai ales mobile; database load -2 day

Accessibility

Usability - mobile/web - 1 day

Tool setup - emulator - 2 day

Test plan - 3 days