Title:
easeL

Vision:
To make a fun, easy to use mobile app that allows for quick collaboration with others, whether the user wants to communicate or just doodle.

VCS Link:
https://github.com/DJW0519/CSCI-3308-Project

Who:
Raymond Miller
Darren White
Devan Birmingham
Eric Lindemann
Nick Zimmerman

Automated Tests:
We've used a unit test framework for Android SDK called Robotium:
https://code.google.com/p/robotium/

We plan to meet with a TA to show our tests running.

User Acceptance Tests:
Attached below

Project Name: easeL

Test Case Template

Test Case ID: unittest_1	Test Designed By: Eric
Test Priority(Low/Medium/High): Low	Test Designed Date: 4/1/2015
Module Name: Splash Screen	Test Executed By: Nick
Test Title: Verify exit button	Test Executed Date: 4/1/2015
Description: Test that exit button exits the app	

Pre-conditions:

Dependencies:

Step	Test Steps	Expected Result	Actual Result	Status(Pass/Fail)	Notes
1	Press Exit Button	App closes	App closes	Pass	

Project Name: easeL

Test Case Template

Test Case ID: unittest_2   Test Designed By: Raymond

Test Priority(Low/Medium/High): Medium   Test Designed Date: 4/1/2015

Module Name: Splash Screen   Test Executed By: Devan

Test Title: Verify draw button   Test Executed Date: 4/1/2015

Description: Test that button that enters the whitboard screen

Pre-conditions:

Dependencies:

Step	Test Steps	Expected Result	Actual Result	Status(Pass/Fail Notes
1	Press Draw Button	App progresses to drawing scree	App progresses to drawing scree	Pass

Project Name: easeL

Test Case Template

Test Case ID: unittest_3   Test Designed By: Nick

Test Priority(Low/Medium/High): Low   Test Designed Date: 4/1/2015

Module Name: Whiteboard   Test Executed By: Raymond

Test Title: Verify exit button   Test Executed Date: 4/1/2015

Description: Test point drawing functionality

Pre-conditions:

Dependencies:

Step	Test Steps	Expected Result	Actual Result	Status(Pass/Fail Notes
1	Press draw button	App progresses to draw screen	App progresses to draw screen	Pass
2	Press finger to screen and hold	Dot is drawn under user's finger	Nothing is drawn	Fail

Project Name: easeL

Test Case Template

Test Case ID: unittest_4   Test Designed By: Devan

Test Priority(Low/Medium/High): High   Test Designed Date: 4/1/2015

Module Name: Whiteboard   Test Executed By: Darren

Test Title: Verify exit button   Test Executed Date: 4/1/2015

Description: Test the drawing functionality

Pre-conditions:

Dependencies:

Step	Test Steps	Expected Result	Actual Result	Status(Pass/Fail Notes
1	Press draw button	App progresses to draw screen	App progresses to draw screen	Pass
2	Press finger to screen and drag	Line is drawn under figer's path	Line is drawn under finger's path	Pass

Project Name: easeL

Test Case Template

Test Case ID: unittest_5   Test Designed By: Devan

Test Priority(Low/Medium/High): Medium   Test Designed Date: 4/1/2015

Module Name: Whiteboard   Test Executed By: Eric

Test Title: Verify exit button   Test Executed Date: 4/1/2015

Description: Test multi-line drawing functionality

Pre-conditions:

Dependencies:

Step	Test Steps	Expected Result	Actual Result	Status(Pass/Fail Notes
1	Press draw button	App progresses to draw screen	App progresses to draw screen	Pass
2	Press finger to screen and drag	Line is drawn under figer's path	Line is drawn under finger's path	Pass
3	Press finger to screen in another	Previous line is not continued	Previous line is not continued	Pass
4	Drag finger across screen	Line is drawn from second touch point	Line is drawn from second touch point	Pass