

Unit tests:

Menus: The menu bar on the side has equal spaced buttons with nice transitions between views and also buttons from the home screen

Test cases:

- To begin testing I ran the Xcode simulator on the iPhone XR which brings me to the homepage and leads to the first button press which comes to the animated cat page
- To test the menus the top left button is pressed which drops down the hamburger menu
- Then the top button under the menu collapse is pressed to lead to another view, then from that page return to the main page and test every button
- After the main page is tested every other view is tested going from one page to another and opening and closing the hamburger menu
- Every button was pressed and seen whether they switched to the correct views in a timely fashion and with the correct transition
- At the end the application is seen to have been fully tested and is closed

Cat appearance: The cats must remain hidden until the user earns them. To accomplish this they are linked to certain times and appear when the timer has reached a certain point.

Testing:

- First the program is run and the user navigates to the main animated cat view to see that all of the cats are missing
- Then the user navigates to the timer view and the timer is then instantiated with one of the four times (30 mins, 1 hour, 1.5 hours, 2 hours)
- Then it is swapped back to the animated cat page to make sure that the timer being at 30 minutes didn't reveal any cats
- The timer is then run and the user will switch back between views to make sure that when cats appear is coincides with the correct time
- The break button is used to test whether cats appear during that time
- The stop button is then used to make sure that the cats which were previously unlocked remain so

- The timer is restarted and the user waits until it finishes to make sure every cat appears and they remain