

Id	Title	Description	Preconditions	Steps	Result
1	Lecture	When you click on the button "search lecture hall", you should get to a menu where you can type in the desired lecture hall and then get the position on a map.	(7), (8)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Lecture Hall Button</li> <li>3. Type lecture hall into textfield</li> <li>4. Press Enter</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons is shown, after an intro.</li> <li>2. Lecture Hall Button simulates a "click". A new window with a Googlemap will be shown with an editable field along with a button.</li> <li>3. You can write text into the textfield.</li> <li>4. The button simulates a click and an inzoomed Googlemap will be shown which shows the desired lecture hall with a mark, if it does not exist, an error message will be shown.</li> </ol>
2	Micros	When you click on the "show micros" button, a menu where you can choose either Lindholmen or Johanneberg will turn up. When you've chosen the campus a map with all micros will be shown a map with all micros will be shown.	(7), (8), (9), (10)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Micro Button</li> <li>3. Press the Campus Button</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. Micro Button will simulate a click, a new window with two buttons will show up.</li> <li>3. The chosen button simulates a click and a Googlemap, zoomed in to match the specified campus will show up with all micros marked.</li> </ol>
3	Restaurants	When you press the "show restaurants" button, you get to choose campus and a map with the restaurants location on that campus will be shown.	(7), (8), (9), (10)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Restaurants Button</li> <li>3. Press the Campus Button</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. Restaurant Button will simulate a click, a new window with two buttons will show up.</li> <li>3. The chosen button simulates a click and a Googlemap, zoomed in to match the specified campus will show up with all restaurants marked.</li> </ol>
4	Studyroom	When you press the "book studyroom" button you will be transfered to time-edit where you can book a studyroom.	(7), (8)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Book Studyroom Button</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. The button simulates a click and time-edit will be shown where you can book grouprooms.</li> </ol>

5	ATM's	A function were you can see where all the ATM's are located on both campuses.	(7), (8), (9), (10)	1. Start Application 2. Press the ATM's Button 3. Press the Campus Button	1. Application window with buttons will show up, after an intro. 2. ATM's Button will simulate a click, a new window with two buttons will show up. 3. The chosen button simulates a click and a Googlemap, zoomed in to match the specified campus will show up with all ATM's marked.
6	Check In	You can log into a database located on a server to see where you and other logged in persons are.	(7), (8)	1. Start Application 2. Press the Check In Button 3. Type text into TextField 4. Press the Enter Button	1. Application window with buttons will show up, after an intro. 2. The button simulates a click and a Googlemap with a textfield and a button will appear. 3. You should be able to type in a text into the textfield. 4. The button simulates a click and a marker with your location will be shown and all other people who have used this function.
7	Menu Buttons	When you start the application, the buttons for each functions with their names on should appear.	(8),	1. Start Application 2. Buttons	1. Application window with buttons will show up, after an intro. 2. The buttons for each feature is shown.
8	Start Application	You start the application and an intro screen is shown before directing you to the application-screen.		1. Start Application	1. An intro will appear when you start the application before the menu shows up.
9	Campus Menu	When you've pressed a buttons which needs you to specify which campus you want information from, a campus menu will show up, different from the previous menu.	(7), (8), (2), (3), (5)	1. Start Application 2. Press Feature Button	1. Application window with buttons will show up, after an intro. 2. When you have pressed the button for the desired feature, the button simulates a click and a new menu will show up.
10	Campus Buttons	When the user press a button for certain features, a new menu will appear with two buttons.	(7), (8), (9)	1. Start Application 2. Press the Feature Button 3. Campus Menu 4. Buttons	1. Application window with buttons will show up, after an intro. 2. The button simulates a click. 3. A new menu shows up because of the click. 4. The buttons for the campus menu appears.

11	Get Directions	When you've used the feature "Search Lecture Hall" you can choose to use another feature to mark a path to the specified lecture hall.	(7), (8), (1), (12), (16), (17)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Lecture Hall Button</li> <li>3. Type Lecture Hall into TextField</li> <li>4. Press Enter</li> <li>5. Press Get Directions</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. Lecture Hall Button simulates a "click". A new window with a Googlemap will be shown with an editable field along with a button.</li> <li>3. You can write text into the textfield.</li> <li>4. The button simulates a click and an inzoomed Googlemap will be shown which shows the desired lecture hall with a mark, if it does not exist, an error message will be shown.</li> <li>5. When clicked, a marker shows your location and a blue path between you and the lecture hall you searched for.</li> </ol>
12	Get Directions Button	On the screen for the "Search Lecture Hall" feature there will be a button called "Get Directions" to get the user directions from his/her position to the given lecture hall.	(7), (8), (1), (16)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Lecture Hall Button</li> <li>3. Type Lecture Hall into TextField</li> <li>4. Press Enter</li> <li>5. Get Directions</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. Lecture Hall Button simulates a "click". A new window with a Googlemap will be shown with an editable field along with a button.</li> <li>4. The button simulates a click and an inzoomed Googlemap will be shown which shows the desired lecture hall with a mark, if it does not exist, an error message will be shown</li> <li>5. A button called "Get Directions" is visible on the screen.</li> </ol>
13	Check Bus	The user can choose the features "Check Bus" where two tables for the 16-bus's next 8 departures is shown, first table shows the departures from Johanneberg to Lindholmen and the table below shows the departures from Lindholmen to Johanneberg.	(7), (8), (14), (15)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Check Bus Button</li> <li>3. Refresh Button</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. The button simulates a click and a window with the tables of the 16-bus's departures from/to Johanneberg from/to Lindholmen is shown.</li> <li>3. A button named "refresh" should be shown on the screen, with the function of updating the tables.</li> </ol>

14	Refresh Button	A refresh button exists on the screen so that the user can update the tables to match the time shown on the cellphone.	(7), (8), (13), (15)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Check Bus Button</li> <li>3. Click on Refresh Button</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. The button simulates a click and a window with the tables of the 16-bus's departures from/to Johanneberg from/to Lindholmen is shown.</li> <li>3. The refresh button is shown on the screen and when you press it, an update will occur to match the present time.</li> </ol>
15	Bus Tables	When the user have pressed the "Check bus" button, two tables for the 16-bus will appear showing the next 8 departures from the present time.	(7), (8)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Check Bus Button</li> <li>3. Bus Tables</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. The button simulates a click.</li> <li>3. After the click, the tables for the 16-bus appears with the 8 next departures.</li> </ol>
16	Enter	On some features there are the option to type text into a textfield and press enter when done.	(7), (8), (1), (5)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Feature Button</li> <li>3. Type text into TextField</li> <li>4. Press Enter</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. Feature Button simulates a "click". A new window with a Googlemap will be shown with an editable field along with the enter button.</li> <li>3. You can write text into the textfield.</li> <li>4. The enter button is visible and simulates a click.</li> </ol>
17	Draw Path	In the Lecture Hall feature the user can press the button "Get Directions" which will get the user a marked path from the present location to the intyped lecture hall.	(7), (8), (1)	<ol style="list-style-type: none"> <li>1. Start Application</li> <li>2. Press the Lecture Hall Button</li> <li>3. Type Lecture Hall into TextField</li> <li>4. Press Enter</li> <li>5. Press Get Directions</li> </ol>	<ol style="list-style-type: none"> <li>1. Application window with buttons will show up, after an intro.</li> <li>2. Lecture Hall Button simulates a "click". A new window with a Googlemap will be shown with an editable field along with a button.</li> <li>4. The button simulates a click and an inzoomed Googlemap will be shown which shows the desired lecture hall with a mark, if it does not exist, an error message will be shown</li> <li>5. Get Directions button is visible and when pressed a mark showing your location will be visible and a blue path showing the way to your destination.</li> </ol>