

Test case #: 1 System: City of Assassins Executed by: Mikaela Lidström	Test case name: Register Account Short description: Test to register a new account. Execution date: 2014-05-23	Page: 1 of 9
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Pre-conditions:

1. The email or username does not already exist in the database.

Step	Action	Expected System Response	Pass/ Fail	Comment
1	press "sign up"	The application switches to the register activity.	Pass	
2	Fill in the textfields with information	The textfields gets filled with the input information.	Pass	
3	Press "register"	The user is saved in the database and the user is logged in and displayed the Main activity.	Pass	
4	Check post-condition 1		Pass	

Post-conditions:

1. The user is stored in the database.

Test case #: 2 System: City of Assassins Executed by: Mikaela Lidström	Test case name: Log in Short description: Test to log in with an account. Execution date: 2014-05-23	Page: 2 of 9
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Pre-conditions: 1. The user exists in the database

Step	Action	Expected System Response	Pass/ Fail	Comment
1	Enter user details	The information is displayed in the fields.	Pass	
2	Press "log in"	The Main activity is displayed.	Pass	
3	Check post-condition 1		Pass	

Post-conditions: 1. The User can see the main activity with the map, his location and the assassination button.
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Test case #: 3 System: City of Assassins Executed by: Mikaela Lidström	Test case name: Enter profile Short description: Test to enter profile page Execution date: 2014-05-23	Page: 3 of 9
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Pre-conditions:

1. The user is in either the main activity or the ranking activity.

Step	Action	Expected System Response	Pass/ Fail	Comment
1	Press menu button	The system displays all the menu items	Pass	
2	Press "Profile"	The system displays the profile page	Pass	
3	Check post-condition 1		Pass	

Post-conditions:

1. The User can see his profile picture, name, email, statistics and items.

Test case #: 4 System: City of Assassins Executed by: Mikaela Lidström	Test case name: Get target Short description: Test to acquire a target. Execution date: 2014-05-23	Page: 4 of 9
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Pre-conditions:

1. The user does not currently have a target assigned.

Step	Action	Expected System Response	Pass/ Fail	Comment
1	Press menu button	The information is displayed in the fields.	Pass	
2	Press "Get target"	The system displays a marker with the users new target.	Pass	
3	Check post-condition 1		Pass	

Post-conditions:

1. The User can see a target marker and a text of how far away the target is in meters.

Test case #: 5 System: City of Assassins Executed by: Mikaela Lidström	Test case name: Assassinate Target Short description: Test to assassinate a target. Execution date: 2014-05-23	Page: 5 of 9
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Pre-conditions:

1. The user has been assigned a target.
2. The user is closer than 50 meters to the target.

Step	Action	Expected System Response	Pass/ Fail	Comment
1	Press "assassinate target"	The system displays a message that user is successful.	Pass	
2	Check post-condition 1-5		Pass	
3	Press "assassinate target"	The system displays a message that user is unsuccessful.	Pass	
4	Check post-condition 6		Pass	

Post-conditions:

1. The users kill count is increased by 1 in the database.
2. The targets death count is increased by 1 in the database.
3. The user is set as the targets killer in the database.
4. The user sees a message that his kill was successful.
5. The target gets a notification that he was killed.
6. The user sees a message that his target escaped.

Test case #: 6 System: City of Assassins Executed by: Mikaela Lidström	Test case name: Collect item Short description: Test to collect an item from the hub. Execution date: 2014-05-23	Page: 6 of 9
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Pre-conditions: 1. The collect item is showing in the main activity. 2. NFC is activated on the phone.
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Step	Action	Expected System Response	Pass/Fail	Comment
1	Press "collect item"	A new view is presented to the user.	Pass	
2	Scan phone on the hub	A pop-up is displayed with the old and the new item.	Pass	
3	Press the picture of the new item	The system goes back to the main activity.	Pass	
4	Check post-condition 1-2		Pass	
5	Check action 1-2		Pass	
6	Press the picture of the old item	The system goes back to the main activity.	Pass	
7	Check post-condition 3		Pass	

Post-conditions: 1. The item gets connected to the user in the database. 2. The old items connection the the user is removed. 3. No data is changed in the database.

Test case #: 7 System: City of Assassins Executed by: Mikaela Lidström	Test case name: Take picture Short description: Test to change profile picture. Execution date: 2014-05-23	Page: 7 of 9
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Pre-conditions: 1. NFC is activated on the phone. 2. The user is in the profile activity
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Step	Action	Expected System Response	Pass/ Fail	Comment
1	Press menu button	The system displays all the menu items	Pass	
2	Press "Take picture"	A new view is presented to the user	Pass	
3	Scan phone on the hub	The LED-lamp of the camera glows red and a message is displayed to the user	Pass	
4	Check post-condition 1-2		Pass	

Post-conditions: 1. The profile picture is stored on the webserver. 2. The path to the profile picture and marker is updated in the database.

Test case #: 8 System: City of Assassins Executed by: Mikaela Lidström	Test case name: Send friend request Short description: Test to send a friend request. Execution date: 2014-05-23	Page: 8 of 9
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Pre-conditions:

1. The user is in the friend activity
2. The user have pressed "Add friends"

Step	Action	Expected System Response	Pass/ Fail	Comment
1	Enter a username in the textfield	The system displays the typed name in the textfield	Pass	
2	Press "Send"	The system displays a message that the request have been sent	Pass	
3	Check post-condition 1-2		Pass	
4	Check action 1		Pass	
5	Press "Send"	The system displays a message that there is no such user	Pass	
6	Check post-condition 3		Pass	

Post-conditions:

1. A relation between the users are created in the database
2. The request is displayed in the other users "Friend requests"-tab
3. Nothing changes

Test case #: 9 System: City of Assassins Executed by: Mikaela Lidström	Test case name: Accept friend request Short description: Test to accept a friend request. Execution date: 2014-05-23	Page: 9 of 9
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Pre-conditions:

1. A friend request is pending.
2. The user is in the friend activity.
3. The user have pressed "Friend requests".

Step	Action	Expected System Response	Pass/ Fail	Comment
1	Press on the username	The system displays a pop-up	Pass	
2	Press "Do nothing"	The pop-up is closed	Pass	
3	Check post-condition 1		Pass	
4	Check action 1		Pass	
5	Press "Accept"	The pop-up is closed	Pass	
6	Check post-condition 2-3		Pass	
7	Check action 1		Pass	
8	Press "Deny"	The pop-up is closed	Pass	
9	Check post-condition 4-5		Pass	

Post-conditions:

1. Nothing is changed in the tab.
2. The relation is updated in the database.
3. The accepted user is added to the "Friendlist"-tab for both users.
4. The relation is removed from the database.
5. The user is removed from the "Friend requests"-tab.