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Capstone

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Test Cases

The purpose of a test case is to write out the steps that a normal user might go through and what the program should do in those situations. The case shouldn’t be extremely detailed, but enough to get an idea of how the program should behave.

**Opening the app**

The user will press the icon for the app. The app should load up the start screen. If it is the first time it has been loaded up, it will take the user to the set reminders page, and inform the user how the reminders work.

**Using the character biographies**

When the user is in the biographies pages, there will be a row of pictures. The first few will be unlocked, but the rest will be whited out. The user can either swipe left or right to move through the pictures. When the user taps the any one of the pictures the picture will flip over revealing the biography of the character.

**Using the brushing timer**

From the start page the user will click on the brushing timer logo. The user will be taken to the brushing timer page. From there the user can start the timer for brushing their teeth. Any time between the start and two minutes, the user can press the stop button. After the time has stopped the program will not allow the user to press anything else on the pag.

**Going to the flappy game**

While the user is in the start page, the user can press the flappy game button. The user will then be taken to the flappy game page.

**Adjusting the language of the app**

While the user is on the start page, the user can press the button to change the app’s language. The default should be set to English. When the user presses the button the language will be set to Spanish.

**Adjusting the flappy game options**

While the user is on the flappy game page, the user can press the game options button. This will take the user to a page that will allow them to change the options. The first option will be the sound. This will have a slide bar that the user can move right to increase the sound, or move left to decrease the sound volume. The other option will be the difficulty. This option will cycle through the difficulties as the user presses it.