

# PROJECT SCOPE

## **STAR WARS**

Mobile Browser Application

FOR

**Client:** FLAT CIRCLE (PTY) H.R.

**Date:** 17th October 2017

**Revision:** 2

# Summary

**Flat Circle** would like to have a native mobile App built that would allow Star Wars fans to browse the information provided by the free Star Wars API - <https://swapi.co/>

## Project outline

Create a browser Mobile App that pulls data from the Star Wars API, caches and displays it. The App should have a list of films which shows more detail when tapped on.

This exercise is intended to show off your coding style and knowledge as well as initiative. Creative freedom is granted and there are bonus elements marked for extra value.

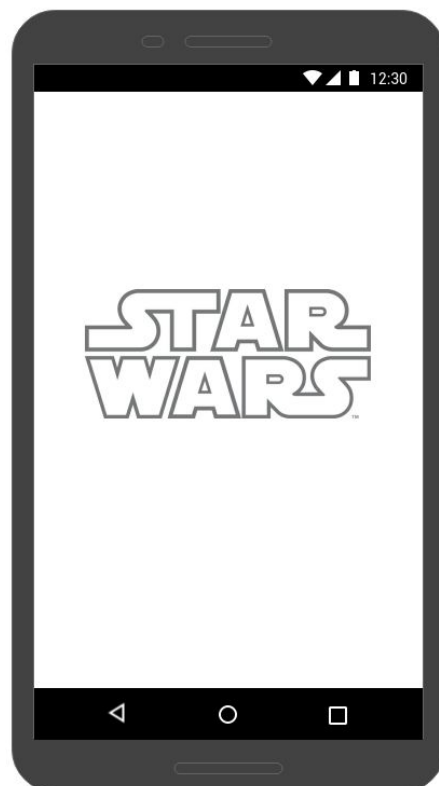
The following wireframes and screen requirements showcases the user flow —

### 1. Splash Screen

All App initialization and data synchronization should be done during the splash screen.

Proceed to Movie list once all relevant loading has completed.

(Show a loading indicator if waiting time is noticeably long.)



## 2. Film List

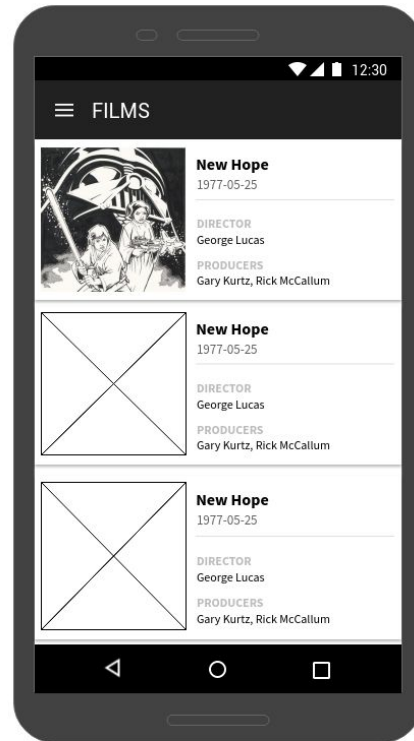
List view listing all of the movies, displaying only the following information —

- Film Titles
- Release date
- Directors
- Producers
- Film image (\*\* bonus)

Order list by release date.

When list Film item is tapped on, proceed to detail screen for that Film.

(Show a loading indicator if waiting time is noticeably long.)



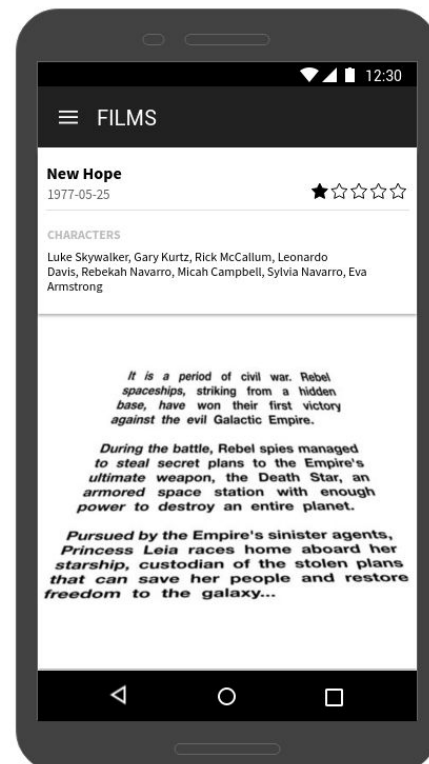
## 3. Film Detail

Show the film detail with the following information —

- Film Title
- Release date
- IMDB Rating (\*\* bonus)
- Characters
- Crawling Text

The crawling text should ideally be prospective distorted and animated similarly to the opening of the film. (\*\* bonus)

(Show a loading indicator if waiting time is noticeably long.)



# Quality Assurance

## API Testing

1. Build test cases for the API calls that will be used in the App, build a test suite which you are able to export & share with any REST testing tool — e.g <https://insomnia.rest/>
  - a. Ensure implementation is working as specified, i.e. according to requirements specification
  - b. Describe how you would test regressions in between releases and how this could be automated.
2. Describe a strategy of how you would go about load testing the Star Wars API noting the following.
  - a. The Software used
  - b. Different load strategies tested
  - c. When would you do load testing in the development cycle?

## Mobile App Testing

Showcase a mobile App testing strategy which takes into account the following

1. Functional test cases, e.g
  - a. What to be verified?
  - b. Input data
  - c. Steps to be executed
  - d. Expected result
  - e. Actual result
  - f. App's performance for designated and non-designated tasks
  - g. Compatibility in different devices, screen size, resolutions, OS versions
  - h. Adequate prevention from performing undesired actions
  - i. Misinterpretation or comprehensibility issues on the UI and design of the app.
2. Interruption test cases, e.g
  - a. App behaviour when Making / Receiving calls, alerts, etc.
  - b. Resuming App from the same point when switching between another app
3. Performance test cases, e.g
  - a. Time taken to launch the application
  - b. Time taken to initialize & synchronize data (splash)
  - c. Application battery and resource consumption
  - d. Application performance in low device battery
  - e. App state during mobile / wifi network state changes

4. UI testing

- a. Describe automation strategies and how to implement them together with the developers as part of the development cycle.
- b. Font options, zoom-in and out and legibility
- c. Interface changes with change in screen orientation