CISC 327: Assignment 1 - Flight Booking System

Requirement 1 - Search available flights

Test Case Name: User finds flight.

Objective: User is able to find the flight they hope to book.

Action: The user uses the search function to search a variety of flights that meet the criteria and then is able to select from the list of flights.

Assert: Once the user finds the flight they are searching for, allow them to click on the flight and provide more information.

Requirement 2 - Seat Selection

Test Case Name: User selects their seat

Objective: User is able to upgrade in order to select their desired seat for their selected flight.

Action: The user is meant to choose the option to upgrade to have the option to select their seat. They then should be able to make their selection from the diagram of the available seats.

Assert: The user should receive confirmation of their selection.

Requirement 3 - Luggage Options

Test Case Name: User selects luggage option

Objective: The user should select extra baggage options which are presented during the booking process.

Action: The user will be presented with options for adding on any luggage they choose to bring with them on top of whatever the airline is already providing.

Assert: The user will be given a confirmation of their selection.

Requirement 4 - Price Breakdown

Test Case Name: The user is presented with the price breakdown of their selections

Objective: The correct price and options will be shown to the user.

Action: The user will overlook the price and verify its correctness. They will then confirm their choices.

Assert: After confirming the user will be prompted to pay for their flight.

Requirement 5 - Payment

Test Case Name: The user pays for the flight

Objective: The user is able to pay for their flight in the application.

Action: Once the user has confirmed the price they will then have to enter their payment details. Once confirming their payment details there will then be payment verification.

Assert: Once the user has paid they will be given payment verification in the form of a receipt.

Requirement 6 - Flight Information

Test Case Name: The user is given the flight and boarding information

Objective: The user is given access to the flight and boarding information.

Action: The user is given finalized flight details as well as boarding details that they must interact with and follow in order to board their flight.

Assert: The user is able to check into and board their flight through the boarding information.

Figma UI

https://www.figma.com/design/yMbFgWQPbgJ3ePr55OzmWF/CISC-327---Airplane-Ticket?node-id=0-1&t=OZUSlbRW7AQfkbMF-1