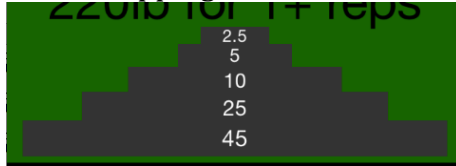Manual Test Plan Week 3

- Weight Animation
  - Both pound and kilo plates should animate when any set button is clicked on
  - The plates should touch but should not overlap in their final positions
  - Weights should be stacked in order of increasing size/weight
 - Double tapping on a set should not animate weights

  -
- Set Timer
  - Double tapping on a set button should make the set timer information pop-up appear.
  - The times displayed should be consisted, for each set, with the time the user hit the corresponding set button.
  - Set1 should first be set to the time the view loads
  - If a set has not been clicked yet the timer should not display a time for that set
  - The time since last set field should display the number of seconds since that last set was clicked
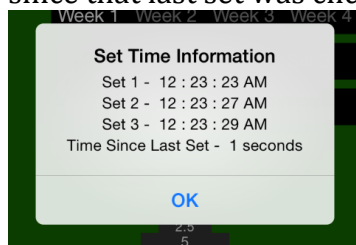
  -
- Record A Lift
  - The user should be able to record a set from the main lift view
  - The last video taken, unless deleted should be loaded into the player when returning to this view even after closing the app
  - The player should not automatically start
  - The player should loop after a taken video is watched
  - The user should be able to share the video via messages, mail and facebook but not twitter.
  - The text the users shares the video with should be auto populated to contain information on the cycle, week, set, weight, reps, date and lift and should contain a link to this app in the appstore
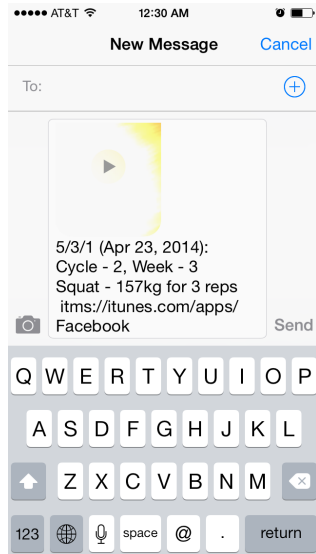
- Advertisements
  - Banner ads should display at the button of every view except the record a lift view on the larger iPhones
  - Banner ads should display at the button of every view except the record a lift view and main lift view on the smaller iPhones
  - Banners should not interfere with any of the pages' content or ever prevent the user from entering input