

# System and Unit Test Report

**Product Name: SlugDex**

**Team Name: The Slug Surveyors**

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## System Test Scenarios

### **Sprint 1**

- As a player, I want to see my live location on a map so that I can see how close I am to a target location

Scenario:

1. Start SlugDex application
2. Player can see their location centered on google maps
3. Player can see markers where target locations are

- As a player, I want to have entries that contain information about a location so that I can learn and discover facts about campus
- As a player, I want to see entries in a thoughtful way so that I can discover information about it.

Scenario:

1. Start SlugDex application
2. Press the button to open the entry list page
3. User should see all of the entries are populated
4. Press on an entry to open it
5. User should see all of the information about an entry
6. Repeat for all entries in the entry list page

### **Sprint 2**

- As a player, I want a picture or map-related hint so that I can more easily discover this entry.

Scenario:

1. Start SlugDex application with at least one location marked undiscovered
2. User can see a circle hint radius on the map where it can be discovered
3. Press the button to open the entry list page
4. Click on an undiscovered entry to view its information
5. Click the question mark button to show the user on the map where the associated hint circle is

- As a player, I want to mark locations as found so that I can view the entry corresponding to it and collect it.

Scenario 1:

1. Start SlugDex application with all locations marked as undiscovered

2. Tap the hint radius of an entry on the map while not in it
3. Press the button to open the entry list page
4. User should see the location that was pressed is not discovered

Scenario 2:

1. Start SlugDex application with all locations marked as undiscovered
  2. Tap the hint radius of an entry on the map while in it
  3. Press the button to open the entry list page
  4. User should see the location that was pressed is now showing as discovered
- As a player, I want my progress saved so I can see which locations I have found and which I haven't.

Scenario:

1. Start SlugDex application with all locations marked as undiscovered
2. Tap the hint radius of an entry on the map while in it
3. Press the button to open the entry list page
4. User should see the location that was pressed is now showing as discovered
5. Force quit the application and restart it
6. Press the button to open the entry list page
7. User should see the location that was pressed is showing as discovered

### **Sprint 3**

- As a user, I would like an intuitive login system and interface as well a way to customize the app to my liking.

Scenario:

1. Start SlugDex application and try to log in to an account that does not exist
2. User should be prompted that the email or password is incorrect
3. Select the create account button
4. User should be redirected to the create account screen
5. Enter the information of an account that already exists
6. User should be prompted that the email used is already linked to an account
7. Enter the information of an account that does not exist
8. User should be logged in and redirected to the live map
9. Log out of the account
10. Try to log in to an account that was just created
11. User should be logged in and redirected to the live map

- As a player, even if I lose/break my device I still want to maintain my progress.

Scenario:

1. Start SlugDex application and create a account
2. Tap the hint radius of an undiscovered entry on the map while in it
3. Press the button to open the entry list page
4. User should see the location that was pressed is now showing as discovered
5. Uninstall the application
6. Reinstall the application
7. Start SlugDex application and log in to the account that was created earlier
8. Press the button to open the entry list page
9. User should see the location that was pressed is showing as discovered

## Sprint 4

- As a player, I want to see my progress so that I can compete with other players and feel a gaming experience.

Scenario:

1. Start SlugDex application and log into their account
2. Player should see their progress indicated in the discoveries drawer
3. Press the user profile button
4. Player should see the leaderboards of their ranking against other players
  - Player can compare who has the most discoveries
  - Player can compare who is the fastest
  - Player can compare the rarity of discoveries

- As a user, I want an intuitive user interface that makes the app enjoyable and easy to use.

Scenario:

1. Start SlugDex application
2. Log in or create an account
  - Informs user of incorrectly formatted text fields
3. User can intuitively interact with the live map
  - User can pinch and drag, to zoom in and out and move the map
  - User can recenter to their location
4. User can intuit how to see their profile and their discoveries
  - Sliding drawer is implied to the user
  - Floating profile image implied as clickable to the user
5. Press the profile button
6. User can intuit on how to change settings and their profile

- As a user, I would like a customizable profile to associate my progress with.

Scenario 1:

1. Start SlugDex application and create a account

2. Select the profile button in the bottom right
3. User should see their display name on the profile screen
4. Select the settings cog in the top right corner of the screen
5. Press the appearance button
6. Press the change display name button
7. Type a new name and press the change name button
8. User should see their new display name is persistent through the UI
9. Log out and log back in
10. Their profile image should show as the one they changed it to

Scenario 2:

1. Start SlugDex application and create a account
2. Select the profile button in the bottom right
3. User should see the default profile image on the profile screen
4. Select the settings cog in the top right corner of the screen
5. Press the appearance button
6. Press the change profile image button
7. Press the choose image from gallery button and select an image
8. User should see their new profile image is persistent through the UI
9. Return to the change profile image screen
10. Press the choose image from camera button and take a photo
11. User should see their new profile image is persistent through the UI
12. Log out and log back in
13. Their profile image should show as the one they changed it to