

CS 30700 Sprint 3 Test Cases 04/23/2021

Team 17:
Steven Bass
Luke Irons
Logan Sweeney
William White
Austin Wilson

Test Case 1:

System: Details page information, NewMap.js and Details.js Viewing of details information after route has been generated

Severity: 2

Instructions:

- 1. Go to the main page (rout.link)
- 2. Click in the streets above "West Lafayette" on the google map to place a starting location
- 3. Click the input field with "Distance" in it and input 3
- 4. Click the "Enter" button
- 5. Scroll down and click the details button

Expected Results:

1. The information of the route should be displayed in the details component that popped up after clicking on the button.

Test Case 2:

System: Statistics page total calories, TotalCalories.js

Viewing of total number of calories burned over routes

Severity: 2

Instructions:

- 1. At main page (rout.link), click Login button button
- 2. At the login page, input information, username: a and password: a
- 3. At the login page, click login button
- 4. At the navbar, click Statistics page button

Expected Results:

1. Under the Calories section should be a display of the total calories.

Test Case 3:

System: Database pushing routes, NewMap.js Route data is passed to database on save route

Severity: 2

Instructions:

- 1. At main page (rout.link), click Login button
- 2. At the login page, input information, username: a and password: a
- 3. At the login page, click login button
- 4. Follow instructions from Test Case: 1, where clicking the details button is not needed
- 5. Hover over "Choose route" button and click "Route (1) Blue" button
- 6. Click "Save" button
- 7. At the navbar, click Statistics page button

Expected Results:

1. Table with past routes under the Past Routes section in the statistics page should display the new route created.

Test Case 4:

System: Unique Code Generation, NewMap.js

Inputting saved route's unique code fetches saved route

Severity: 2

Instructions:

- 1. At the main page (rout.link), input a random distance in miles or kilometers between 1 and 20 and a random start point.
- 2. Generate the route.
- 3. Save the route and copy the code received from the alert.
- 4. Refresh page
- 5. Click load route
- 6. Paste copied code into the route ID field and click "Confirm"

Expected Results:

Displayed route is the same as the route initially generated in step 2.

Test Case 5:

System: Map algorithm, NewMap.js

Importing saved route from file

Severity: 3

Instructions:

- 1. At the main page (rout.link), input a random distance in miles or kilometers between 1 and 20.
- 2. Click "Enter" to generate a route
- 3. Click "Download Rout File" and open the resulting text file
- 4. Copy the contents of the file to the clipboard (CTRL+C)
- 5. Click "Load"
- 6. Paste the contents of the file in the field labelled "Sharing Code or Saved File Contents"
- 7. Click "Import Using Saved File"

Expected Results:

Displayed route is the same as the route initially generated in step 2.

Test Case 6:

System: Map algorithm, NewMap.js

Route algorithm produces a calculated pace for chosen route

Severity: 2

Instructions:

- 1. At the main page (rout.link), input any distance in miles or kilometers between 1 and 20.
- 2. Select a starting point
- 3. Click "Enter"
- 4. Once route has been generated, input a completion time
- 5. Click "Enter time"
- 6. Scroll down and click "Details"
- 7. View pace shown

Expected Results:

1. The calculated pace should display (min/mile).

Test Case 7:

System: Map algorithm, NewMap.js

Route algorithm produces a difficulty score for chosen route

Severity: 2

Instructions:

- 1. At the main page (rout.link), input any distance in miles or kilometers between 1 and 20.
- 2. Select a starting point
- 3. Click "Enter"
- 4. Scroll down and click "Details"
- 5. View the calculated difficulty score

Expected Results:

1. The difficulty score should display.

Test Case 8:

System: Map algorithm, NewMap.js

Street view is visible at important parts of route

Severity: 2

Instructions:

- 1. At the main page (rout.link), input any distance in miles or kilometers between 1 and 20.
- 2. Select a starting point
- 3. Click "Enter"
- 4. Click "Details"
- 5. Click "Prev"
- 6. Click "Next"
- 7. Continue clicking "Next" until the end of the route is reached

Expected Results:

- 1. No crashes and the street view moves to the turning points in the route.
- 2. The street view person on the map object also moves with the location of the street view.