

Description of the task

You are the QA engineer on a team developing a recipe application. Your goal is to ensure the app delivers the highest possible quality to its users.

Users have reported that they would like an easier way to adjust ingredient quantities based on the number of people they are cooking for. For example, selecting 2 people should display quantities for 2 servings, and selecting 15 should adjust the amounts accordingly.

The Product Owner has prioritized this new functionality, and it has already been shaped in collaboration with the implementation engineer and a senior developer.

You will need to perform the following activities:

- Create scenarios using BDD approach (Given, When, Then).
- Test the implementation of the picker to change the quantities.
- Perform a regression test (you can choose to do it manually or with an automation).
- For each bug, create a test result document (PDF) with all the bugs you found (use the template below).

List of functionalities

Component	Priority
Opening recipes	Critical
App navigation buttons	Critical
Change amounts with picker	Major
List of ingredients	Major
Recipe steps	Major
Recipe valuation	Major
Difficulty of the recipe	Minor
Cooking time	Minor
Number of ingredients	Minor
Image of the recipe	Minor

Bug severity assessment

Blocker:

- App does not start
- App crashing

Critical:

- Critical functionality not working at all

Major:

- Critical functionality partially working
- Major functionality not working at all

Minor:

- Major functionality partially working
- Minor functionality not working at all
- UI issue (no functional issue)

Bug template

Bug ID: Bugs should have an ID, start from 01 onward. For example: iOS01, iOS02, etc etc or Android01, Android02, etc etc

Title: (give a descriptive title to the issue)

Tester name: Your name

Severity of the bug: see list of severity in previous chapter)

Steps: List of steps to reproduce the issue

Expected output: What is the expected output?

Media: If applicable please add a screenshot of the error