# Scenario #: Enter Carpark

## Scenario Description

* Enter Carpark use case can be completed.
* We are using a software representation of the physical hardware i.e. entry sensor, exit sensor, entry pillar. Etc. are represented as on-screen GUI elements.

## Version Control

|  |  |  |  |
| --- | --- | --- | --- |
| Version # | Date | Author | Description |
| 1.0 | 20/09/2017 | Harley Bartlett | Initial Version |

## Test Scripts

The following scripts will cover this scenario:

* Normal Flow
* - Enter Carpark
* Alternate flows
* - Season Ticket Inserted
* - Invalid season ticket or season ticket used outside working hours
* - Carpark full, adhoc customer waits
* Carpark full, adhoc customer leaves

## Use Case

* List the Use Case covered by this Test Scenario – limit the test scenario to just one Use Case

## Test Components/Requirements

This test scenario covers the following high-level test requirements (see scripts below for specific requirements covered by each test script):

* Adhoc Ticket Member or Season Ticket member

## User Groups

* User with Adhoc Ticket
* User with Season Ticket
* User with invalid ticket

## Script #1: Enter Car, No Restrictions

### Script Description

Happy Day Scenario for Entering Carpark

### Testing Requirements

This test script covers the following specific testing requirements:

Enter the carpark when the carpark has space, and there are no restrictions.

### Setup

* Create AdhocTicket
* Have carpark space

### Teardown

* Non necessary between test runs

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Arrive at entry pillar | “Push Button” is displayed | Pass |
| 2 | Push button | Issues ticket  Displays “Take Ticket” message | Pass  Pass |
| 3 | Take ticket | Barrier raised | Pass |
| 4 | Enter carpark | Barrier lowered | Pass |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date/Time** | **Tester** | **Test ID** | **Test Phase** | **Status** |
| 20/9/17 | Harley Bartlett | HB | System Cycle 1 | Pass |

## Script #2: Alternate Flow Season Ticket Inserted

### Script Description

When a Season Ticket is inserted

### Testing Requirements

This test script covers the following specific testing requirements:

Enter the carpark as a Season Ticket member.

### Setup

* Create Season Ticket
* Have car space

### Teardown

* Non necessary between test runs

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Arrive at entry pillar | “Push Button” is displayed | Pass |
| 2 | Insert Season ticket | Ejects Season ticket  Displays “Take Ticket” message | Pass  Pass |
| 3 | Take ticket | Barrier raised | Pass |
| 4 | Enter carpark | Barrier lowered | Pass |

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| --- | --- | --- | --- | --- |
| **Date/Time** | **Tester** | **Test ID** | **Test Phase** | **Status** |
| 20/9/17 | Harley Bartlett | HB | System Cycle 1 | Pass |

## Script #3: Alternate Flow Invalid Season Ticket or Season Ticket used outside working hours

### Script Description

Invalid Season Ticket or Season Ticket used outside working hours.

### Testing Requirements

This test script covers the following specific testing requirements:

Uses Invalid Season ticket or Season Ticket outside business hours

### Setup

* Be outside business hours or invalid Season Ticket

### Teardown

* Non necessary between test runs

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Arrive at entry pillar | “Push Button” is displayed | Pass |
| 2 | Insert Season ticket | Ejects Season ticket  Displays “Invalid ticket” message  Displays “Remove Invalid ticket” | Pass  Pass  Pass |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date/Time** | **Tester** | **Test ID** | **Test Phase** | **Status** |
| 20/9/17 | Harley Bartlett | HB | System Cycle 1 | Pass |

## Script #4: Alternate flow Carpark full, ad hoc customer waits

### Script Description

Carpark is full so adhoc customer waits till someone leaves.

### Testing Requirements

This test script covers the following specific testing requirements:

Adhoc Ticket holder wants to enter when carpark is full.

### Setup

* Be full (still space for Season Ticket Holders of course)

### Teardown

* Non necessary between test runs

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Arrive at entry pillar | “Push Button” is displayed | Pass |
| 2 | Push button | Displays “Carpark full message” | Pass |
| 3 | User waits | “Push Button” is displayed  Resumes normal flow | Pass |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date/Time** | **Tester** | **Test ID** | **Test Phase** | **Status** |
| 20/9/17 | Harley Bartlett | HB | System Cycle 1 | Pass |

## Script #5: Alternate flow Carpark full, ad hoc customer leaves

### Script Description

Adhoc customer leaves because the carpark is full

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Be full, and customer leaves.

### Teardown

* Non necessary between test runs

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Arrive at entry pillar | “Push Button” is displayed | Pass |
| 2 | Push button | Displays “Carpark full message” | Pass |
| 3 | User leaves |  | Pass |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date/Time** | **Tester** | **Test ID** | **Test Phase** | **Status** |
| 20/9/17 | Harley Bartlett | HB | System Cycle 1 | Pass |