

Test Case									
TestCaselId	Component	Priority	Description/Test Sum	Pre-requisites	Test Steps	Expected Result	Actual Result	Status	Test Executed By
MovieSearch_1	Search_Bar_Module	P0	Verify that when a user writes a search term and presses enter, search results should be displayed	Browser is launched	1. Write the website's url into the browser's URL bar and press enter. 2. Once the site is launched, write the search term - "Marvel" in the google search bar. 3. Press enter.	Search results related to 'marvel' should be displayed	Search results with 'marvel' keyword are displayed	Pass	Michael
TicketPurchase_20	Ticketing_Purchase_Module	P1	Verify that a user will be able to purchase a quantity of tickets that are 20 or less.	Browser is launched, Movie has been selected and confirmed.	1. Access the software through the website (Can go through URL) 2. Find a movie to purchase tickets for 3. Select quantity of tickets to purchase to 20. 4. Continue to the order confirmation	No error message should result, and thus the payment/ticket confirmation screen should now appear	The ticket selection screen now moves towards the payment/ticket confirmation screen with no error messages resulting.	Pass	Michael
TicketPurchase_21	Ticketing_Purchase_Module	P1	Verify that a user will not be able to purchase a quantity of 21 tickets.	Browser is launched, Movie has been selected and confirmed.	1. Access the software through the website (Can go through URL) 2. Find a movie to purchase tickets for 3. Select quantity of tickets to purchase to 21. 4. Continue to the order confirmation	An error message should result, displaying that the maximum number of tickets for one order has been exceeded (20). Ticket selection screen remains, allowing user to change amount of tickets desired to purchase.	An error message displays on the screen, telling the user that the number of tickets for one order has been exceeded. Allows the option of changing the desired number of tickets, prompting the user that in one order a person cannot exceed a purchase of 20 tickets.	Pass	Michael
Feedback_1	User_Feedback_Module	P2	Verify that a user will be able to give positive feedback on their app experience after purchasing tickets with a smiley face system, user can choose 2 positive out of the 5 available faces.	Browser is launched, Movie has been selected and confirmed, & Tickets have been purchased.	1. Access the software through the website (Can go through URL) 2. Find a movie to purchase tickets for 3. Purchase tickets	User should be prompted with an interactive pop-up, that asks the user "How was your experience with purchasing tickets?" And underneath the prompt should have 5 sorts of smile faces, ranging from sad to happy, that the user can choose as a form of feedback. Clicking one of the two happy faces should result in a "Thank you for your feedback!" message.	After selecting one of two happy faces (Happiest, Happy-Neutral) as their response to the system asking how their experience purchasing tickets with them was, a "Thank you for your feedback!" message will be displayed, then a redirect to Home page will be prompted underneath the message.	Pass	Michael
Feedback_2	User_Feedback_Module	P2	Verify that a user will be able to give neutral or negative feedback on their app experience after purchasing tickets with a smiley face system, user can choose 3 non-positive out of the 5 available faces.	Browser is launched, Movie has been selected and confirmed, & Tickets have been purchased.	1. Access the software through the website (Can go through URL) 2. Find a movie to purchase tickets for 3. Purchase tickets	User should be prompted with an interactive pop-up, that asks the user "How was your experience with purchasing tickets?" And underneath the prompt should have 5 sorts of smile faces, ranging from sad to happy, that the user can choose as a form of feedback. Clicking one of the three non-happy faces should result in a "Thank you for your feedback!" message AND accompanied by another prompt of "How can we improve your next experience?" with a box that a user can put at most 1500-characters to respond with a recommendation.	After selecting one of three non-positive smiley faces (Neutral, Dissatisfied-Neutral, Dissatisfied) as their response to the system asking how their experience purchasing tickets with them was, a "Thank you for your feedback!" message will be displayed that has a return to home option, along with another optional interactive pop-up, that prompts the user "How can we improve your next experience?" with a free-response 1500character limit box for user-response.	Pass	Michael

LoyaltyPoints_1	Gain_Loyaltypoints_Module	P2	Verify that a user will receive a certain amount of loyalty points given each purchase. Adult tickets will warrant 10 Loyalty points, Senior tickets will warrant 8 Loyalty points, and Child tickets will warrant 5 Loyalty points.	Browser is launched, User has signed into their Personal Account, Movie has been selected and confirmed, Tickets have been purchased, & Loyalty points have been awarded.	1. Access the software through the website (Can go through URL) 2. User signs into their Personal Account 3. Find a movie to purchase tickets for 4. Purchase tickets 5. Gain Loyalty points	No error message should result. Given the user is signed into their Personal Account, the payment/ticket confirmation screen will appear with section confirming Loyalty points were gained.	After purchasing ticket(s), the user will be prompted with the payment/ticket confirmation screen. There will be an allotted section recognizing how much Loyalty points the user gained from the given purchase, along with their total Loyalty points.	Pass	Aiko Lauryn	
LoyaltyPoints_2	Use_Loyaltypoints_Module	P2	Verify that a user has the ability to utilize their gained Loyalty points to receive a discount on a new purchase. Users will be able to use up to 50 Loyalty points per purchase to receive up to 10% off of their total purchase.	Browser is launched, User has signed into their Personal Account, Movie has been selected and confirmed, User chooses option to use their Loyalty points for a discount & Tickets have been purchased at a discounted price.	1. Access the software through the website (Can go through URL) 2. User signs into their Personal Account 3. Find a movie to purchase tickets for 4. Select option to use Loyalty points 5. Purchase tickets	No error message should result. The payment/ticket confirmation screen will appear with section confirming Loyalty points were used.	Before purchasing ticket(s), the user will be prompted to sign into a Personal Account. During the purchasing process, along with the User's payment information, the system will prompt the user if they will like to use their Loyalty points. The user will be prompted to input how many Loyalty points they would like to use (up to 50). After purchase, the payment/ticket confirmation screen will appear. There will be a section confirming how many Loyalty points were used, and how many total Loyalty points the user still has.	Pass	Aiko Lauryn	
System_1	Alpha_UserAccount_Module	P3	Verify the password recovering ability function for user in case of password loss/change. In-house developers ready to test an early version of a software product.	One random account already created by random data use that should exist in the system.	1. Access the software through the website. 2. Navigate login page. 3. Click "Forgot Password" link. 4. (Asks for email) Enter the registered email address associated with account. 5. Submit the request for recovery link. 6. Check the email for link, click on it when found. 7. Enter a new password and confirm the new password. 8. Submit the new password.	The system should send a recovery link to the user who asks for it on its respective mail. The user should be able to successfully restore or change its password.	The system sends a link to user and the user being able to use that link to reset its password allowing it to renew the password stored in its system.	Pass	Krish Monpara	

System_2	Beta_Performance_Module	P3	Under conditions including overflow, load and overuse of system software it should not crash and give a system response within average time.	Pre-loaded system website for performing actions. Beta environment condition to be used for execution of this test case.	<p>1. Access the software through the website.</p> <p>2. Duplicate users to be created for taking action on system (500+)</p> <p>3. Perform software errands like booking, browsing, navigating, searching &amp; selecting data available</p> <p>4. Over-simulate and under-simulate number of users exiting / entering the software</p> <p>5. Check the response time of software</p>	System should act normal in any given conditions maintaining a constant streak of responding time of less than 2.5 sec. Expecting no lagging nor crashes while the errands are active.	System acted normal in every given condition maintaining a constant streak of responding time of less than 2.5 sec. No lagging or crashes while these errands were performed. The system acted smoothly like the traffic that it would experience on daily basis. Every feature on backend were not affected by over-stimulation of users on frontend operating the software.	Pass	Krish Monpara	
System_3	Beta_Payment_Module	P3	Verifying the payment function of the last step of booking ticket using an external payment method.	Usage of multiple payment methods - Debit, Credit, Venmo, Bank Transfer, Cash and 5 different more on random selection. Beta environment condition to be used for execution of this test case.	<p>1. Access the software through the website.</p> <p>2. Random movie selected and navigated to last step of payment</p> <p>3. Choose payment method- example; Venmo</p> <p>4. Input Venmo ID with required details asked and press submit</p> <p>5. Process to be repeated by every payment method in pre-requisites.</p>	Accepts the payment method if correct input details or else showing error message "try again, invalid details". When payment method verified user account shall be directed to tab of confirmation showing ticket details and amount paid. Simultaneously, a message sent to both e-mail address and contact number with ticket details (if-opted in) considered opted in.	Accepts the Venmo payment method showing no error message. User account directed to tab of confirmation showing ticket details and amount paid. Simultaneously, a message sent to both e-mail address and contact number with ticket details. Same results achieved when different modes of payment were linked with the user account.	Pass	Krish Monpara	