

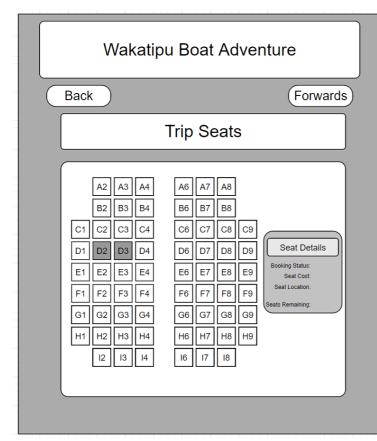
This page allows the user to enter in the details of the trip.

"Forwards" continues to the seat selection page, "Back" is disabled as this is the first page. Displays error message if user tries to move forward with empty fields.

Text Input
Text Input
Telephone Input
Select Input
Number Input
Date Input

Select Input

Text Input



This page allows the user select the seats they wish to book. The displayed boat layout is based on the boat chosen on the previous page.

"Forwards" continues to the menu selection page. "Back" returns to the trip details page. Displays error message if user tries to move forward without enough seats selected.

The user can click on a seat number in the chart. Seats that are colored orange are booked and cannot be selected. Selected seats are colored white.

The Seat Details section is dynamically updated when the user hovers the mouse over a seat from the chart. "Seats Remaining" updates each time a seat is selected.

Wakatipu Boat Adventure Back Forwards Trip Food ItemName Price 0 Price Туре 0 Image Туре 0 0 Туре Price 0 Туре Image Price Image Type | V - Vegetarian | GF - Gluten Free | EF - Egg Free | Total: \$0

This page allows the user to enter in the details of the trip. The menu displayed is dynamically loaded.

"Forwards" continues to the confirmation page, "Back" returns to the seat selection page.

Each time a slider is moved by the user, the quantity number directly above it is updated to the value of the slider. The total price of the food is also calculated and updated each time a slider moves.

Wakatipu Boat Adventure

Confirm Booking

Submit

Name:
Email:
Contact Number:
Date & Time:

Seat Details
No. People:
Selected Seats:
Seat Costs:
Food

Trip Details

ItemName 0
ItemName 0
ItemName 0
ItemName 0
ItemName 0
ItemName 0

Total Cost

This page displays a summary of all of the users inputs before they choose to submit.

"Submit" will submit the booking with the details. "Back" will take the user to the trip food page. Displays confirmed message on submit and takes user back to page 1 with cleared inputs.

The fields here when the user proceeds to this page. The details are filled out based on what the user has inputted.

Booking System Test Cases

Page 1 Testing

System: Wakatipu Boat Adventure Booking System

Testing Type: Manual

Test Case Name: Page 1 Testing

Purpose: To test the responsive of the first page of the booking system to see if it works as

expected.

Pre-conditions:

The user opens the website.

All XML files have loaded.

The system displays the first page of the booking system.

Step	Action	Expected System Response	Pass/Fail	Comment
1	Click on "Forwards" option.	The system displays a "Inputs are incomplete!" alert. When the alert is clear, the system highlights all unfilled fields in red.	PASS	
2	Input "Bob" into the first name field and "Brown" into the last name field.	The system removes the red highlight from the relevant fields.	PASS	
3	Input "bobbrown@mail.com" into the email field and "123456" into the contact number field.	The system removes the red highlight from the relevant fields.	PASS	
4	Select the "Nui Boat" option in the boat trip field.	The system does nothing.	PASS	
5	Input "2" into the seat count field.	The system removes the red highlight from the field.	PASS	
6	Select a date from the trip date field.	Only 4 days are selectable. The weather status for that date displays on the right. If the weather is not good enough, the trip time field will not be editable.	PASS	
7	Select a time from the trip time field	The system removes the red highlight from the field.	PASS	
8	Click on "Forwards option"	The system displays page 2 of the booking form, with the correct boat layout loaded.	PASS	
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Post-Conditions:

The displayed boat layout on page 2 matches the selected boat from page 1. The max_seat_count attribute of the currentlySelectedSeats object is set to the value of the people count from page 1.

Page 2 Testing

System: Wakatipu Boat Adventure Booking System

Testing Type: Manual

Test Case Name: Page 2 Testing

Purpose: To test the responsive of the second page of the booking system to see if it works as

expected.

Pre-conditions:

The user opens the website.

All XML files have loaded.

The user has completed page 1, and clicked "Forwards"

The system displays the second page of the booking system.

Step	Action	Expected System Response	Pass/Fail	Comment
1	Click on "Forwards" option.	The system displays a "Not enough selected seats!" alert.	PASS	
2	Hover the mouse over a seat in the display.	The seat details section of the page is updated to display status, cost, and location of the hovered seat.	PASS	
3	Click on seat "E6"	Seat "E6" has been highlighted and appended to the currentlySelectedSeats object. The remaining seats is updated.	PASS	
4	Click on seat "E6"	Seat "E6" is no longer highlighted, it has been removed from the currentlySelectedSeats object, and the remaining seats is updated.	PASS	
5	Click on seats "E6" and "E7"	Seats "E6" and "E7 have been highlighted and appended to the currentlySelectedSeats object. The remaining seats is updated.	PASS	
6	Click on seat "E8"	The system displays a message saying that the maximum booked seats has been reached (this is based on the people count from page 1). The message disappears after 3s.	PASS	
7	Click on seat "F8"	The system displays a message saying that you cannot book seats which are already marked as booked. The message disappears after 3s.	PASS	

8	Click on "Forwards option"	The system displays page 3 of the of	PASS	
		the booking form.		

Post-Conditions:

The currentlySelectedSeats object has all selected seats appended to it.

Page 3 Testing

System: Wakatipu Boat Adventure Booking System

Testing Type: Manual

Test Case Name: Page 3 Testing

Purpose: To test the responsive of the third page of the booking system to see if it works as

expected.

Pre-conditions:

The user opens the website.

All XML files have loaded

The user has completed page 1, and clicked "Forwards"

The user has completed page 2, and clicked "Forwards"

The system displays the third page of the booking system.

Step	Action	Expected System Response	Pass/Fail	Comment
1	Drag the first slider across by 1 value.	The number directly above the slider has changed to "1". The total now says "\$15".	PASS	
2	Drag the second slider across by 2 values.	The number directly above the slider has changed to "2". The total now says "\$39".	PASS	
3	Drag the third slider across by 1 value.	The number directly above the slider has changed to "1". The total now says "\$47".	PASS	
4	Drag the fourth slider across by 5 values.	The number directly above the slider has changed to "15". The total now says "\$97".	PASS	
5	Drag the fifth slider across by 3 values.	The number directly above the slider has changed to "3". The total now says "\$128.5".	PASS	
6	Drag the sixth slider across by 2 values.	The number directly above the slider has changed to "2". The total now says "\$151.5".	PASS	
7	Click on "Forwards option"	The system displays page 4 of the of the booking form.	PASS	

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Page 4 Testing

System: Wakatipu Boat Adventure Booking System

Testing Type: Manual

Test Case Name: Page 4 Testing

Purpose: To test the responsive of the fourth page of the booking system to see if it works as

expected.

Pre-conditions:

The user opens the website.

All XML files have loaded

The user has completed page 1, and clicked "Forwards"

The user has completed page 2, and clicked "Forwards"

The user has completed page 3, and clicked "Forwards"

The system displays the fourth page of the booking system.

Step	Action	Expected System Response	Pass/Fail	Comment
1	NULL	The system displays all booking information. This information matches what has been inputted on previous pages. The total cost is the seat costs plus the food costs. The button that did say "Forwards" now says "Submit".	PASS	
2	Click on "Submit" option.	The system displays an alert about the booking being successful. When the alert is cleared it takes the user back to page 1.	PASS	

Post-Conditions:

Selected seats are marked as booked. All user-defined options are cleared. currentlySelectedSeats object is reset.