

# Acceptance Test Plan: Social Media Platform

Based on the objectives and scope defined in the Software Engineering Project Plan

## 1. UAT Phase Summary

The Acceptance Testing phase will be the final stage of testing before official deployment. Its primary goal is to ensure the core application features Registration/Login, Profile Management, Front Page/Posting, and Private Messaging meet the non-functional and functional requirements from the perspective of an everyday user.

- **Target Audience (Testers):** A small group of non-development team members or designated internal users (acting as "everyday users").
- **Timing:** To be conducted in Sprint 6 , after the team has completed internal End-to-End (E2E) testing with Playwright.
- **Success Criterion:** At least 90% of all acceptance test cases must pass without critical or high-priority defects.
- **Documentation:** All test results and defects will be logged, likely in Trello, and prioritized for resolution.

## 2. Key Acceptance Criteria Areas

The tests will be grouped by the core project objectives:

Area	Project Objective	Scope Inclusion
A. Authentication	Secure login and registration.	Registration/login/logout
B. Profile Management	Create and edit user profile.	User profiles (basic information and possibility to edit)
C. Front Page & Posts	Users can see posts in real time.	Front page (posts visible to users)

D. Private Messaging	Private messaging system between users.	Private messaging
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### 3. Acceptance Test Case Examples (A/B/C/D)

These are specific, user-focused scenarios designed to verify key functionalities.

#### A. Authentication Tests (A-UAT):

ID	Feature	Acceptance Criteria	Test Steps	Expected Result
A-UAT-01	Registration	User can successfully register a new, unique account.	1. Navigate to the Register page. 2. Enter a unique username, valid email, and strong password. Also enter other asked inputs 3. Click "Register."	User is redirected to the Front Page and is logged in.
A-UAT-02	Login	A registered user can log in with correct credentials.	1. Navigate to the Login page. 2. Enter valid credentials. 3. Click "Login."	User is authenticated and taken to the Front Page.
A-UAT-03	Logout	User can securely log out and cannot access private areas.	1. Log in successfully. 2. Click the "Logout" button. 3. Attempt to navigate directly to the Profile Page URL.	User is redirected to the Login page, and the Profile Page is inaccessible until they log in again.

## B. Profile Management Tests (B-UAT)

ID	Feature	Acceptance Criterion	Test Steps	Expected Result (Pass)
B-UAT-01	Edit Name	User can update their display name successfully.	1. Navigate to the Profile page. 2. Change the Name field. 3. Click "Save Changes." 4. Navigate back to the Profile View page.	The new name is displayed correctly on the Profile View page and anywhere the name is shown (e.g., next to a post).
B-UAT-02	Update Bio	User can add/edit a bio that accepts multi-line text.	1. Navigate to the Profile page. 2. Enter a multi-line bio (2-3 sentences). 3. Click "Save Changes."	The bio is displayed on the Profile View page, maintaining the original line breaks/formatting.
B-UAT-03	Profile Image	User can upload and display a profile picture.	1. Navigate to Profile page. 2. Upload a valid image file. 3. Click "Save."	The uploaded image is displayed on the Profile View page and appears correctly sized next to their posts/messages.

### C. Front Page & Posts Tests (C-UAT)

ID	Feature	Acceptance Criterion	Test Steps	Expected Result (Pass)
C-UAT-01	New Post	User can create and instantly see a new text post on the Front Page.	1. Log in. 2. Type a short post into the input box. 3. Click "Post."	The new post appears immediately at the top of the Front Page feed without requiring a manual refresh.
C-UAT-02	Real-Time Feed	Posts from other users appear automatically on the Front Page.	1. User A logs in and views the Front Page. 2. User B (on a separate device) posts a message.	User A's Front Page updates automatically (real-time) to show User B's new post.
C-UAT-03	Post Visibility	Posts are visible to all other users.	1. User A posts "Hello World." 2. User B logs in and views the Front Page.	User B can see User A's "Hello World" post, including User A's name and profile picture.

#### D. Private Messaging Tests (D-UAT)

ID	Feature	Acceptance Criterion	Test Steps	Expected Result (Pass)
D-UAT-01	Start Chat	User can initiate a private chat with another user.	1. User A is logged in. 2. User A finds User B's profile. 3. User A clicks the "Message" button.	A new, private chat window/view opens, addressed only to User B.
D-UAT-02	Send/Receive	Messages are sent and received in real-time.	1. User A starts a chat with User B. 2. User B opens the chat. 3. User A sends a message.	User B sees the message appear in the chat instantly, and User A sees the message appear in their chat history.
D-UAT-03	Message Privacy	Chat history is only visible to the participants.	1. User A and User B exchange messages. 2. User C logs in. 3. User C searches for the chat history between A and B.	User C is unable to view or access the private conversation between User A and User B.