**Testing Result**

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| **Test Plan** | **Test Description** | **Expected Result** | **Actual Result** |
| **Android Application** | | | |
| 1.1 | The user should be able to login with their correct account details and password | After input correct login details, the app should login to the profile page and present correct information | loginSuccess.PNG |
| 1.2 | Incorrect account details and passwords must not be allowed access to any further part of the application. | An error message telling the user to re-enter their account details and password will be shown. | See Below tests |
| 1.2.1 | Blank username | An error message telling the user to enter their account username will be shown. | LoginUsernamelank.PNG |
| 1.2.2 | Blank password | An error message telling the user to enter their account password will be shown. | LoginPasswordBlank.PNG |
| 1.2.3 | Blank security code | An error message telling the user to enter their security code will be shown. | SecurityBlank.PNG |
| 1.2.4 | Incorrect username or password, or incorrect security code | An error message telling the user to re-enter their login information will be shown. | loginWrong.PNG |
| 1.3 | Guest logins should disable all Google login requests within the main application such as achievement archive and data registration regarding new achievements and sharing the old ones. | Users who log in as guests on the phone will have no access to the Google accounts configured on the real user’s phone meaning some functionality like achievements will be disabled. | See tests below |
| 1.3.1 | User can choose to login to google account or not | After user logged in to profile page, the app will not connect google account unless user click sign into google play button | NotSigninGoogle.PNG |
| 1.3.2 | User can choose to login to google account and get access to achievement and leaderboard | After clicking the sign into google play button and provide google account, user can connect google play account with the app, and two more buttons are shown to access achievements and leaderboard |  |
| 1.4 | The app should log out after five minutes inactivity | After five minutes inactivity, the user should be logged out automatically to the login page and a dialogue should pop out with logout message | LogoutTimeout.PNG |
| 1.4.1 | The app should log out normally if user uses the logout button in the menu | A dialog should pop out and give two choices, if yes the app should logout; if no the app should return the last page | logout.PNG |
| 1.5 | Location ATM  User should be able to pull nearest Lloyd Bank ATMs and branches and should be able to get the shortest route to it using google maps and mark the nearest one for future use in the cache memory or bookmark it. | The ATMs and branches should be pulled in and displayed via Google Maps allowing the user to use its interface to navigate to the ATM or branch and find the most appropriate or shortest route towards it. | See below tests |
| 1.5.1 | If the location service is disabled on the phone, then user cannot use finding ATMs and branches services | An error message should show to inform that the location service is turned off |  |
| 1.5.2 | Use city name to find ATM | search ATMs in York |  |
| 1.5.3 | Use post code to find ATM | Search ATMs using postcode ‘NE1’, should show all the ATMs in these area |  |
| 1.5.5 | Use post code to find branches | Search branches using postcode ‘NE1’, should show all the branches in these area |  |
| 1.5.6 | Use city name to find branches | Search branches using city name ‘York’’, should show all the branches in these area |  |
| 1.6 | Graphics should render properly regardless of device’s screen size and should be appropriately proportionate both in portrait and landscape mode. | On large scale devices, the graphics and layout should render so that the components scale to the larger screen size. And on smaller screen sizes the components should adjust so that they do not overlap each other. | See below tests |
| 1.6.1 | Use Nexus S 480 x 800 resolution |  | screensize4.PNG |
| 1.6.2 | Use Galaxy Nexus 720 x 1280 resolution |  | screensizeGN.PNG |
| 1.6.3 | Use Nexus 6  1440 x 2560 resolution |  | screensize6.PNG |
| 1.7 | Transactions should correctly update the information stored in the web backend. | If a user does have enough funds then the transaction will proceed as normal and will update on the backend. | See below test |
| 1.7.1 | Before transaction | The current account balance should be 0 | transacBefore.PNG |
| 1.7.2 | Making transaction | Making transactions to another bank account with correct info | trasacPre.PNG |
| 1.7.3 | After transaction | After making transaction, the current account balance should be -10 | TransacAfter.PNG |
| 1.8 | Transactions that have erroneous transfer details should fail with a warning to be aware in the future. | If the user attempts to enter some transaction with erroneous data then an error message must be shown and the transaction will be aborted. | See below tests |
| 1.8.1 | Blank account number | an error message must be shown | payment1.PNG |
| 1.8.2 | Wrong account number which is less than 8 digits | an error message must be shown | payment2.PNG |
| 1.8.3 | Blank sort code | an error message must be shown | payment3.PNG |
| 1.8.5 | Wrong sort code which is less than 6 digits | an error message must be shown | payment6.PNG |
| 1.8.4 | blank amount | an error message must be shown | payment4.PNG |
| 1.8.5 | Wrong transaction information | an error message must be shown and the transaction will be aborted. | paymentFail.PNG |
| 1.9 | Transfer that have erroneous transfer details should fail with a warning to be aware in the future. | If the user attempts to enter some transfer with erroneous data then an error message must be shown and the transaction will be aborted. | See below tests |
| 1.9.1 | Blank amount information | an error message must be shown | transferblank.PNG |
| 1.9.2 | Erroneous transfer amount (more than the money in the account) | transfer should fail with a warning to be aware | transferInsuff.PNG |
| 1.9.3 | Only one bank account can not make transfer |  | transferFail.PNG |
| 1.10 | Transfer money between accounts |  |  |
| 1.10.1 | Before transfer | Before transfer, current account balance is -10, savings account balance is 0 | TransacAfter.PNG |
| 1.10.2 | making transfer | Transfer 20 pounds from savings account to current account | transferMoney.PNG |
| 1.10.3 | After transfer | current account balance should be 10, and savings account balance should be -20 | TransferAfter.PNG |
| 1.11 | Account Information Page should present correct account information |  | accountInfo.PNG |
| 1.12 | Transaction History page should present correct transaction history information, and the expandable list should be working properly |  | transactionhis.PNG |
| 1.12.1 | If there is no transaction history, then nothing should be shown |  | noTransac.PNG |
| 1.12.2 | The transaction history should should should show all the income and outgoing transactions |  | transactionhis.PNG |
| 1.13 | Notification page should present all the notification received from backend |  |  |
| 1.13.1 | The backend website should be able to send notifications to the user | sendNotification.PNG | |
| 1.13.2 | The notification from website backend should be received by user | The notification page in the app should show the latest notification | receiveNotification.PNG |
| 1.13.3 | The notification from website backend should be received by user | The broadcast receiver should receive the notification as well | notificationBroadcast.PNG |
| 1.14 | Feedback page should be working if a feedback is submitted |  | See tests below |
| 1.14.1 | Fill the feedback form |  | feedbackFill.PNG |
| 1.14.2 | If the feedback is not completed, it can’t be sent | An error message will be shown | Feedbackfail.PNG |
| 1.14.3 | Submit the feedback form | A submit success page will be shown | feedbackfinish.PNG |
| 1.14.4 | Receive feedback form in team e-mail box | The team gmail box should receive the message and should be the same as the feedback | FeedbackSuccess.PNG |
| 1.15 | Setting page should be able to change the notification, weekly email etc. |  | Setting.PNG |
| 1.16 | Health system |  |  |
| 1.16.1 | The goal setting page should present goals correctly |  | setGoal.PNG |
| 1.16.2 | The health page should show the correct health score and all the progress for each goal |  | health.PNG |
| 1.17 | Google Play services | Most functionality are provided by Google Play services |  |
| 1.17.1 | Achievement page using Google Play services | The Achievement page should show all the achievement progress | achievementPage.PNG |
| 1.17.2 | Leader board using Google Play services | The Leader board page should show all the leader board information | leaderboardPage.PNG |