S.No.	Test Scenario Description	Test Case Description	Output	Remarks
1	User Registration	User attempts to register with a valid email and password.	User account is successfully created and a confirmation email is sent.	Positive Test Case
2	User Registration (Invalid Email)	User attempts to register with an invalid email format (e.g., no "@").	An error message is displayed indicating the email format is invalid.	Negative Test Case
3	User Login	User attempts to login with a valid email and password.	User is successfully logged in and redirected to the main dashboard.	Positive Test Case
4	User Login (Incorrect Password)	User attempts to login with an incorrect password.	An error message is displayed indicating the password is incorrect.	Negative Test Case
5	Browse Sustainability Activities	User navigates to the activity browsing section.	A list of available sustainability activities is displayed.	Positive Test Case
6	Filter Activities by Category	User filters activities by a specific category (e.g., waste reduction).	The displayed activity list is filtered to show only relevant activities.	Positive Test Case
7	Search for Activities	User searches for activities using relevant keywords.	Relevant activities matching the search term are displayed.	Positive Test Case
8	Track Activity Completion	User marks an activity as completed in the app.	The activity is marked as completed, and user progress is updated.	Positive Test Case
9	Track Activity Completion (Duplicate)	User attempts to mark an activity as completed that was already marked.	An error message is displayed indicating the activity is already completed.	Negative Test Case
10	View Activity Impact Information	User views the detailed information and impact of a specific activity.	The activity page displays information about its environmental or social impact.	Positive Test Case
11	User Profile Management	User edits their profile information (e.g., name, location).	The updated profile information is saved and reflected in the user profile.	Positive Test Case
12	User Data Privacy	User accesses their data privacy settings and chooses data sharing options.	The user can adjust data sharing preferences for the app.	Positive Test Case
13	Feedback Submission	User submits feedback through the app's feedback form.	A confirmation message is displayed indicating successful feedback submission.	Positive Test Case
14	Offline Functionality (Limited)	User attempts to access core app functionalities while offline.	Limited functionality (e.g., browsing saved activities) is available offline.	Informative Test Case
15	Reward System - Point Expiry	User has accumulated points, but they haven't been used within a pre-defined expiration period.	Points expire, and the user's point balance is adjusted accordingly.	Informative Test Case
16	Duplicate Activity Detection (System)	The system automatically detects an activity submission that is very similar to an existing one.	The system flags the potential duplicate for manual review by moderators.	Positive Test Case
17	Duplicate Activity Submission (NGO)	An NGO attempts to submit an activity that already exists in the app.	An error message is displayed indicating the activity is a duplicate.	Negative Test Case
18	SDG 2: Zero Hunger	User searches for activities related to reducing food waste or supporting sustainable agriculture.	The app displays relevant activities, such as composting food scraps or buying local produce from farmers' markets.	Positive Test Case
19	SDG 3: Good Health and Well-being	User tracks activities related to physical activity or healthy eating habits.	The app tracks user progress and provides feedback on how these activities contribute to their well-being.	Positive Test Case
20	Edit Existing Activity (NGO)	An NGO edits the details of an existing activity to avoid duplicate detection.	The system allows the edit if the changes are genuine and don't create a duplicate activity.	Positive Test Case
21	Merge Duplicate Activities (Manual)	Moderators identify two very similar activities submitted by different NGOs.	The system allows moderators to merge the duplicate activities into a single, unified entry.	Positive Test Case
22	SDG 6: Clean Water and Sanitation	User explores activities that promote responsible waste disposal.	While waste disposal is important, the app should prioritize activities directly impacting water quality.	Negative Test Case
23	SDG 7: Affordable and Clean Energy	User searches for actions related to reducing paper waste.	Reducing paper waste is positive, but the app should prioritize activities focused on energy consumption or renewable sources.	Negative Test Case
24	SDG 13: Climate Action	User tracks activities that contribute to reducing greenhouse gas emissions or mitigating climate change impacts.	The app allows users to track their carbon footprint reduction through various actions and raises awareness of climate issues.	Positive Test Case
25	Data Reporting & Impact Measurement	User views reports or visualizations showcasing the collective impact of user activities on specific SDGs.	The app displays clear data on how user actions contribute to a broader sustainability agenda at individual and community levels.	Positive Test Case