CS 362 In-Class Exercise: Project Beta Testing

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Project that you are testing: 6

PART-1: Organization and Purpose

Q1) Does the repository provide a README explaining the purpose of the software? If yes, based on reading that documentation, do you understand all the interesting features provided by the software? Do you have any advice to improve that documentation?

Yes they have a README explaining the software. The README itself is just the instructions but they have a different file that explains the software and its features. The README also has a wiki link which has all the needed documentation. I feel like the README does not say much about the project but it is understandable why it is because their wiki page has everything.

PART-2: Installation and Setup

Q2) Is the documentation to install or setup the software available? (Note that for web application, it would be a URL to access the website and instructions to host the website on a server). When following the instructions, do you face any difficulties while installing the software (accessing the URL for a website)? If yes, please explicitly state what issues you encountered, so that the project team can fix them.
NOTE: If you are testing a web application, then you do not need to set up a web server and try hosting the web application. Just go through the documentation to find out if it clearly explains the steps to host the website.

The README file has the install information that is easy to follow. I personally did not run into any issues when running the website but some of my team members had some issues starting it but I am not sure if that's a problem on his computer or if it's a problem with the code. It had something to do with his node having issues but like stated before it could be something on his computer that does not work correctly instead of a code issue.

PART-2: Functional and Non-Functional Testing

Q3) Select a use case for the application-under-test and use your creativity to test the application in different possible ways. For example, if you are testing a login functionality, then test the sign up feature, sign in, adding invalid credentials, special characters, etc. Please provide the details of the use case you tested on the software by describing exactly what all you did and in what order? Make sure you are making notes while doing this. If you find any issues (e.g., something that was confusing, incorrect, or not working at all), please provide as many details as you can to replicate the issues so that the team can fix them.

Dashboard: I logged in and made an account. Then I added foods into my plan and then used the dashboard. In the dashboard, I can check on each meal or water to log them. After logging them, I can check my progress in the my plan section. The feature seems to work correctly as I can log each meal and water consummation correctly and have it shown in the plan section. I did not run into any issues when using each button in the dashboard. One thing I would say that could be changed is being able to de-log meal or water so if a user misclicks, they can undo the log. It seems that currently the only way to undo it is to restart the plan. Also I would maybe change the way the water progress is handled so that if the user spams the water log button the water log timeline does not stretch the page. The water log timeline could have its own area so it does not stretch the page or have something that prevents the user from spamming the button.