

This is a documentation to help implementing test case:

Features we had:

Part1: Timer

> 1.1: Start button is disabled when timer is running.

Part2: Mode Switching

> 2.1: Work + (count >= threshold) -> Long break + (count = 0)

Work + (count < threshold) -> Short break + (count++)

Short break -> Work

Long break -> Work

> 2.2: Change long break interval:

If new threshold > count, count = threshold - count

If new threshold <= count, count = ??? (Stuart's thinking changing this edge case. Now, count = 1 (means will run 1 more work phase) (P.S. This is an edge case: ie. if long break interval originally = 4, and user has worked 3 phases, then he/she change long break interval = 1 before work phase / before short break phase / during short break phase, even 1 < 3, he/she'll still have 1 more work phase. But anyway, don't write tests as complicated as in P.S.)

Part3: Settings

> 3.1: Volume: 100~67: level-3.svg, 66~34: level-2.svg, 33~1: level-1.svg, 0: level-0.svg

(Now we have a bug here: The size of volume & slider will change at different volumes.)

> 3.2: Work Phase (min), Short Break, Long Break, Long Break Interval: Input can't be out of range

If input a int out of range, then alert + set to original value.

If input sth other than int, then no response.

Range: work & short & long break: 0~120, long break interval: 0~10

> 3.3: Long break interval edge case: If input = 0, threshold = 1.

(We set low bound = 0, not 1. Otherwise user type/deleting anything = out of bound)

> 3.4: Language: switching & maintaining between English & Chinese.

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Features we will have:

1: Change sound type (Coming soon)

2: Shop portion + Night mode + Close with / without saving settings (Coming soon)

3: Local storage: Store work time, short break time, long break time, & long break interval

4: Statistics: another pop-up window containing at least user's work & rest time since the last refreshing page.

5: Group working