**TapWater**

**System Testing Document**

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**Table of Contents**

**Introduction 2**

**Test Items 3**

**Features To Be Tested 4**

**Testing Approach 6**

**Pass/Fail Criteria 7**

**Test Deliverables 8**

**Testing Environment 9**

Introduction

This document specifies the test plan the TapWater System. The test plan outlines the procedures and test cases to be used to test the requirements outline in the Systems Requirements Specification Document.

The TapWater system consists of 3 major components: A server, an iOS application, and an Android application. Each subsystem will require a slightly different testing strategy. The approach for the iOS and Android application will be similar because they are structured the same.

The features that need to be tested involve logging drinks, viewing drink history, scheduling drink notifications, user authentication, and synchronization. All of the features will need to be tested on the mobile application. Only user authentication and synchronization need to be tested on the Rails server since those are the only features implemented on that platform.

**Test Items**

**Log Drinks**

1.1: New Drink

**Input:** Create new drink request with ‘drink’ option

**Output:** New Drink with ‘drink’ option, unique unique identifier, and current date for the drink date

**Environment:** iOS/Android device running the TapWater mobile application

1.2 New Glass

**Input:** Create new drink request with ‘glass’ option

**Output:** New Drink with ‘glass’ option, a unique unique identifier, and current date for the drink date

**Environment:** iOS/Android device running the TapWater mobile application

1.3 New Bottle

**Input:** Create new drink request with ‘bottle’ option

**Output:** New Drink with ‘bottle’ option, unique unique identifier, and current date for the drink date

**Environment:** iOS/Android device running the TapWater mobile application

1.4 Drink Save Time

**Input:** Create new drink request

**Output:** A new Drink with the ability to prepare another one before the new drink button animation has finished

**Environment:** iOS/Android device running the TapWater mobile application

**Drink History**

2.1 View Drink History

**Input:** View Drink History request

**Output:** A table of drinks with drink dates and drink categories

**Environment:** iOS/Android device running the TapWater mobile application

**Drink Notifications**

3.1 Schedule Drink Notifications

**Input:** Set 5 drink goal with 12:00 PM notification start time and 6:00 PM notification end time

**Output:** Drink notification responses at 1:00 PM, 2:00 PM, 3:00 PM, 4:00 PM, and 5:00PM

**Environment:** iOS/Android device running the TapWater mobile application

**User Registration**

4.1 Server Registration

**Input:** JSON request with username=’unique\_user’, password=’123abc’, password\_confirmation=’123abc’

**Output:** Drink notification responses at 1:00 PM, 2:00 PM, 3:00 PM, 4:00 PM, and 5:00PM

**Environment:** iOS/Android device running the TapWater mobile application

**Log In**

**Log Out**

**Synchronization**

**Features To Be Tested**

**Testing Approach**

**Pass/Fail Criteria**

**Test Deliverables**

**Testing Environment**