System and Unit Test Report

System Test Scenarios

Sprint 1

Sprint 1 User Story 1:
As a general user, I want an application with a simple yet visually pleasing UI.

Scenario:

1. Open the app

2. User should see a simple yet visually pleasing UI

Sprint 1 User Story 2:
As a traditional artist, I want to be able to use my camera and gallery to observe colors of what I am drawing, and have easier reference of what colors I need.

Scenario:

1. Open the app

2. Click on the add image button at the bottom right of the current image

   - Select "camera"

     - Take a picture

     - Approve the picture

   - Select "gallery"

     - Select a picture

Sprint 2

Sprint 2 User Story 1:
As a general user, I want to be able to view the photo I've taken on the main color picking page to select colors from

Scenario:

1. Open the app

2. Click on the add image button at the bottom right of the current image

   ○ Select "camera"

      ■ Take a picture, approve the picture

   ○ Select "gallery"

      ■ Select a picture

3. View image on the color picker fragment

Sprint 2 User Story 2:
As a general user, I want to be able to tap on the color I want to pick anywhere the image is on the screen, whether using the live camera or a static image.

Scenario: (Note: Live camera not implemented)

1. Start app. On the main screen, tap or drag on the image.

2. Check debug log for coordinates to verify the top left is 0, etc.

3. Compare displayed hex with online sites to see that the color displayed looks the same.

Sprint 2 User Story 3:
As a digital artist, I want to see the RGB/HEX/HSV values of a color that I pick.

Scenario:

1. Open the app

2. On the color picker fragment, select a color from the image

3. Click on the info button

4. View the RGB/HEX/HSV values

    ○ Compare to values on an online converter to confirm they are the correct values

Sprint 3

Sprint 3 User Story 1:
As a long-term user, I want to be able to save colors for later usage in a library directly on the app.

Scenario:

1. Open the app

2. Have a color to save

    ○ Select a color on the color picker fragment

        ■ Click on the save color button in the bottom right corner

        ■ Select "save color" from the dialog menu

    ○ Create a new color on the edit color activity

        ■ Click on the save color button in the bottom right corner

3. Click on the Saved Colors fragment to view color you just saved

Sprint 3 User Story 2:
As an artist, I want to be able to create and save palettes for the colors I chose, for easy drawing reference.

See (Sprint 4 User Story 1)

Sprint 3 User Story 3:
As a frontend designer, I want the ability to export RGB, Hex, and HSV values from the app to more easily use these colors in my personal projects.

Scenario:

1. Open the app

2. Select a color from the image or select a color from saved colors/a palette

3. Click on the copy button next to the desired value: RGB, HEX, HSV

    ○ A notification will pop up to notify you that the value has been copied

4. Exit the app

5. Paste the copied value in desired location

Added From Backlog:
As an artist, I want to be able to edit my chosen color and save it for further use.

Scenario:

1. Open the app

2. Select a color from the image or select a color from saved colors/a palette

3. Click on the edit color button (shaped like a pencil)

4. Select a color editing mode

    ○ Click on the button in the top right color. It displays the current mode: RGB or HSV

5. Change the color

    ○ Drag the sliders or click on a value name to input a value

    ○ View the edited color on the top right next to the original color

    ○ If you dislike the new color, select the reset button on the bottom left to return the new color to the original color

6. Click the save button on the bottom right of the screen to save the new color

Sprint 3 User Story 4:
As a user of the app, I want to keep my chosen photo and recent picked color info on the color picker fragment when switching fragments.

Scenario:

1. Open the app

2. Select an image

3. Pick a color from the image

4. Change fragments

5. Return to the color picker fragment

6. View that the same image and color are displayed

Sprint 3 User Story 5:

As a user of the app, I want to know the name of the color I've selected

Scenario:

1. Open the app. Tap or drag on the image.

2. Verify that the TextView changes from the previous text to the name of the selected color.

Sprint 4

Sprint 4 User Story 1:
As an artist, I want to be able to create and save palettes for the colors I chose, for easy drawing reference.

Scenario:

1. Open the app

2. Pick a color from the image

3. Click on the save button in the bottom right

4. Select either "create new palette" or "save to palette"

Sprint 4 User Story 2:
As our teacher/TA, I want a complete and clear documentation of the project code so I can get a clear understanding of the project code and what was worked on.

Scenario:

1. Open the git hub, view the documentation

Sprint 4 User Story 3:
As a user, I want to see the palettes that contain the selected color from the Color Info Activity. (User Story scrapped)

Scenario (If user story had been completed):

1. Open the app

2. Pick a color from the image

3. Click on the color info button

4. View the palettes that the color is in

Sprint 4 User Story 4:
As an artist, I want to be able to generate color harmonies from a color to see what other colors would look good with it.

Scenario:

1. Open the app. Select the Color Info button. Select the View Harmonies button.

2. Verify that the palettes include the selected color.

3. Verify that the palettes have colors in both directions around the selected color.

4. Check the debug log to see that the exact values being calculated are as expected.

5. Select a palette, and see that some info about the colors in it are displayed.

Sprint 4 User Story 5:
As a user of the app, I want an aesthetically pleasing loading screen.

Scenario:

1. Open the app

2. View the loading screen