**Manual Testing Requirements**

# Everything goes right

* Once logged in, the person goes to the logging system and correct logs their diet, by adding their food using the + button and successfully logging the food
* Goes to the advisor system and understands both the graph of the application and the advice of the system when it is queried
* Goes to testing input food and is successfully able to get a sample dish for analysis

# The logging system

* When the cancel button is pressed on the logging feature, it resonates with the persons understanding and the design decision
* When the discard button is pressed on the logging feature, it resonates with the persons understanding and the design decision
* When a food is about to be logged, to cancel by going back
* When a food item has being accidently clicked, the person can go back
* To change a person’s mind when logging the food by clicking the add button again
* The person’s opinion when the landscape of the phone changed
* Person’s overall opinion

# The Advisor System

* Opinion on the graph view
* Understanding of the advice provided
* The testing food input functionality behaviour resonates with the user
* They cannot get the weekly advice unless all three inputs are completed
* If they make a mistake, to either backtrack or cancel it for the testing food input
* The advice and graph is what is expected from the users point of view

# Software testing

It was decided to use NUnit testing on the functionality of the advisor System for Unit Testing