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Sprint 3 Testing

21st April 2021

W e r k  I t

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Manual Tests

User Story #1

As a user, I would like to be able to edit previously saved workouts, workout plans, and workout types.

1. Manual Test #1

- a. Identification and Classification

Test Case 01

System: Login.js

Phase: 2

Check if touch ID is compatible with iPhone

Severity: 1

- b. Instructions

- i. The user attempts to use touch ID on their mobile device when logging in.

- c. Expected Result

- i. Client reports that touch ID is not compatible on the user's mobile device.

2. Manual Test #2

- a. Identification and Classification

Test Case 02

System: Login.js

Phase: 2

Check if touch ID biometrics exist within iPhone

Severity: 1

- b. Instructions

- i. The user attempts to use touch ID on their mobile device when logging in.

- c. Expected Result

- i. Client reports that touch ID biometrics do not exist on the user's mobile device.

3. Manual Test #3

- a. Identification and Classification

Test Case 03

System: Login.js

Phase: 2

Check if touch ID login works with incorrect user on iPhone

Severity: 1

- b. Instructions

- i. The user attempts to use touch ID on their mobile device when logging in using a different user's credentials.

- c. Expected Result

- i. Client reports cannot login with touch ID, message:
"Touch ID incorrect for this username."

4. **Manual Test #4**

- a. Identification and Classification

Test Case 04

System: Login.js

Phase: 2

Check if touch ID login works with correct user on iPhone

Severity: 1

- b. Instructions

- i. The user attempts to use touch ID on their mobile device when logging in.

- c. Expected Result

- i. User is successfully logged in on a mobile device using touch ID.
- ii. Client redirects users to the dashboard screen on the mobile app.

User Story #2

As a user, I would like to be able to delete previously created workouts, workout plans, workout types, and exercises.

1. Manual Test #1

a. Identification and Classification

Test Case 01

System: Login.js

Phase: 2

Check if touch ID is compatible with iPhone

Severity: 1

b. Instructions

- i. The user attempts to use touch ID on their mobile device when logging in.

c. Expected Result

- i. Client reports that touch ID is not compatible on the user's mobile device.

2. Manual Test #2

a. Identification and Classification

Test Case 02

System: Login.js

Phase: 2

Check if touch ID biometrics exist within iPhone

Severity: 1

b. Instructions

- i. The user attempts to use touch ID on their mobile device when logging in.

c. Expected Result

- i. Client reports that touch ID biometrics do not exist on the user's mobile device.

3. Manual Test #3

a. Identification and Classification

Test Case 03

System: Login.js

Phase: 2

Check if touch ID login works with incorrect user on iPhone

Severity: 1

b. Instructions

- i. The user attempts to use touch ID on their mobile device when logging in using a different user's credentials.

c. Expected Result

- i. Client reports cannot login with touch ID, message:
"Touch ID incorrect for this username."

4. Manual Test #4

a. Identification and Classification

Test Case 04

System: Login.js

Phase: 2

Check if touch ID login works with correct user on iPhone

Severity: 1

b. Instructions

- i. The user attempts to use touch ID on their mobile device when logging in.

c. Expected Result

- i. User is successfully logged in on a mobile device using touch ID.
- ii. Client redirects users to the dashboard screen on the mobile app.

User Story #3

As a user, I would like to be able to modify the user information on the profile page.

1. Manual Test #1

a. Identification and Classification

Test Case 05

System: App.js

Phase: 3

- Extra ac to cover for this user story and test: Given that the user visits the profile page, when they have not modified any of the user information, the corresponding in the database should not be changed.

Severity: 1

b. Instructions

- i. The user selects the “Keep me signed” option when they sign into the mobile app.

c. Expected Result

- i. Mobile client should have created a token in AsyncStorage that holds the user’s credentials.

2. Manual Test #2

a. Identification and Classification

Test Case 06

System: App.js

Phase: 3

Check if user can open *Werk It* mobile app and log in without user action

Severity: 1

b. Instructions

- i. The user opens the *Werk It* mobile app (and has previously signed in).

c. Expected Result

- i. Mobile client should use existing token to sign user in without any action from them and direct them to the dashboard.

3. Manual Test #3

a. Identification and Classification

Test Case 07

System: App.js

Phase: 3

Check if AsyncStorage token is deleted when user logs out of mobile app

Severity: 1

b. Instructions

- i. The user has signed out of the mobile app and reopens the mobile app.

- c. Expected Result
 - i. Mobile app should delete old user token from AsyncStorage.

4. **Manual Test #4**

- a. Identification and Classification

Test Case 08

System: App.js

Phase: 3

Check if the login screen appears when the user signs out of the mobile app previously

Severity: 1

- b. Instructions

- i. The user has signed out of the mobile app and reopens the app.

- c. Expected Result

- i. Mobile app should display login screen.

User Story #4

As a user, I would like to see a motivational quote whenever I access the app.

1. Manual Test #1

a. Identification and Classification

Test Case 09

System: WorkoutEditor.js

Phase: 2

Check if the user can only type numerical digits

Severity: 2

b. Instructions

- i. The user attempts to input non-numerical digits for the number of sets on the mobile device.

c. Expected Result

- i. Client only allows user to type numerical digits for the number of sets on the mobile device.

2. Manual Test #2

a. Identification and Classification

Test Case 10

System: WorkoutEditor.js

Phase: 2

Check if the user cannot input more than two digits (value larger than 99)

Severity: 2

b. Instructions

- i. The user attempts to input more than two digits for the number of sets on the mobile device.

c. Expected Result

- i. Client only allows user to type up to two digits for the number of sets on the mobile device.

3. Manual Test #3

a. Identification and Classification

Test Case 11

System: WorkoutEditor.js

Phase: 2

Check that the user input is being displayed on the sets input box accurately

Severity: 2

b. Instructions

- i. The user attempts to input a two digit numerical value for the number of sets on the mobile device.

c. Expected Result

- i. Client accurately displays inputted sets on the workout editor screen.

4. Manual Test #4

a. Identification and Classification

Test Case 12

System: WorkoutEditor.js

Phase: 2

Check that the number of sets is saved to the database after submitting the workout.

Severity: 1

b. Instructions

- i. The user enters the number of sets on the mobile device and submits the exercise.

c. Expected Result

- i. On the MongoDB database, the sets value for the new exercise should be populated for the user.

User Story #5

As a user, I would like to be able to easily comprehend the visualizations generated based on my workout statistics.

1. Manual Test #1

a. Identification and Classification

Test Case 13

System: WorkoutEditor.js

Phase: 2

Check if the user can only type numerical digits

Severity: 2

b. Instructions

- i. The user attempts to input non-numerical digits for the weight input on the mobile device.

c. Expected Result

- i. Client only allows user to type numerical digits for the weight input on the mobile device.

2. Manual Test #2

a. Identification and Classification

Test Case 14

System: WorkoutEditor.js

Phase: 2

Check if the user cannot input more than three digits (value larger than 999)

Severity: 2

b. Instructions

- i. The user attempts to input more than three digits for the weight input on the mobile device.

c. Expected Result

- i. Client only allows user to type up to three digits for the weight input on the mobile device.

3. Manual Test #3

a. Identification and Classification

Test Case 15

System: WorkoutEditor.js

Phase: 2

Check that the user input is being displayed on the weight input box accurately

Severity: 2

b. Instructions

- i. The user attempts to input a three digit numerical value for the weight input on the mobile device.

-
- c. Expected Result
 - i. Client accurately displays inputted weight on the workout editor screen.
 - 4. **Manual Test #4**
 - a. Identification and Classification
 - Test Case 16
 - System: WorkoutEditor.js
 - Phase: 2
 - Check that the weight input is saved to the database after submitting the workout
 - Severity: 1
 - b. Instructions
 - i. The user enters the weight on the mobile device and submits the exercise.
 - c. Expected Result
 - i. On the MongoDB database, the weight value for the new exercise should be populated for the user.

User Story #6

As a user, I would like to be able to connect with my friends.

1. Manual Test #1

a. Identification and Classification

Test Case 17

System: WorkoutEditor.js

Phase: 2

Check if the user can only type numerical digits

Severity: 2

b. Instructions

- i. The user attempts to input non-numerical digits for the duration input on the mobile device.

c. Expected Result

- i. Client only allows user to type numerical digits for the duration input on the mobile device.

2. Manual Test #2

a. Identification and Classification

Test Case 18

System: WorkoutEditor.js

Phase: 2

Check if the user cannot input more than three digits (value larger than 999)

Severity: 2

b. Instructions

- i. The user attempts to input more than three digits for the duration input on the mobile device.

c. Expected Result

- i. Client only allows user to type up to three digits for the duration input on the mobile device.

3. Manual Test #3

a. Identification and Classification

Test Case 19

System: WorkoutEditor.js

Phase: 2

Check that the user input is being displayed on the duration input box accurately.

Severity: 2

b. Instructions

- i. The user attempts to input a three digit numerical value for the duration input on the mobile device.

c. Expected Result

- i. Client accurately displays inputted duration on the workout editor screen.

4. Manual Test #4

a. Identification and Classification

Test Case 20

System: WorkoutEditor.js

Phase: 2

Check that the duration input is saved to the database after submitting the workout.

Severity: 1

b. Instructions

- i. The user enters the duration on the mobile device and submits the exercise.

c. Expected Result

- i. On the MongoDB database, the duration value for the new exercise should be populated for the user.

User Story #7

As a user, I would like to be able to view the mobile application in dark mode.

1. Manual Test #1

a. Identification and Classification

Test Case 21

System: WorkoutEditor.js

Phase: 2

Check if the user can only type numerical digits

Severity: 2

b. Instructions

- i. The user attempts to input non-numerical digits for the speed input on the mobile device.

c. Expected Result

- i. Client only allows user to type numerical digits for the speed input on the mobile device.

2. Manual Test #2

a. Identification and Classification

Test Case 22

System: WorkoutEditor.js

Phase: 2

Check if the user cannot input more than two digits (value larger than 99)

Severity: 2

b. Instructions

- i. The user attempts to input more than two digits for the speed input on the mobile device.

c. Expected Result

- i. Client only allows user to type up to two digits for the speed input on the mobile device.

3. Manual Test #3

a. Identification and Classification

Test Case 23

System: WorkoutEditor.js

Phase: 2

Check that the user input is being displayed on the speed input box accurately.

Severity: 2

b. Instructions

- i. The user attempts to input a two digit numerical value for the speed input on the mobile device.

c. Expected Result

- i. Client accurately displays inputted speed on the workout editor screen.

4. **Manual Test #4**

a. Identification and Classification

Test Case 24

System: WorkoutEditor.js

Phase: 2

Check that the speed input is saved to the database after submitting the workout

Severity: 1

b. Instructions

- i. The user enters the speed on the mobile device and submits the exercise.

c. Expected Result

- i. On the MongoDB database, the speed value for the new exercise should be populated for the user.

User Story #8

As a user, I would like to be able to start a workout session.

1. Manual Test #1

a. Identification and Classification

Test Case 25

System: WorkoutEditor.js

Phase: 2

Check if the user can only type numerical digits

Severity: 2

b. Instructions

- i. The user attempts to input non-numerical digits for the laps input on the mobile device.

c. Expected Result

- i. Client only allows user to type numerical digits for the laps input on the mobile device.

2. Manual Test #2

a. Identification and Classification

Test Case 26

System: WorkoutEditor.js

Phase: 2

Check if the user cannot input more than two digits (value larger than 99)

Severity: 2

b. Instructions

- i. The user attempts to input more than two digits for the laps input on the mobile device.

c. Expected Result

- i. Client only allows user to type up to two digits for the laps input on the mobile device.

3. Manual Test #3

a. Identification and Classification

Test Case 27

System: WorkoutEditor.js

Phase: 2

Check that the user input is being displayed on the laps input box accurately

Severity: 2

b. Instructions

- i. The user attempts to input a two digit numerical value for the laps input on the mobile device.

c. Expected Result

- i. Client accurately displays inputted laps on the workout editor screen.

4. **Manual Test #4**

a. Identification and Classification

Test Case 28

System: WorkoutEditor.js

Phase: 2

Check that the laps input is saved to the database after submitting the workout

Severity: 1

b. Instructions

- i. The user enters the laps on the mobile device and submits the exercise.

c. Expected Result

- i. On the MongoDB database, the laps value for the new exercise should be populated for the user.

User Story #9

As a user, I would like to be reminded when I have an upcoming workout scheduled.

1. Manual Test #1

a. Identification and Classification

Test Case 29

System: WorkoutEditor.js

Phase: 2

Check if the user can select a type of exercise

Severity: 1

b. Instructions

- i. The user tries to select a type of exercise from the exercise type modal on the workout editor screen on the mobile app.

c. Expected Result

- i. Mobile client should display the selected exercise type from the modal selection on the workout editor screen.

2. Manual Test #2

a. Identification and Classification

Test Case 30

System: WorkoutEditor.js

Phase: 2

Check if the user did not select an exercise type

Severity: 1

b. Instructions

- i. The user tries to submit a workout without selecting an exercise type on the mobile app.

c. Expected Result

- i. Mobile client does not allow user to submit the workout, message.
"Please choose or create an exercise type."

3. Manual Test #3

a. Identification and Classification

Test Case 31

System: WorkoutEditor.js

Phase: 2

The user is prompted the specific inputs for the selected exercise type.

Severity: 1

b. Instructions

- i. The user selects the type of exercise when on the workout editor screen on the mobile app.

c. Expected Result

- i. Mobile client should display the specific inputs for the required fields for that exercise.

4. **Manual Test #4**

- a. Identification and Classification

Test Case 32

System: WorkoutEditor.js

Phase: 2

The user does not enter the specific inputs for the selected exercise type

Severity: 1

- b. Instructions

- i. The user selected the type of exercise when on the workout editor screen on the mobile app.

- c. Expected Result

- i. Client should notify the user to fill in all required input fields for the exercise type selected.

User Story #10

As a user, I would like to see a line graph comparing my workout time with my friends.

1. Manual Test #1

a. Identification and Classification

Test Case 33

System: WorkoutEditor.js

Phase: 2

Check if the user can add a new exercise type

Severity: 1

b. Instructions

- i. The user tries to select “add new exercise type” from the exercise type modal on the workout editor screen on the mobile app.

c. Expected Result

- i. Mobile client should allow user to successfully create new exercise type without any errors.

2. Manual Test #2

d. Identification and Classification

Test Case 34

System: WorkoutEditor.js

Phase: 2

Check if user is not able to enter an existing exercise type

Severity: 2

e. Instructions

- i. The user tries to enter an existing type of exercise when “add new exercise type” is selected from the exercise type modal on the workout editor screen on the mobile app.

f. Expected Result

- i. Mobile client does not allow user to submit the workout type, message.
“The specified exercise type already exists.”

3. Manual Test #3

a. Identification and Classification

Test Case 35

System: WorkoutEditor.js

Phase: 2

Check if the user is able to view the new exercise type in the modal

Severity: 1

b. Instructions

- i. The user has already created a new exercise type from Manual Test #1. Now when they attempt to create a new workout, the user attempts to select the new exercise type they previously made.

-
- c. Expected Result
 - i. Mobile client should display the new exercise type in the modal selection.
 - 4. **Manual Test #4**
 - a. Identification and Classification
 - Test Case 36
 - System: WorkoutEditor.js
 - Phase: 2
 - The user does not enter any inputs for the new exercise type created and tries to submit the workout
 - Severity: 1
 - b. Instructions
 - i. The user selected the type of exercise when on the workout editor screen and submits the workout without providing any inputs on the mobile app.
 - c. Expected Result
 - i. Mobile client should notify the user that inputs must be provided when submitting a workout.

User Story #11

As a user, I would like to be able to send my workout plan to my friends.

1. Manual Test #1

a. Identification and Classification

Test Case 37

System: WorkoutEditor.js

Phase: 2

Check if the user can select a type of workout

Severity: 1

b. Instructions

- i. The user tries to select a type of workout from the workout type dropdown on the workout editor screen on the mobile app.

c. Expected Result

- i. Mobile client should display the selected workout type from the dropdown selection on the workout editor screen.

2. Manual Test #2

a. Identification and Classification

Test Case 38

System: WorkoutEditor.js

Phase: 2

Check if the user did not select an workout type

Severity: 1

b. Instructions

- i. The user tries to add an exercise without selecting an workout type on the mobile app.

c. Expected Result

- i. Mobile client does not allow user to proceed, message.
"Please select a workout type"

3. Manual Test #3

a. Identification and Classification

Test Case 39

System: WorkoutEditor.js

Phase: 2

Check if saved exercise for the workout type is retrieved from the database.

Severity: 1

b. Instructions

- i. The user is on the mobile workout editor screen and selects a type of workout on the mobile app.

c. Expected Result

- i. Mobile client should retrieve the saved exercises for the workout type selected.

4. **Manual Test #4**

- a. Identification and Classification

Test Case 40

System: WorkoutEditor.js

Phase: 2

Check if saved exercises are displayed in the exercise type modal

Severity: 1

- b. Instructions

- i. The user is on the mobile workout editor screen and selects a type of workout on the mobile app.

- c. Expected Result

- i. Mobile client should display saved exercises for the selected workout type on the exercise type modal.

User Story #12

As a user, I would like to be able to send fitness challenges to my friends.

1. Manual Test #1

a. Identification and Classification

Test Case 41

System: WorkoutEditor.js

Phase: 2

Check if the user can add a new workout type

Severity: 1

b. Instructions

- i. The user tries to select “create new workout type” from the workout type dropdown on the workout editor screen on the mobile app.

c. Expected Result

- i. Mobile client should allow user to successfully create new workout type without any errors.

2. Manual Test #2

a. Identification and Classification

Test Case 42

System: WorkoutEditor.js

Phase: 2

Check if user is not able to enter an existing workout type

Severity: 1

b. Instructions

- i. The user tries to enter an existing type of workout when “create new workout type” is selected from the workout type dropdown on the workout editor screen on the mobile app.

c. Expected Result

- i. Mobile client does not allow user to submit the workout type, message.
“The specified workout type already exists”

3. Manual Test #3

a. Identification and Classification

Test Case 43

System: WorkoutEditor.js

Phase: 2

Check if the user is able to view the new workout type in the dropdown

Severity: 1

b. Instructions

- i. The user has already created a new workout type from Manual Test #1. Now when they attempt to create a new workout, the user attempts to select the new workout type they previously made.

- c. Expected Result
 - i. Mobile client should display the new workout type in the dropdown selection.

4. **Manual Test #4**

- a. Identification and Classification

Test Case 44

System: WorkoutEditor.js

Phase: 2

The user does not enter any inputs for the new workout type created and tries to submit the workout

Severity: 1

- b. Instructions
 - i. The user selected 'create new workout type' from the workout type dropdown and submits the workout type without providing any inputs on the mobile app.
- c. Expected Result
 - i. Mobile client should notify the user that inputs must be provided when submitting a workout.

User Story #13

As a developer, I need to display a loading symbol if the user is disconnected from Wifi.

1. Manual Test #1

a. Identification and Classification

Test Case 45

System: WorkoutEditor.js

Phase: 2

Check if the exercise modal is filtered for the matching workout type

Severity: 1

b. Instructions

- i. The user has created a new workout and selected a workout type and attempts to add an exercise on the mobile app.

c. Expected Result

- i. Mobile client should prompt user with a modal filtered for exercises associated with the specified workout type.

2. Manual Test #2

a. Identification and Classification

Test Case 46

System: WorkoutEditor.js

Phase: 2

Check if user is not able to enter an existing exercise type

Severity: 2

b. Instructions

- i. The user tries to enter an existing type of exercise when “add new exercise type” is selected from the exercise type modal on the workout editor screen on the mobile app.

c. Expected Result

- i. Mobile client does not allow user to submit the workout type, message.
“The specified exercise type already exists”

3. Manual Test #3

a. Identification and Classification

Test Case 47

System: WorkoutEditor.js

Phase: 2

Check if the user can add a new exercise type to the new custom workout

Severity: 1

b. Instructions

- i. The user selects “add new exercise type” from the exercise type modal on the workout editor screen on the mobile app.

-
- c. Expected Result
 - i. Mobile client should allow user to successfully create new exercise type without any errors.
4. **Manual Test #4**
- a. Identification and Classification
 - Test Case 48
 - System: WorkoutEditor.js Phase: 2
 - Check if saved exercises are displayed in the exercise type modal
 - Severity: 1
 - b. Instructions
 - i. The user is on the mobile workout editor screen and selects the new custom workout on the mobile app.
 - c. Expected Result
 - i. Mobile client should display saved exercises for the selected custom workout type on the exercise type modal.

User Story #14

As a user, I would like to be able to set my profile picture.

1. Manual Test #1

a. Identification and Classification

Test Case 49

System: WorkoutPlan.js

Phase: 2

Check if user can create a workout plan from previously created workouts

Severity: 1

b. Instructions

- i. The user has previously created workouts and attempts to make a workout plan on the workout plan editor screen on the mobile app.

c. Expected Result

- i. User should be able to select previously selected workouts when they create a workout plan on the mobile app.

2. Manual Test #2

a. Identification and Classification

Test Case 50

System: WorkoutPlan.js

Phase: 2

Check if the workout is assigned to the day of the week the user assigns

Severity: 1

b. Instructions

- i. The user is creating a workout plan and attempts to assign a workout to a day of the week on the mobile app.

c. Expected Result

- i. The workout should be assigned to the day of the week the user as assigned on the mobile app.

3. Manual Test #3

a. Identification and Classification

Test Case 51

System: WorkoutPlan.js

Phase: 2

Check if the workout plan is added to the mobile dashboard after submission

Severity: 1

b. Instructions

- i. The user creates a workout plan and attempts to submit it on the mobile app.

c. Expected Result

- i. Mobile client should display the new workout plan on the dashboard screen.

4. **Manual Test #4**

- a. Identification and Classification

Test Case 52

System: WorkoutPlan.js

Phase: 2

Check if the user cannot submit a workout plan without assigning a day to a workout

Severity: 1

- b. Instructions

- i. The user is creating a workout plan and does not select a day of the week to assign workouts before submitting the plan on the mobile app.

- c. Expected Result

- i. Client should notify the user that a day must be assigned to a workout before submitting the plan on the mobile app.

User Story #15

As a user, I would like to receive a confirmation email when I go to reset my password.

1. Manual Test #1

a. Identification and Classification

Test Case 53

System: login.html

Phase: 3

Check if loading symbol appears

Severity: 1

b. Instructions

- i. The user is connected to a pc with wifi and opens the web client. They then disconnect from wifi after 15-30 seconds.

c. Expected Result

- i. The loading symbol should appear on the web client.

2. Manual Test #2

a. Identification and Classification

Test Case 54

System: login.html

Phase: 3

Check if the loading symbol has motion

Severity: 2

b. Instructions

- i. The developer stimulates a situation (e.g. poor network situation) where the loading symbol appears on the client waiting for a response on the web and mobile app.

c. Expected Result

- i. The loading symbol should be in motion to indicate the process is still occurring on the web and mobile client.

3. Manual Test #3

a. Identification and Classification

Test Case 55

System: login.html

Phase: 3

Check if the loading symbol indicates the error

Severity: 2

b. Instructions

- i. The developer stimulates a situation (e.g. poor network situation) where the loading symbol appears where there is a error with a request on the web and mobile app.

- c. Expected Result
 - i. The loading symbol should indicate the error (e.g. network connectivity, etc.) on the web and mobile client.

4. **Manual Test #4**

- a. Identification and Classification

Test Case 56

System: login.html

Phase: 3

Check if the loading symbol disappears after the request or error is received/gone

Severity: 1

- b. Instructions

- i. The developer stimulates a situation where a server request that takes longer than one second to respond has been received or error is solved on the web and mobile app.

- c. Expected Result

- i. Mobile and web client should not show loading symbol one process is complete.