# The Boys of 103 - Team 19
## Matchmaker: Online Dating/Matchmaking Application
## Test Plan
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Functionality Test Cases

A. Account 001, Create Account, Severity 2
B. Click new account button from the login screen
C. The new account page is shown and a new account is created

A. Account 002, Edit Password, Severity 2
B. User logs in if not already and proceeds to page to edit password
C. The user edits their password and submits the edit to be prompted by a successful edit
D. User logs out and logs back in with new password to check if password did indeed change successfully

A. Account 003, Select Preferences, Severity 2
B. User creates a new account
C. User is redirected to page to select/edit their preferences and the user fills out the page
D. User submits the changes and changes should go through successfully

A. Account 004, View Preferences, Severity 2
B. User logs in if not already and proceeds to page to edit profile
C. User's preferences are displayed

A. Account 005, Edit Preferences, Severity 2
B. User logs in if not already and proceeds to page to edit profile
C. User's preferences are displayed
D. User makes changes to their preferences and hits submit
E. Changes go through and are now reflected on the user's preferences

A. Account 006, Log in, Severity 1
B. User opens website and is brought to the login page
C. User enters correct credentials and hits login
D. User logs in successfully and is brought to home page

A. Account 007, Log In, Severity 1

B. User opens website and is brought to the login page

C. User enters incorrect credentials and hits login

D. User does not login successfully and remains on the login page

A. Account 008, Log Out, Severity 1

B. User already has website open and hits logout

C. User is successfully logged out and is brought back to login page

D. Upon reloading webpage, the user is still logged out

A. Account 009, Set Profile Picture, Severity 3

B. User opens website and logs in if not already

C. User navigates to page that allows user to set a profile picture

D. User selects to add an image and chooses and image and hits submit

E. User sets the profile picture image successfully and is able to now see said profile picture

A. Account 010, Change Profile Picture, Severity 3

B. User opens website and logs in if not already

C. User navigates to page that allows user to set a profile picture

D. User selects to change their profile picture and selects a new profile picture

E. User hits submit and the new profile picture image is set successfully and is able to now be seen

A. Matching 001, See Possible Matches, Severity 2

B. User opens website and logs in if not already

C. User will be displayed a list of top matches

A. Matching 002, Matching By Age Range, Severity 2

B. User opens website and logs in if not already

C. User navigates to their preferences

D. User edits their preference of age range and hits submit

E. User navigates back to home page and is presented with new set of matches based on the age range preference

A. Messaging 001, Chat With Matches, Severity 2

B. User opens website and logs in if not already

C. User clicks on inbox on home screen and is displayed all of their messages received

D. User clicks on user they want to chat with and types message to send and then hits send

E. The message will be sent successfully and will appear in the chat window for both the sender and the recipient

A. Messaging 002, User Blocking, Severity 2
B. User opens website and logs in if not already
C. User opens their list of matches and is displayed a list of their matches
D. User clicks block on the user in their list of matches
E. User can no longer receive messages from the blocked user

A. Messaging 003, Message Notifications, Severity 2
B. User opens website and logs in if not already
C. Another user sends a message to aforementioned user
D. A notification icon appears on the recipient's screen displaying the number of unread messages

Equivalence Class Test Cases

A. User 001, Username Length, Severity 1
B. The user can can have a username from 1 to 30 characters
C. Given a valid, unused username the user can register

A. User 002, Password, Severity 1
B. The user can have a password from 1 to 30 characters
C. The system will allow the user to register given a valid password

A. User 003, Birthday, Severity 1
B. The user can have an age over 18
C. The system will allow the user to register given a valid age

A. User 004, Gender Type, Severity 2
B. The user can select Male, Female, and Male/Female for their gender
C. The user can create an account given a valid gender

A. User 005, Gender Preference Type, Severity 2
B. The user can select Male, Female, and Male/Female for the gender they prefer
C. The user can create an account given a valid gender

A. User 006, Age Preferences, Severity 2
B. The user can select an age from 18 and up for min age and max age

C. The user preferences are stored properly

A. Interests 001, User Preference, Severity 2
B. The user can enter in the name of a user they prefer or a preference type from 1 to 45 characters
C. The preference is stored to the user's account given that it is valid

A. Interests 002, Interest Description, Severity 2
B. The user can enter a description that is 1 to 200 characters long
C. The preference is saved to the user's account

A. Messages 001, Message, Severity 3
B. The user can enter in a message to another user from 1 to 500 characters
C. The message is sent to the other user

A. Messages 002, Message Title, Severity 3
B. The user can enter in a subject for the message that is 1 to 200 characters
C. The user can successfully send a message to the other user

Boundary Value Test Cases
   A. User 001, Add Username, Severity 1
   B. The user creates a username that is over 30 characters
   C. The user is shown an error warning saying that the username cannot be that long

   A. User 002, Add Password, Severity 1
   B. The user creates a password that is over 30 characters
   C. The user is shown an error warning saying that the password cannot be that long

   A. User 003, Add Location, Severity 3
   B. The user creates a location that is over 30 characters
   C. The user is shown an error warning saying that the location cannot be that long

   A. User 004, Add Relationship Status, Severity 3
   B. The user attempts to create a relationship status that is not true or false
   C. The user should not be given this opportunity

   A. User 005, Add Minimum Age, Severity 3
   B. The user tries to add a minimum age that is less than zero
   C. The user is shown an error warning saying that the age cannot be that low

A. User 006, Add Maximum Age, Severity 3
B. The user tries to add a maximum age that is less than zero
C. The user is shown an error warning saying that the maximum age cannot be that low

A. User 007, No Username, Severity 2
B. The user creates a username with no input
C. The user is shown an error warning saying that the username needs to be entered

A. User 008, No Password, Severity 2
B. The user creates a password with no input
C. The user is shown an error warning saying that the password must be entered

A. Interests 001, Add Interest Name, Severity 2
B. The user creates an interest and gives it a name that is over 45 characters long
C. The user is shown an error warning saying that the name cannot be that long

A. Interests 002, Add Interest Description, Severity 2
B. The user creates an interest and gives it a description that is over 200 characters long
C. The user is shown an error warning saying that the description cannot be that long

A. Messages 001, Add Message Text, Severity 2
B. The user creates a message and adds over 500 characters of text
C. The user is shown an error warning saying that the description cannot be that long

A. Messages 002, Message Title Max, Severity 3
B. The user creates a message and gives it a title of over 100 characters
C. The user is shown an error warning saying that the there must be a title

A. Messages 003, Message Title Min, Severity 3
B. The user creates a message and gives it a title with no input
C. The user is shown an error telling them to add a title