

System Unit Tests

Product/Team Name: Fete

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Email Sign Up/ Log In:

Equivalence Classes:

- Test Sign Up with Email and Password: Tests that user is able to Sign Up using an email and password. Expected behavior: user is able to log in and stay logged in.
- Test Invalid User Login: Tests returns an error message if user enters an invalid email that does not include @ symbol or password of length less than six. Expected behavior: user stays in login page, and is not able to login.
- Test Log In: Tests that the user is able to log back into their account using the same email and password that they created. Expected output: user is redirected to the home page after successful login. They get error message if the password or email don't match.

Parties:

Equivalence Classes:

- Test Party Is Created: Tests that the party is created and saved to the parties list. Expected behavior: users are able to create a party and see the list of all parties created.
- Test Party Description: Tests that specific parties have the accurate description as posted by the user who created the party. Expected behavior: user can see party details including the text descriptions and the image that was uploaded with the specific party.
- Test Join Party: Tests that the user is able to join a party and it will be added to their My Parties page. Expected output: user is redirected to the My Parties Page after successful joining party.
- Test Leave Party: Tests that the user is able to leave a party and that party will be removed from their My Parties page. Expected output: user is redirected to the Home Page after successful leaving party and the party is removed my My Parties page.
- Money Button: Tests that the user is able to make a payment through the app. Expected output: user is prompted with an Android Pay payment option.
- Message Button: Tests that user is able to access the chat. Expected output: user is redirected to the Messaging page after click.

Messages:

Equivalence Classes:

- Test Send Message: Tests that the user is able to send a message in realtime that can be seen by other users in the chat. Expected behavior: user types text message that shows up on the chat.

- Test Receive Message: Tests that the user is able to see a message in realtime that is sent by another user in the chat. Expected behavior: user sees a text pop up when another user sends it.

Users and Followers:

Equivalence Classes:

- Test All Users: Tests that a user is able to see the list of all other users that have an account. Expected behavior: Clicking on 'All Users' will redirect the user to the page where they can see the other others with an account.
- Test User Profile Page: Tests that the user is able to see the profile page of other users.. Expected behavior: user is redirected to the profile page of the user they have selected.
- Test Follow Action: Tests that users are able to follow each other. Expected output: User A will be able to click "Follow" on user B's account and user B will see user A on their Followers page.

Forget Password:

Equivalence Classes:

- Test Forget Password: Tests that users have the option to reset password. Expected behavior: User receives email link after entering valid email. The user can follow the link and reset password via Firebase backend action.
- Test Invalid Email: Tests that the user has an account with our app. Expected behavior: Error message is displayed if user does not exists with such email.