TEST PLAN AND TEST RESULTS

Application: Votify



DATE: 08/05/2020

1. TEST CASE: CREATE A PROJECT

1.1 Use Case: Create a project

Primary Actor: Registered user.

Stakeholders and Goals:

Registered user: Create a project for funding and achieve/construct something. Administrator: Check if the project is appropriate and set the minimum number of votes.

Success guarantee (Post-conditions):

The project is created. Everyone can query the project and vote for it if they want to. If a user has supported a project then he is able to see the number of votes that it has raised. If the project gets the minimum number of votes in less than 30 days, it will be available to fund it and the creator can send it to an external entity that has the ability to accept or decline the project. If the entity accepts the project then users that have voted it, get an ID and are able to see the status of the project.

Main Success Scenario:

- 1 The user clicks the button "create a project".
- 2 The user gives a name for it, writes a description and types the money he needs
- 3. The user clicks "Next" and selects "infrastructure" or "social" and if they want to create the project as an individual or a group representative.
- 4 The system saves the project and notifies the administrator.

Extensions (Alternative paths):

- 2a. If the user has selected an Infrastructure project, he will need to upload an image, scheme or draw of the building that he wants to build.
- 2b. If the user has selected a Social project, then he will need to specify if it is international or national and he will describe the target.

1.2. Test case design:

Preconditions:

The user needs to login to the app. The user can not be banned.

In case you wish to create a project as a group representative, you need to have created at least one group.

Scenario 1 (Infrastructure project as individual):

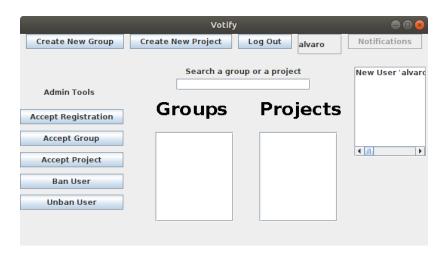
- 1. User clicks the "Create New Project" button (It is at the top of the feed screen).
- 2. System shows the create project screen.
- 3. User types a title "New hospital" in the title box.
- 4. User types a description "We want to build a new hospital in 10 days like China, for patients with COVID-19".
- 5. User writes the money needed for the project. In our case 2,000,000.
- 6. User presses the button "Next".
- 7. System shows the second window for the project creation.
- 8. User selects the type of project that he wants to create, in our case he presses the round box that says "Infrastructure".
- 9. The user now selects if he wants to create it as a group representative or as an individual. We will press the round box for "Create as individual".
- 10. As we have finished selecting, the user presses the button "Next".
- 11. The system shows another panel that the user will need to fulfill.
- 12. The user clicks the button that says "Browse".
- 13. The user now will select the image from its directory. We will enter "Descargas" and then select "Hospital.jpg".
- 14. User clicks the combo box to select a district where the project is going to be constructed. We select "Fuencarral-El Pardo".
- 15. The user clicks the button that says "Create".
- 16. The system shows a message saying :" Infrastructure project New hospital has been created."
- 17. The user clicks the button "Aceptar".
- 18. The system creates the project and adds it to the project list in the app and in the respective user. It also notifies the administrator.
- 19. The system shows the user feed panel. The user is able to see and click the project that has been added to the project list.

Scenario 2 (Social project as a group representative):

- 1. User clicks the "Create New Project" button (It is at the top of the feed screen).
- 2. System shows the create project screen.
- 3. User types a title "House for the homeless" in the title box.
- 4. User types a description "Give the homeless a place to live".
- 5. User writes the money needed for the project. In our case 20,000.
- 6. User presses the button "Next".
- 7. System shows the second window for the project creation.
- 8. User selects the type of project that he wants to create, in our case he presses the round box that says "Social".
- 9. The user now selects if he wants to create it as a group representative or as an individual. We will press the round box for "Create as a group rep".
- 10. The user will then select which of his groups he chooses to create the project with, in this case "Skaters de Madrid".
- 11. As we have finished selecting, the user presses the button "Next".
- 12. System shows the third window for the project creation.
- 13. The user introduces the name for the associated social group, in this case "No more homeless".
- 14. After he will choose the project scope, "National" for this project.
- 15. Finally the user needs to write a description for the associated social group, like "We don't want more homeless people in our cities"
- 16. The user clicks the button that says "Create".
- 17. The system shows a message saying :" Infrastructure project New hospital has been created."
- 18. The user clicks the button "Aceptar".
- 19. The system creates the project and adds it to the project list in the app and in the respective user.
- 20. The system shows the user feed panel. The user is able to see and click the project that has been added to the project list.

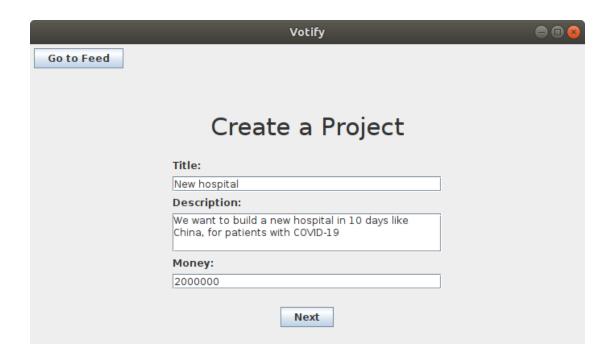
We have divided the two types of projects in different scenarios. One is created as an individual and the other one as a group representative. But both types can be created either individually or as a group representative.

1.3. Test execution result

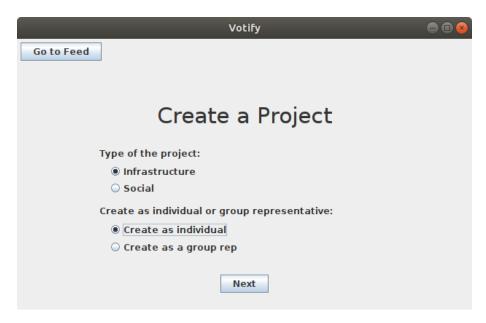


The user clicks "Create New Project button".

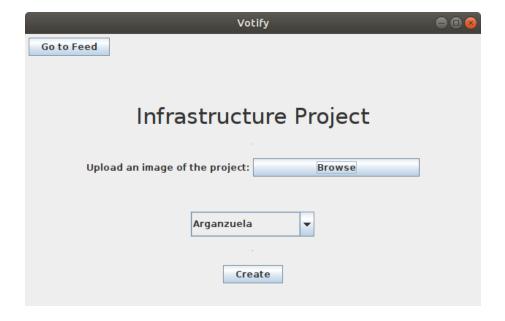
Scenario 1:



The user fills in the first project creation screen.



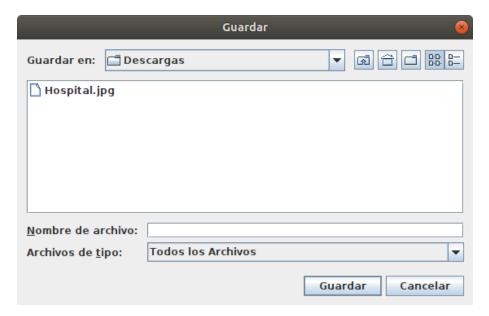
The user fills in the second project creation screen.



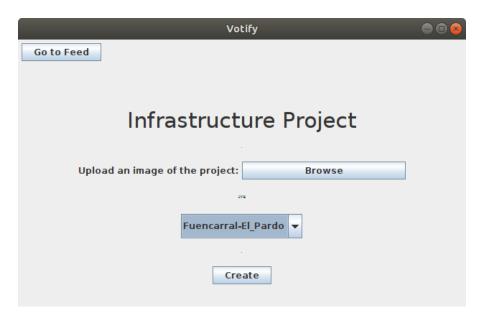
This is the third screen. The user clicks Browse to select an image.



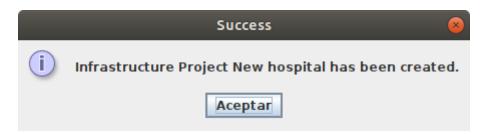
The user selects the folder where the image is.



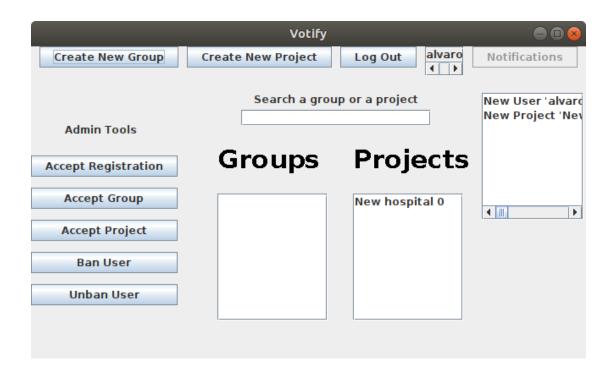
The user selects the image.



The user selects the district from the combo box.



The system shows a success screen.

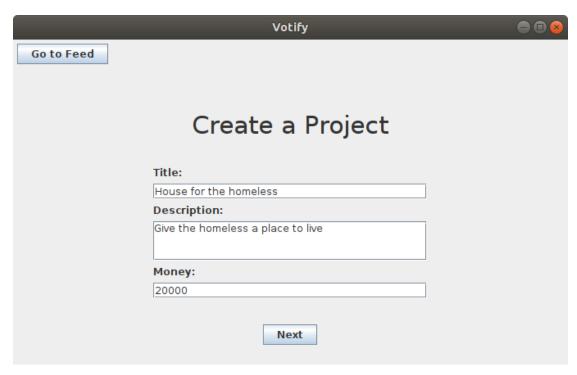


The system shows the user feed screen, where the project and its notification are visible.



If we click the project we will enter in its description screen.

Scenario 2:



The user fills in the first project creation screen.



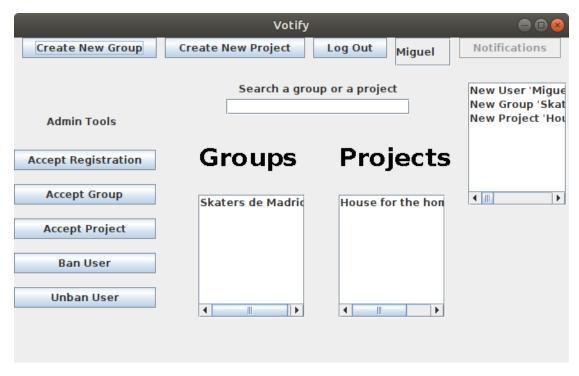
The user fills in the second project creation screen.



The user fills in the third project creation screen.



The system shows a success screen.



The system shows the user feed screen, where the project is visible.

Conclusion:

Although the described use cases implemented do not follow exactly the use case path in the requirements document, as the descriptions here are more precise, they are very similar.

In the infrastructure project we have added to the use case, that the user needs to select a district from a list before clicking the button that says "Create".

We have also added an error panel that will show up, if in any of these screens the user tries to continue without writing anything in some fields.

The mockups are also really accurate to the screens created.

2. TEST CASE: VOTE FOR A PROJECT

2.1 Use Case: Vote for a project

Primary Actor: Registered user.

Stakeholders and Goals:

Registered user: Vote for a project for achieving/constructing something that the user wants.

Preconditions:

The user needs to login to the app and he can not be banned. The user needs to query for the project first.

Success guarantee (Post-conditions):

The user will now be part of that project. He can not remove his vote. He will get notifications when the state of the project changes. The user is able to create a popularity report to see how many people have voted for it.

Main Success Scenario:

- 1 The user clicks the button "search" and types the name of the project he is interested in.
- 2 The user selects the project he wants to participate in.
- 3 The user presses the button vote.
- 4 The system saves the vote.

Extensions (Alternative paths):

- 1a. The user is the representative of a group and wants to vote as the whole group.
 - 1a1. The user has to search for the group.
 - 1a2. The user selects the button vote as the group.
 - 1a3. The user selects the group/s they want to vote for.
- 1b. The user is in a group and its representative has voted for a project as the whole group but the user does not want to do it.
 - 1b1. The user has to query the group.
 - 1b2. The user is able to remove his vote from that project by quitting the group.
- 5a. The user belongs to different groups and they have voted for the same project.
 - 5a1. The system will recognize his participation in the project just once.

2.2. Test case design:

Preconditions Scenario 1:

There exists a social project called "Housing for the Homeless" and that project is accepted by the administrator.

Scenario 1 (Vote individually):

- 1. User types "Housing" in the search bar and presses the enter key.
- 2. User clicks on the project named "Housing for the Homeless".
- 3. User selects "Vote for myself" in the radio buttons for the type of vote and presses the "Vote" button.

Preconditions Scenario 2:

There exists a social project called "Housing for the Homeless" and that project is accepted by the administrator.

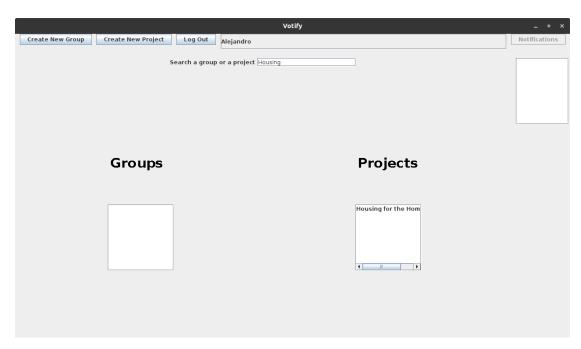
There exists a group named "Sharing is Caring" for which you are the representative. The group is also accepted by the admin.

Scenario 2 (Vote for my group):

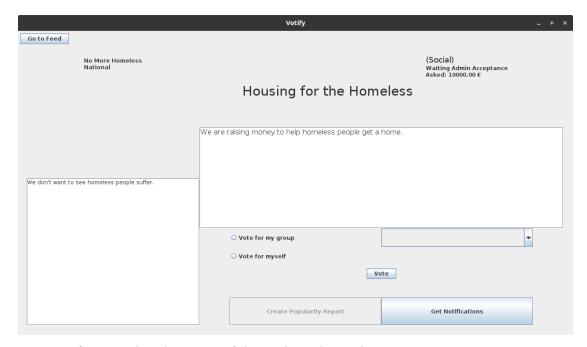
- 1. User types "Housing" in the search bar and presses the enter key.
- 2 User clicks on the project named "Housing for the Homeless".
- 3. User selects "Vote for my group" in the radio buttons for the type of vote and presses the "Vote" button.

2.3. Test execution result

Scenario 1:



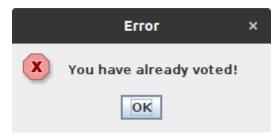
After pressing enter, all the projects and groups that match the search bar appear. In our case, there's only one project that matches it.



After pressing the name of the project, the project screen appears.



After pressing vote for myself and the vote button, the vote is saved and the button to create a popularity report appears.

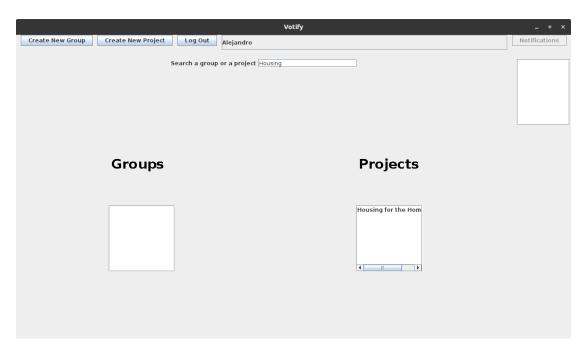


If you try to vote again this message shows up.

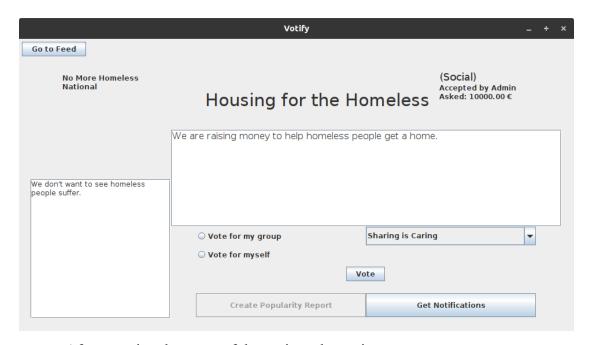


After going back to the feed and coming back, the "Vote for myself" radio button is disabled.

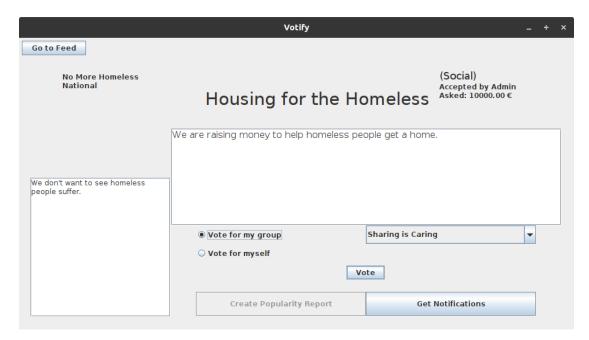
Scenario 2:



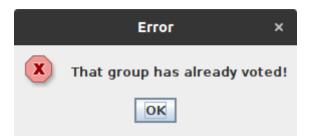
After pressing enter, all the projects and groups that match the search bar appear. In our case, there's only one project that matches it.



After pressing the name of the project, the project screen appears.



After pressing vote for myself and the vote button. It doesn't show the popularity report button because the user needs to vote individually (It won't count as another vote).



If the user tries to vote for the group again, this error pop-up shows up.

Conclusion:

Both use case paths are the same as the ones described in the requirement analysis document and the mockups are somewhat accurate to the screens created. We only changed the position of some of the buttons in the bottom of the screen.