Test Cases Plan

Making Friends Over Food App:

“Tables”

Team Never Eat Alone

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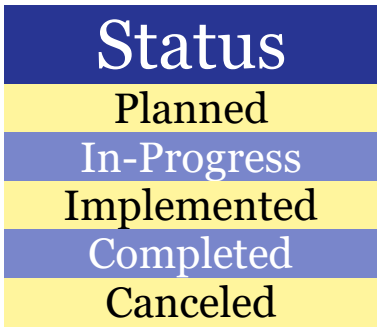
Priority	Description
1	Must Implement
2	Should Implement
3	Want to Implement
4	Won't Implement


Status
Planned
In-Progress
Implemented
Completed
Canceled

Test Case 1.1	Sign Up
Description:	The actor creates an account in the application with a UCSD Email and password.
Actor:	The tester of the application.
User Goals:	Create an account to begin taking advantage of the application's functions.
Desired Outcome:	The user will successfully create an account that will be saved in the database and an account that can be used for the duration of their time with the application.
Dependent Test Cases:	None.
Requirements:	SR 1.1
Pre-Conditions:	The user installs the application and opens the application without an account.
Post-Conditions:	An account is registered in the online database and can be accessed so that the account can be logged into/have information stored with it.
Trigger:	The user would like to begin using the functionality of the application.
Workflow:	1. The user shall click the "Sign Up" button at the right bottom corner of the screen. 2. The user shall enter their UCSD email as the email address and "testerpw" as the password. 3. The user shall click the Create Account button. 4. The system shall verify the input ucsd email is unique and valid, the system shall also check the password is 8-14 characters long. 5. The system shall send a confirmation Email to the input E-mail. 6. The user shall check the confirmation Email and click the "Confirm" button. 7. The system shall toast successful creation message and and direct to the sign in page.
Expected Result:	The test cases passes when the system directs to the sign in page and toast the "sign up successful" message. Since receiving the sign up verification email could take a few minutes or a few hours, the tester

	should just skip this part and go to test case 2.1 directly and read precondition of test case 2.1 first.
Alternate Workflow:	1. The user shall enter any invalid UCSD email or password. The system shall toast a message telling the user that an invalid email or invalid password was entered.
Expected Result:	The alternate test case passes when the system toasts the “sign up failure” message and stays at the same page.
Priority	1
Status	Completed

Test Case 1.2	Login
Description:	The actor logs into the application using the registered account information through a login screen.
Actor:	The tester of the application.
User Goals:	The user wants to be able to login and continue using the application.
Desired Outcome:	The user will successfully login and use the app.
Dependent Test Cases:	TC 1.1
Requirements:	SR 1.2
Pre-Conditions:	The user signs up for an account and has information ready to login. But since the sign up verification email could take a few minutes or a few hours, the tester shall use an already verified email to log in. The tester shall use “sumukkam@ucsd.edu” as the login email and “abcdefgh1” as the password.
Post-Conditions:	The application will direct the user to the main screen.
Trigger:	The user would like to login to the application.
Workflow:	1. The user shall enter the registered and verified UCSD email “sumukkam@ucsd.edu” in the “Email” box. 2. The user shall enter the password “abcdefgh1” in the “Password” box. 3. The user shall click the sign in button on the bottom of the “Password” box. 4. The system shall toast the successful login message and direct the user to the create profile screen (if the user has never set up a user profile) or main screen of the app.
Expected Result:	The test case passes when the system toasts the login successful message and directs to the create profile screen or the main screen of the app.
Alternate Workflow:	1. The user shall enter an incorrect email address “wrong@email.com” and a wrong password “wrongpassword”, the system shall toast the “login Failed” message. 2. The user shall enter a correct email address

	"sumukkam@ucsd.edu" but a wrong password "wrongpassword", the system shall toast the "Login Failed" message. 3. The user shall enter the email address "sumukkam@ucsd.edu" and leave the password box empty. The user shall click the sign in button, the system shall toast the "Enter email and password." message. 4. The user shall leave the "Email" box and enter a password "abcdefgh1". The user shall click the sign in button, the system shall toast the "Enter email and password" message.
Expected Result:	The test case passes when the system toasts "Login Failed" or "Enter email and password" message if the user doesn't input the correct email and password.
Priority	1
Status	Completed

Test Case 1.3	Log Out
Description:	The actor logs out the application using the “Log out” button.
Actor:	The tester of the application.
User Goals:	The user wants to be able to log out and stop using the app.
Desired Outcome:	The user will successfully log out and be directed back to the login screen.
Dependent Test Cases:	TC 1.1, TC 1.2
Requirements:	SR 1.3
Pre-Conditions:	The user already has a registered account and is logged into the application.
Post-Conditions:	The user cannot see any information specific to the account that was previously logged on and gets directed to the login screen.
Trigger:	The user would like to log out of the application.
Workflow:	1. The user shall open the navigation bar at the upper left corner of the main page after s/he has signed in. 2. The user shall click “Logout” button in the navigation menu. 3. The system shall redirect the user to the sign-in page of the app. 4. The user shall sign in again to use this app.
Expected Result:	The test case passes when the system redirect to the login screen.
Alternate Workflow:	None.
Expected Result:	None
Priority	1
Status	Completed

Test Case 1.4	Password Recovery
Description:	The actor resets their password with the “Forgot password” button on the login screen.
Actor:	The tester of the application.
User Goals:	The user wants to be able to change their password.
Desired Outcome:	The user will successfully create a new password for their account.
Dependent Test Cases:	TC 1.1, 1.2
Requirements:	SR 1.4
Pre-Conditions:	The user already has a registered account.
Post-Conditions:	The user is directed to the login screen.
Trigger:	The user has forgotten their password and would like to be able to login the app.
Workflow:	1. The user shall click the “Forget Password” button at the left bottom of the sign in page. 2. The system shall redirect the user to a new page which has an box for the user to input the email. 3. The user shall enter the email they created on the test case 1.1. 4. The system shall toast that “Password reset has been sent”. 5. The user shall go to their email box to check the password resetting email and click the password resetting link . (The system shall take a few minutes or a few hours to send the email.) 6. The user shall enter the new password on the website. The user shall click the save button. 7. The user shall now sign in with the new password.
Expected Result:	The test case passes when the user can sign in the project by using the new password
Alternate Workflow:	1. The user shall enter an invalid email address “wrong@email.com” on Recover Password page. 2. The system shall display an message “Enter a valid UCSD email”. 3. The user shall enter an UCSD email address which is not used to sign up for the app “wrong@ucsd.edu”.

	4. The system shall display an message “Email failed to send, please check the email address”.
Expected Result:	The test case passes when the system toasts “Enter a valid UCSD email” or “Email failed to send, please check the email address” messages.
Priority	1
Status	Completed

Test Case 2.1	Create Personal Profile
Description:	The actor can create a personal profile by inputting data (i.e. hobbies, classes, college, year, etc)
Actor:	The tester of the application.
User Goals:	The user wants to show what they are interested in and anything else that they would like to share publicly.
Desired Outcome:	The user will have a profile with all the newly input details available to be seen by the system, themselves (on the "My Profile" screen), and other users.
Dependent Test Cases:	TC 1.1, TC 1.2
Requirements:	S.R 2.1
Pre-Conditions:	1. The user has registered his account through the verification email. 2. The user has internet connection. 3. The user shall log in for the first time with email: "sumukkam@ucsd.edu" and password: "abcdefgh1".
Post-Conditions:	The user's new profile is stored in the database.
Trigger:	The user would like to begin using the application and find someone to grab a meal with.
Workflow:	1. The user enters "Sushanth" for the username. 2. The user enters "Sushanth" for the first name. 3. The user enters "Mukkamalla" for the last name. 4. The user selects "male" from the gender spinner. 5. The user enters "CSE 110" in the courses field and hits the add button. 6. The user enters "CSE 101" in the courses field and hits the add button. 7. The user slides the Sports interest level to 8. 8. The user slides the Music interest level to 9. 9. The user slides the Games interest level to 10. 10. The user slides the Movies interest level to 7. 11. The user slides the Technology interest level to 6. 12. The user slides the Science interest level to 5. 13. The user slides the Politics interest level to 4. 14. The user slides the History interest level to 3.

	15. The user slides the Engineering interest level to 2. 16. The user slides the Economics interest level to 1. 17. The user slides the Literature interest level to 1 18. The user slides the Comics interest level to 0. 19. The user slides the Religion interest level to 1. 20. The user slides the Arts interest level to 2. 21. The user slides the Travel interest level to 3. 22.The user enters "I really like CSE 110. It is a great class and I think everyone should take it" for the short bio. 23. The user enters "Basketball" in the topics of interest field and hits the add button. 24. The user enters "Computer Science" in the topics of interest field and hits the add button. 25. The user hits the "Continue" button. 26. The system shall redirect to the main page of the app. 27. The user shall click the the navigation bar at the right top corner and click "My Account" button. 28. The user shall check whether the account information is same as the information they just inputted.
Expected Result:	This test case passes when the user is sent to the main activity screen and their newly created profile could be checked in "My Account" and the newly created profile information is same as the the information they just inputted.
Alternate Workflow:	1. The user leaves "User name", "First name", "Last name" fields blanks, does not select any interests, writes illegal characters in the fields or does not input a long enough bio info. 2. The user clicks the "Continue" button.
Expected Result:	The user is displayed a toast message with the corresponding error: Fields left blank, no interest levels selected, illegal characters entered or Enter a longer bio.
Priority	1
Status	Completed

Test Case 2.2	Edit Personal Profile
Description:	The actor can edit their personal profile by inputting new data or editing existing profile.
Actor:	The tester of the application.
User Goals:	The user wants to update interests,short bio, etc. or delete any data that they would like to keep in private.
Desired Outcome:	The user will have a profile with all the newly input details available to be seen by the system, themselves (on the "My Profile" screen), and other users.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 2.1
Requirements:	S.R 2.2
Pre-Conditions:	1. The user already has a registered account 2. The user is logged in. 3. The user is on the main activity screen. 4. The user opens the navigation bar and selects the "Edit Profile" option. 5. The users profile information is automatically filled out and is ready to be edited.
Post-Conditions:	The database is updated to reflect the edited profile.
Trigger:	The user would like to change their profile's information.
Workflow:	1. The user enters "changed" for the username. 2. The user leaves the first name field the same 3. The user leaves the last name field the same. 4. The user leaves the gender the same. 5. The user enters "ECE 65" in the courses field and hits the add button. 6. The user slides the sports interest level to 7. 7.The user leaves the rest of the sliders the same values. 8. The user leaves the bio field the same. 9. The user enters "Spaghetti" in the topics of interest field and hits the add button. 10. The user hits the "Continue" button.
Expected Result:	The test case passes when the user is sent back to the navigation bar and their newly created profile could be checked in "My Account" and the newly created

	profile information is same as the the information they just inputted.
Alternate Workflow:	1. The user shall cancel editing the profile by clicking the back arrow on the top left of the screen.
Expected Result:	The user is sent back to the navigation bar and the changes he made are not saved on the database.
Priority	1
Status	Completed

Test Case 3.1	Search for Other Users
Description:	The user shall be able to get a list of other users. The search list should display each user's name and tags of interests. The users at the top of the search list should have similar interest levels as those of the user respectively.
Actor:	The tester of the application.
User Goals:	The user shall be able to find useful information of people who they may be interested to meet with.
Desired Outcome:	The system shall display a list of other users, including their names and tags of interests. The user shall be interested to meet with people at the top of the search list.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 2.1
Requirements:	SR 3.1
Pre-Conditions:	The user has logged in with the account sumukkam@ucsd.edu, set up their profile as described in TC 2.2 (although normally, editing the profile is not required), and is on the search tab of the main page.
Post-Conditions:	Display a list of users, those who are the best match at the top.
Trigger:	The user wants to find people they are interested to meet with.
Workflow:	1. The user shall click the Search button. 2. The system shall display a list of other users in order of similarities of the interest levels. 3. The system shall display the name and the tags of interests for each user on the search list.
Expected Result:	The test case passes when the system displays a list of users in the order that we calculated by hand according to be specifications of our algorithm: 1. Zihao Zhou(football) 2. Khoa Bui(Hiking, Swimming) 3. Sean Yeh(Lakers) 4. Xuan Zhang(coding, testing) 5. Chris Weaver(Golden State Warriors, Jon Simon, Food, Anime) 6. Jinwei Ren(Chinese food, Naruto)

	7. Zhening Huang(cars, technology, CSE110) 8. Vi Phung(Gary, Cooking, Asian, food) along with correct tags for each user on the screen.
Alternate Workflow:	None.
Expected Result:	None.
Priority	1
Status	Implemented

Test Case 3.2	Find Random Users
Description:	The user finds random available users to chat with.
Actor:	The tester of the application.
User Goals:	The user will be able to find random people who they may be interested to meet with.
Desired Outcome:	The user successfully finds friends that they can hang out with over a meal.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 2.1
Requirements:	SR 3.2
Pre-Conditions:	The user has logged in with the sumukkam@ucsd.edu account, has set up their profile, and has navigated to the search tab on the home screen.
Post-Conditions:	Display up to ten random users.
Trigger:	The user wants to find people they are interested to meet with.
Workflow:	1. The user shall press the "Search for Random Users" button. 2. The system shall direct the user to the users list screen that displays a list of ten random users that the user can scroll through and observe basic details for each. 3. The user shall press the back button at the top right of the screen. 4. The user shall repeat steps 1 and 3, noting that the list is different every time.
Expected Result:	The test case passes if the user is greeted by a list of up to ten random users that they can scroll through and consider.
Alternate Workflow:	None.
Expected Result:	None.
Priority	1
Status	Implemented

Test Case 4.1	Select Matched Users
Description:	The user can select people who they may be interested to meet and eat with.
Actor:	The tester of the application.
User Goals:	The user wants to choose who they may want to meet with to eat.
Desired Outcome:	The user successfully informs the application of the people they are considering meeting and eating with.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 3.1
Requirements:	SR 4.1
Pre-Conditions:	The user has logged on as sumukkam@ucsd.edu, has started a regular search, and received a list of users.
Post-Conditions:	The system receives the user's choices of their potential new friends and sends them an invite notification.
Trigger:	The user wants to tell the application people they are interested in meeting and eating with.
Workflow:	1. The system shall let the user look at people's profiles on the list in interface. 2. The user shall swipe up and down to scroll through and observe the list of people that they can send invitations to, noting their names and interest tags. 3. The user shall tap on the view representing the user "Chris Weaver" to view their profile in greater detail. 4. The system shall go to a new screen to display Chris Weaver's profile in greater detail, showing Chris Weaver's bio, interests, and courses. 5. The user shall hit the back button at the top right of the screen to return to the previous screen. 6. The user shall tap the switch in the view representing Chris Weaver(on the right side of the Chris Weaver name string) to signify that they liked what they saw and are interested in chatting with Chris. 7. The system shall record this preference and make the switch be in its "accepted" state. 8. The user shall view other profiles by tapping on

	them and returning to the list screen with either back button (top left or bottom left). 9. The user shall decide that they only want to send an invite to Chris Weaver, and therefore they will not toggle any of the other switches on the users list screen.
Expected Result:	Chris Weaver is selected at the user's desire after viewing all the given users.
Alternate Workflow:	None.
Expected Result:	None.
Priority	1
Status	Completed

Test Case 4.2	Send Invitation
Description:	The user can send invite notifications to all the people they have selected from the list.
Actor:	The user of the application.
User Goals:	The people selected on the list get to know they are invited by the user.
Desired Outcome:	The people selected by the user receive an invitation notification.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 3.1, TC 3.2, TC 4.1
Requirements:	SR 4.2
Pre-Conditions:	Both user 1 and user 2 have created the accounts and user profiles. And user 2 shows on the user 1's search user list. User 1 selected the user 2. Here tester should use sumukkam@ucsd.edu and password abcdefgh1.
Post-Conditions:	The system sends invite notifications to the selected users.
Trigger:	The user wants people they have selected on the list to get the invitation notification.
Workflow:	1. The tester shall click "Send Invitation". 2. The system sends invitation notifications to the people the user has selected. 3. The system shall toast a message to the user 1: "Invitation successfully sent." 4. The system shall show user 2 that user 1 has invited them out for a meal.
Expected Result	The test cases passed when the toast message appear letting the user knows the invitation has sent and it will show in user 2 screen.
Alternate Workflow:	1. The user shall get a network interrupt when clicking "Send Invitation". 2. The frontend toasts the message "Invitation sent failed due to network problem". 3. The user shall click "return". Frontend shall hide the list and gets the user back to home screen.
Expected Result:	The test cases passed when the toast appear a failure message to user.
Priority	1

Status	Completed

Test Case 4.3	Receive Invitation
Description:	The user should see the notice that someone want to dine with them. The user can then choose to accept or reject such invitation.
Actor:	The user of the application.
User Goals:	The user will be able to accept/decline this invitation.
Desired Outcome:	If the user accepts the invitation, the inviter will be able to chat with them. If the user declines the invitation, the inviter will see a notification.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 2.3, TC 4.1, TC 4.2
Requirements:	SR 4.3
Pre-Conditions:	The inviter sends an invitation to the invitee. Here the tester should use the email "sumukkam@ucsd.edu" as the inviter and use the email "ckweaver@ucsd.edu" to login as the invitee. The password of both of these two accounts are "abcdefgh1".
Post-Conditions:	The invite is removed from the database. If the invite is accepted, a chat is set up between the two users.
Trigger:	The user received an invitation.
Workflow:	1. The user shall use invitee's email "ckweaver@ucsd.edu" and password "abcdefgh1" to log in in a new simulator. 2. The system shall redirect to the main page of the app. 3. The user shall click the Chat tab on the top of the screen. 4. The system shall show a friend invitation which has three buttons "View Profile" "Decline" , and "Accept". 5. The user shall click the "View Profile" button to check the basic information of the inviter(user 1). 6. The user shall choose "accept" if they want to dine with the inviter. 7. The user shall click "accept" button, it will create a chat room between user and the invited user. 8. The user shall check both of inviter account and invitee account's chat section appear a new chat

	room bar and the time and location should be “not set”.
Expected Result:	The test case passed when there is a notification showing the invitation on invitee’s screen. And when the invitee accepts the invitation and a chat room automatically creates for both inviter and invitee.
Alternate Workflow:	1. The user shall choose “decline” if they do not want to dine with the inviter. 2. The user shall choose “decline” option, nothing will happened as the notification box will be gone. 3. The system shall sends the inviter a notification “the invitee declines the invitation” message.
Expected Result:	The test cases passed when the invitee decline the invitation and it will send a decline notification back to the inviter.
Priority	1
Status	Completed

Test Case 5.1	Create Chat Room
Description:	The user should be able to create a new chat room with people they have already matched with.
Actor:	The tester of the application.
User Goals:	The user wants to create a chat room to communicate with a certain person/group of people.
Desired Outcome:	The user has a new chat room which they can invite other users to.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 4.1, TC 4.2, TC 4.3
Requirements:	SR 5.1
Pre-Conditions:	The user either has accepted the invitation that has been sent to them or has had one of the invitations they sent out accepted.
Post-Conditions:	A chat room with two users is created.
Trigger:	The user wants to being a conversation with the user they matched with.
Workflow:	1. The user shall use the inviter's account sumukkam@ucsd.edu. 2. The user shall click the chat room bar which has the invitee name "Chris Weaver" in the chat room section. 3. The system shall direct the user to the chat room screen. 4. The chat room shall has two users(the inviter and the invitee) and allow user to chat in the room.
Expected Result:	The test case passes when the system direct to the chat room page and the chat room has two user(the inviter and the invitation receiver)
Alternate Workflow:	None.
Expected Result:	None.
Priority	1
Status	Completed

Test Case 5.2	Send Messages in Chat Room
Description:	The user shall be able to chat with the other user in the chatroom.
Actor:	The user of the application.
User Goals:	The user shall be able to communicate with the other user, talking about setting up a meet location and meet time.
Desired Outcome:	The message is sent to the receiving user with minimal delay and both the user can see the record of historical messages.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 4.1, TC 4.2, TC 4.3, TC 5.1
Requirements:	SR 5.2
Pre-Conditions:	A chat room has been created and the user is in the chat room interface.
Post-Conditions:	A message sent is saved on the database and shown on both users' chatroom interfaces.
Trigger:	A user wants to communicate with someone they want to meet.
Workflow:	1. The user shall click on the text box to insert text by using the inviter's account "sumukkam@ucsd.edu". 2. The user shall input the message "How are you" to the invitee. 3. The system shall display the message on users' chatroom interfaces, and the message should display on the right side. 4. The user shall use the invitee's account and enter the room which has the inviter name "Sushthan Mukkamalla". 5. The user shall see "How are you" on the left side. 6. The user shall input the message "Hello" to the inviter. 7. The system shall display the message on users' chatroom interfaces, and the message should display on the right side. 8. The user shall go back to the inviter account. 9. The system shall display the message "Hello" on

	inviter's chatroom interfaces, and the message should display on the left side.
Expected Result:	The test case passes when the system displays the message sent by the user on the chat screen of every user within chatroom who has the chat opened.
Alternate Workflow:	None.
Expected Result:	None.
Priority	1
Status	Completed

Test Case 5.4	Set When and Where to Meet
Description:	The users of the chat room will be able to set when and where to meet.
Actor:	The user of the application.
User Goals:	The users of the chat room will be able to set the meeting location and time so they can get reminded when it is almost time to meet.
Desired Outcome:	The users will successfully be able to set when and where to meet in the chat room.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 4.1, TC 4.2, TC 4.3, TC 5.1
Requirements:	SR 5.6
Pre-Conditions:	A chat room has been created.
Post-Conditions:	The meeting time and location will be set and saved.
Trigger:	The users of a chat room want to initialize the location and time of the meeting.
Workflow:	1. The user shall click on the set meeting location and time button in the group chat. 2. The system shall direct the user to the set when and where page. 3. The user shall set their meeting time at the timepicker clock to 9pm. 4. The user shall set their meeting date at the datepicker calendar to Dec 25 2017. 5. The user shall input the meeting location to CSE lab. 6. The user shall click the submit button when they finish to set the when and where to meet. 7. The system shall toast the “set when and where to meet successful” message. 8. The system shall redirect to the chat room screen. 9. The user shall see the time and location section on the chat room bar has changed to the time and location they just set Dec 25 2017, 9 pm CSE lab.
Expected Result:	The test case passes when the system toasts the “set when and where successful” message and the system redirect to the chat room page and the meeting time location display section has changed to the correct time and location.

Alternate Workflow:	1. The user shall pick a time in the past(Dec 25th 2015 9am), then the system shall toast the “Invalid meeting time” message. 2. The user shall input an empty meeting location, the system shall toast the “enter a location” message.
Expected Result:	The test case passes when the system toasts the “Invalid meeting time” message or “enter a location” message. The system shall stay at the set when and where page.
Priority	2
Status	Completed

Test Case 5.5	Edit When and Where to Meet
Description:	The users of the chat room will be able to edit when and where to meet.
Actor:	The user of the application.
User Goals:	The users of the chat room will be able to update the meeting location and time so they can get reminded about the new meeting information when it is almost time to meet.
Desired Outcome:	The users will successfully be able to edit when and where to meet in the chat room.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 4.1, TC 4.2, TC 4.3, TC 5.1, TC 5.6
Requirements:	SR 5.7
Pre-Conditions:	A chat room has been created.
Post-Conditions:	The meeting time and location will be updated and saved.
Trigger:	The users of a chat room want to update the location and time of the meeting.
Workflow:	1. The user shall click on the set meeting location and time button in the group chat. 2. The system shall direct to the set when and where page. 3. The user shall set their meeting time at the timepicker clock to 10am. 4. The user shall set their meeting date at the datepicker calendar to Dec 20, 2017. 5. The user shall input the meeting location to Price Center. 6. The user shall click the submit button when they finish to set the when and where to meet. 7. The system shall toast the “set when and where to meet successful” message. 8. The system shall direct to the chat room screen. 9. The user shall see the time and location section on the chat room bar has changed to the time and location they just set 10am and Price Center.
Expected Result:	The test case passes when the system toasts the “set when and where successful” message and the system redirect to the chat room page and the

	meeting time location display section has changed to the correct time and location.
Alternate Workflow:	1. The user shall pick some time in the past (Nov 12 2015, 10am), then the system shall toast the “Invalid meeting time” message. 2. The user shall input an empty meeting location, the system shall toast the “enter a location” message.
Expected Result:	The test case passes when the system toasts the “Invalid meeting time” message or “enter a location” message. The system shall stay at the set when and where page.
Priority	2
Status	Completed

Test Case 7.1	Get History of Everyone Met
Description:	The user will be able to view the profile information of everyone he has met with or is meeting with.
Actor:	The user of the application.
User Goals:	Users can look through information of everyone they have met with so they will have the ability to contact them.
Desired Outcome:	The user will have the ability to see other user's profile information they have met or meeting with.
Dependent Test Cases:	TC 1.1, TC 1.2, TC 2.1, TC 4.2, TC 4.3, TC 5.7, TC 5.8
Requirements:	SR 7.1
Pre-Conditions:	A user sends an invitation to another user.
Post-Conditions:	The users will be added to each others users history.
Trigger:	The user accepts the invitation.
Workflow:	1. The user shall use the inviter's account sumukkam@ucsd.edu. 2. The user shall go to the main screen of the app 3. The user shall click the "Chat" tab on the top of the app. 4. The system shall display the chat history of the account, and there is only one chat room with the invitee Chris Weaver.
Expected Result:	The test case passes if there is one more entry in each user's meeting history.
Alternate Workflow:	None
Expected Result:	None
Priority	1
Status	Completed