Detailed example:

When given the app to test, the user is initially presented with the home screen of the phone itself (Phone screen before sign up). The user will be instructed to select the Drinks2You app icon.

The user will then be taken to the Drinks2You ‘Welcome screen’ screen. The user will be required to select the ‘Sign up’ link next to the ‘Don’t have an account?’ text. The user will now create a new account on the Drinks2You app.

The user will then be taken to the ‘Sign up button selected’ screen. Theoretically, the app’s user will be required to enter their first name, surname, ID number, and email. He or she will then need to create a secure password, and then confirm the password, by typing it in the ‘Confirm Password:’ text box as well. For this testing, the user will simply select the ‘Next’ button at the bottom of the screen (theoretically with the entered information in the text boxes above).

The user will be taken to the ‘Account address insert’ screen. Theoretically, the user will be required to enter their address (home address, city/town and zip code), but for this test, the user will simply select the 'CREATE' button at the bottom of the screen, with the theoretically inserted address information above.

The user will be taken to the ‘Home screen’ screen. This screen displays the current day’s deals as well as the current best sellers. He/she will be instructed to select the ‘Browse’ button at the bottom of the screen next to the ‘Home’ button.

The user will be taken to the ‘Browse screen’ screen. All of the different categories of drinks will be listed for the user to select from on this screen. He/she will be instructed to select the ‘Beer’ category button.

The user will be taken to the ‘Beer category’ screen. He/she will be instructed to select the tile beneath the ‘Beer’ name, i.e. the first beer item.

The user will be taken to the ‘Beer selected’ screen. This screen shows the beer item that was selected, its details and its price. He/she will be instructed to select the ‘Add’ button at the bottom of the tile to ‘add to cart’.

The user will be taken to the ‘Beer added to cart’ screen. He/she will be instructed to select the ‘search’ bar at the top of the screen.

The user will be taken to the ‘Select search bar’ screen. The screen will present the phone’s keyboard for the user to search for any drink. For this test, the user will simply select the ‘search’ bar again (theoretically typing a sought-after drink’s name).

The user will be taken to the ‘Type drink in search bar’ screen. For this test, the user theoretically typed ‘Flying Fish’. The user will be instructed to select the ‘X’ symbol/button on the right in the ‘search’ bar.

The user will be taken to the ‘Back to beer category (pressed X)’ screen. He/she will be instructed to select the cart button at the top right corner of the screen.

The user will be taken to the ‘Shopping Cart’ screen. The contents of the user’s cart will be displayed on this screen, containing the item’s name, description, and price. He/she will be instructed to select the ‘Proceed to checkout’ button at the bottom right corner of the screen.

The user will be taken to the ‘Proceed to checkout button selected (No address)’ screen. Theoretically, the user will enter his or her name and the delivery address. For this test, the user theoretically only entered his or her name. He/she will be instructed to simply select the ‘GO TO PAYMENT’ button at the bottom centre of the screen.

The user will be taken to the ‘Go to payment button selected’ screen. Theoretically, the user will be required to enter his or her bank card (credit or debit) details. For this test, the user will be instructed to simply select the ‘Place order’ button at the bottom centre of the screen.

The user will be taken to the ‘Shopping cart purchase error’ screen. An error message will be displayed saying “Delivery address is empty” with a button saying, “Go back”. He/she will be instructed to select the ‘Go back’ button.

The user will be taken to the ‘Proceed to checkout button selected (Address inserted)’ screen. For this test, the user will theoretically insert his or her address. He/she will be instructed to simply select the ‘GO TO PAYMENT’ button again.

The user will be taken to the ‘Go to payment button selected success’ screen. He/she will be instructed to select the ‘Place order’ button once again.

The user will be taken to the ‘Successful purchase’ screen. Instead of the previous error message shown, there will now show a “Success! Your order has been placed and will be on its way soon!” message. The user has now successfully purchased the beer item that was previously added to cart. He/she will be instructed to select the ‘Back to home’ button.

The user will be taken to the ‘Home screen after purchase’ screen, where the user will be able to freely explore the app without limitations.