My Wellbeing Kit

Use Case Testing Report

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# Testing Report

**Team Name:** My Wellbeing Kit

*Repeat the following box for every requirement categorized as SW, SWC or P in the RTM.*

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| 1 | RTM entry: 1 |
| Description | Involving the design and implementation of an application suitable for deployment on Android and iOS smartphone operating systems. |
| Type and Use Case | SWC (Software Constraint) |
| Criteria | The application works across both Android and iOS devices   1. Application works on Android devices 2. Application works on iOS devices |
| Method | Testing Criteria 1 - Black box test  **Android application**   1. Download the My Wellbeing Kit application from the Google Play store oto samsung galaxy s6 2. Install application onto Android device 3. Tap on the icon shortcut created from installation process to open the application (default is the device’s home page) 4. Allow application to load and open 5. Close application |
| Outcome | Pass - Application ran successfully on Android device |
| Method | Testing Criteria 2 - Black box test  **iOS application**   1. Download the My Wellbeing Kit application from the Apple store onto iPhone 8 Plus 2. Install application onto iOS device 3. Tap on the icon shortcut created from installation process to open the application (default is the device’s home page) 4. Allow application to load and open 5. Close application |
| Outcome | Pass - Application ran successfully on iOS device |
| Method | Testing Criteria 1 - Black box test  **Android application**   1. Download the My Wellbeing Kit application from the Google Play store onto Motorola Moto G6 2. Install application onto Android device 3. Tap on the icon shortcut created from installation process to open the application (default is the device’s home page) 4. Allow application to load and open 5. Close application |
| Outcome | Pass - Application ran successfully on Android device |
| Method | Testing Criteria 1 - Black box test  **Android application**   1. Download the My Wellbeing Kit application from the Google Play store onto Nexus 5X 2. Install application onto Android device 3. Tap on the icon shortcut created from installation process to open the application (default is the device’s home page) 4. Allow application to load and open 5. Close application |
| Outcome | Pass - Application ran successfully on Android device |

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| 2 | RTM entry: 2 |
| Description | Users will gain access to their different systems (i.e the cards system) by first selecting the expandable menu located on the lower left hand side of the Android applications screen and/or along the bottom of the iOS screens on the navigation bar. From this menu users will have the ability to navigate to different areas of the application, this includes the Wellbeing Cards, Journaling System, Helpful Contacts and the Settings pages. |
| Type and Use Case | SW (Software Requirement)  UC2\_User\_Selects\_CardsMenuOption |
| Criteria | Users can switch between the application’s main menus by using the devices respective navigation bars.   1. User can progress through each of the application’s main systems by utilizing the navigation bar on the Android application.    1. Each icon links to its respective screen    2. Buttons remain consistent across all screens/systems    3. tapping on the blowout menu opens and closes the menu 2. User can progress through each of the application’s main systems by utilizing the navigation bar on the iOS application.    1. Each icon links to its respective screen    2. Buttons remain consistent across all screens/systems |
| Method | Testing Criteria 1 - Black box test  **Android application**   1. Navigate to and open the Android application 2. Tap the Cards screen/system from the main landing page 3. Open the blowout menu system located in the bottom left hand side of the screen    1. Tap the Journal icon (pen and scribble) to open the Journal screen    2. Tap the Helpful Contacts icon (Contacts book) to open the Helpful Contacts screen    3. Tap the Settings icon (cog/gear) to open the Settings screen       1. Tap the About this Kit icon (lowercase ‘i’) to open the About this Kit screen 4. Open the blowout menu system located in the bottom left hand side of the screen    1. tap anywhere else on the screen (do not select one of the systems) to close the blowout menu 5. Close the Application |
| Outcome | Pass - Blowout navigation menu linked to all screens and all icons matched their respective systems |
| Method | Testing Criteria 2 - Black box test  **iOS application**   1. Navigate to and open the iOS application 2. Tap the Journal icon (pen and scribble) located on the navigation bar to open the Journal screen 3. Tap the Helpful Contacts icon (Contacts book) located on the navigation bar to open the Helpful Contacts screen 4. Tap the Settings icon (cog/gear) located on the navigation bar to open the Settings screen    1. Tap the About this Kit icon (lowercase ‘i’) to open the About this Kit screen 5. Close the Application |
| Outcome | Pass - Navigation menu linked to all screens and all icons matched their respective systems |

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| 3 | RTM entry: 4 |
| Description | The user will also be offered the ability to flip their cards over rather than be limited to a simple swipe left or right viewing function. |
| Type and Use Case | UC4\_User\_Flips\_Card  SW: The user can swipe left or right to view and select new cards from the “Card” screen. Once the user selects a card they may tap their selection and by so doing flip it over to reveal the back of the card. If the layout view is set to the ‘Card Grid View’, the use can scroll down the list and select a card from this layout view. When in this mode a card will respond in exactly the same way; the card will be flipped over to reveal its back.. |
| Criteria | 1. Within the iOS application when the user taps on any part of the card, the card will flip over and show the back page of the card.    1. Flipping a card over plays its flipping animation 2. Within the Android application when the user taps on any part of the card, the card will flip over and show the back page of the card.    1. Flipping a card over plays its flipping animation |
| Method | Test criteria 1 - Black box test  **iOS application**   1. User selects a card 2. User taps on selected card    1. Card performs a flip animation 3. The card show the back view of the card. 4. Close application |
| Outcome | PASS - A chosen card may be tapped on and so show the back of the card. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Navigate to Cards system from main menu using Cards icon 2. User selects a card 3. User taps on selected card    1. Card performs a flip animation 4. The card show the back view of the card. 5. Close application |
| Outcome | PASS - A chosen card may be tapped on and so show the back of the card. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Navigates from the main menu landing page to the Cards screen 2. tap on the + button at the bottom right hand of the screen 3. tap on the ‘Name’ text field and enter a card name 4. tap on the ‘select image’ button to select a image from the local photo gallery 5. tap the ‘Save’ button when both card name and image have been filled 6. Swipe to the end of the card list after saving to view the custom cards 7. User taps on selected custom card    1. Custom card performs a flip animation 8. The card show the back view of the card. 9. Close application |
| Outcome | PASS - A chosen card may be tapped on and so show the back of the card. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. tap on the + button at the top right hand of the screen 2. tap on the ‘Name’ text field and enter a card name 3. tap on the ‘select image’ button to select a image from the local photo gallery 4. tap the ‘Save’ button when both card name and image have been filled 5. Swipe to the end of the card list after saving to view the custom cards 6. User selects a Custom card 7. User taps on selected card    1. Card performs a flip animation 8. The card show the back view of the card. 9. Close application |
| Outcome | PASS - A chosen card may be tapped on and so show the back of the card. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Tap on the Settings icon from the main menu landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap the menu button at the button left hand of the screen to expand the burger menu 4. tap on the Cards icon to navigate to the Cards screen 5. User selects a card 6. User taps on selected card    1. Card performs a flip animation 7. The card show the back view of the card. 8. Close application |
| Outcome | PASS - A chosen card may be tapped on and so show the back of the card. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Tap on the Settings icon from the bottom navigation bar landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap on the Cards icon from the bottom navigation bar landing page and enter the Cards screen 4. User selects a card 5. User taps on selected card    1. Card performs a flip animation 6. The card show the back view of the card. 7. Close application |
| Outcome | PASS - A chosen card may be tapped on and so show the back of the card. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Tap on the Settings icon from the main menu landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap the menu button at the button left hand of the screen to expand the burger menu 4. tap on the Cards icon to navigate to the Cards screen 5. tap on the + button at the bottom right hand of the screen 6. tap on the ‘Name’ text field and enter a card name 7. tap on the ‘select image’ button to select a image from the local photo gallery 8. tap the ‘Save’ button when both card name and image have been filled 9. Swipe to the end of the card list after saving to view the custom cards 10. User taps on selected custom card     1. Custom card performs a flip animation 11. The card show the back view of the card. 12. Close application |
| Outcome | PASS - A chosen card may be tapped on and so show the back of the card. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Tap on the Settings icon from the bottom navigation bar landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap on the Cards icon from the bottom navigation bar landing page and enter the Cards screen 4. Tap on the + button at the top right hand of the screen 5. Tap on the ‘Name’ text field and enter a card name 6. Tap on the ‘select image’ button to select a image from the local photo gallery 7. Tap the ‘Save’ button when both card name and image have been filled 8. Swipe to the end of the card list after saving to view the custom cards 9. User selects a Custom card 10. User taps on selected card     1. Card performs a flip animation 11. The card show the back view of the card. 12. Close application |
| Outcome | PASS - A chosen card may be tapped on and so show the back of the card. |

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| 4 | RTM entry: 8 |
| Description | Upon flipping a card over the user will be presented with a space in which they have the opportunity to note down their ideas, emotions and thoughts in reference to that particular card. |
| Type and Use Case | UC8\_User\_Writes\_CardDescription  SW:After tapping card and show the card back page, the user can put notes on the text field.  SWC 8: The user can press mobile backspace key to see the card view.  SWC 8: There is a card name on the top left of the card back page.  SWC 8: There is also a card thumbnail view on the top right of the card back page.  SWC 8: There is a text field on the middle of the card back page and allows user to input some memorable words.  SWC 8: After edited the text the user can press the mobile backspace key or tap the card thumbnail view to flip back the card and see the “Card” page.  SWC 8: The text can be edited by following the above process. |
| Criteria | 1. The Android application allows for a user to access a text field on the back of each card so that they can record their ideas, emotions, etc.    1. Once the back of the card is displayed, the card’s name is shown on the top left hand side of screen.    2. A thumbnail of the card will display on the top right hand side of the page.    3. User can input text in the text field.    4. The user can edit the text field through the above process.    5. The user can tap the card’s thumbnail to flip back to the “Card” view page or make use of the mobiles built in back button. 2. The iOS application allows for a user to access a text field on the back of each card so that they can record their ideas, emotions, etc.    1. Once the back of the card is displayed, the card’s name is shown on the top left hand side of screen.    2. A thumbnail of the card will display on the top right hand side of the page.    3. User can input text in the text field.    4. The user can edit the text field through the above process.    5. The user can press the mobile back button or tap the card thumbnail view to flip to the “Card” view page. |
| Method | Test criteria 1 - Black box test  **Android application**   1. Navigate to the Cards system 2. Tap a card to flip to the backside of the card. 3. Input some text into the text field. 4. Press the mobile’s back button to return to the Cards screen. 5. Tap the custom card again to flip to the backside of the card. 6. Tap the thumbnail of the custom card to return to the Cards screen. 7. Close the Application |
| Outcome | PASS - Input some text in the text field located on the backside of each card view, press the mobile back button to return to the Cards screen.  flipping to the back of a card displays the text/text-field and the content can be altered, tapping the card’s thumbnail will return to the Cards screen. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Tap a card to flip to the backside of the card. 2. Input some text into the text field. 3. Press the navigation bar’s back button to return to the Cards screen. 4. Tap the card again to flip to the backside of the card. 5. Tap the thumbnail of the card to return to the Cards screen. 6. Close the Application |
| Outcome | PASS - Input some text in the text field located on the backside of each card view, pressed the back button to return to the Cards screen.  Flipping to the back of a card displays the text/text-field and the content can be altered, tapping the card’s thumbnail will return to the Cards screen. |
| Method | Test criteria 1 - Black box test  **Android application**   1. Navigates from the main menu landing page to the Cards screen 2. Tap on the + button at the bottom right hand of the screen 3. Tap on the ‘Name’ text field and enter a card name 4. Tap on the ‘select image’ button to select a image from the local photo gallery 5. Tap the ‘Save’ button when both card name and image have been filled 6. Swipe to the end of the card list after saving to view the custom cards 7. User taps on selected custom card    1. Custom card performs a flip animation 8. Input some text into the text field. 9. Press the mobile’s back button to return to the Cards screen. 10. Tap the card again to flip to the backside of the card. 11. Tap the thumbnail of the card to return to the Cards screen. 12. Close the Application |
| Outcome | PASS - Input some text in the text field located on the backside of each card view, press the mobile back button to return to the Cards screen.  flipping to the back of a card displays the text/text-field and the content can be altered, tapping the card’s thumbnail will return to the Cards screen. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Tap on the + button at the top right hand of the screen 2. Tap on the ‘Name’ text field and enter a card name 3. Tap on the ‘select image’ button to select a image from the local photo gallery 4. Tap the ‘Save’ button when both card name and image have been filled 5. Swipe to the end of the card list after saving to view the custom cards 6. Tap the Custom card card to flip to the backside of the card. 7. Input some text into the text field. 8. Press the navigation bar’s back button to return to the Cards screen. 9. Tap the custom card again to flip to the backside of the card. 10. Tap the thumbnail of the custom card to return to the Cards screen. 11. Close the Application |
| Outcome | PASS - Input some text in the text field located on the backside of each card view, pressed the back button to return to the Cards screen.  Flipping to the back of a card displays the text/text-field and the content can be altered, tapping the card’s thumbnail will return to the Cards screen. |
| Method | Test criteria 1 - Black box test  **Android application**   1. Tap on the Settings icon from the main menu landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap the menu button at the bottom left hand of the screen to expand the burger menu 4. tap on the Cards icon to navigate to the Cards screen 5. Tap a card to flip to the backside of the card. 6. Input some text into the text field. 7. Press the mobile’s back button to return to the Cards screen. 8. Tap the custom card again to flip to the backside of the card. 9. Tap the thumbnail of the custom card to return to the Cards screen. 10. Close the Application |
| Outcome | PASS - Input some text in the text field located on the backside of each card view, press the mobile back button to return to the Cards screen.  flipping to the back of a card displays the text/text-field and the content can be altered, tapping the card’s thumbnail will return to the Cards screen. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Tap on the Settings icon from the bottom navigation bar landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap on the Cards icon from the bottom navigation bar landing page and enter the Cards screen 4. Tap a card to flip to the backside of the card. 5. Input some text into the text field. 6. Press the navigation bar’s back button to return to the Cards screen. 7. Tap the card again to flip to the backside of the card. 8. Tap the thumbnail of the card to return to the Cards screen. 9. Close the Application |
| Outcome | PASS - Input some text in the text field located on the backside of each card view, pressed the back button to return to the Cards screen.  Flipping to the back of a card displays the text/text-field and the content can be altered, tapping the card’s thumbnail will return to the Cards screen. |

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| 5 | RTM entry: 9 |
| Description | The My Wellbeing Kit application will also offer the user the ability to duplicate cards. |
| Type and Use Case | SW (Software Requirement)  UC9\_User\_Duplicates\_Card |
| Criteria | 1. The Android application enables the user to duplicate their cards based on the default cards or custom cards.    1. The card been duplicated will be added at the end of the list.    2. The card image with the card name should be exactly the same as the card been duplicated. 2. The iOS application enables the user to duplicate their cards based on the default cards or custom cards.    1. The card been duplicated will be added at the end of the list.    2. The card image with the card name should be exactly the same as the card been duplicated. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Navigate to the Cards screen 2. Select a card 3. Long press the card until the dialog box pop-up appears 4. Tap on the duplicate option on the button left 5. Tap yes for the final decision 6. swipe to the end of the list to view the duplicated card 7. Close the Application |
| Outcome | PASS - duplicate cards function works. The cards that have been duplicated have the same name and image as the one been selected. |
| Method | Test criteria 1 - Black box test  **Android application**   1. Navigate to the Cards screen 2. Select a card 3. long press the card until the dialog box pop-up appears 4. Tap on the duplicate option on the bottom left 5. Tap yes for the final decision 6. swipe to the end of the list to view the duplicated card 7. Close the Application |
| Outcome | PASS - duplicate cards function works on both platform. The cards that have been duplicated have the same name and image as the one been selected. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Tap on the + button at the top right hand of the screen 2. Tap on the ‘Name’ text field and enter a card name 3. Tap on the ‘select image’ button to select a image from the local photo gallery 4. Tap the ‘Save’ button when both card name and image have been filled 5. Swipe to the end of the card list after saving to view the custom cards 6. Long press the custom card until the dialog box pop-up appears 7. Tap on the duplicate option on the button left 8. Tap yes for the final decision 9. swipe to the end of the list to view the duplicated card 10. Close the Application |
| Outcome | PASS - duplicate cards function works. The cards that have been duplicated have the same name and image as the one been selected. |
| Method | Test criteria 1 - Black box test  **Android application**   1. Navigates from the main menu landing page to the Cards screen 2. Tap on the + button at the bottom right hand of the screen 3. Tap on the ‘Name’ text field and enter a card name 4. Tap on the ‘select image’ button to select a image from the local photo gallery 5. Tap the ‘Save’ button when both card name and image have been filled 6. Swipe to the end of the card list after saving to view the custom cards 7. Select one of the custom card 8. long press the custom card until the dialog box pop-up appears 9. Tap on the duplicate option on the bottom left 10. Tap yes for the final decision 11. swipe to the end of the list to view the duplicated card 12. Close the Application |
| Outcome | PASS - duplicate cards function works on both platform. The cards that have been duplicated have the same name and image as the one been selected. |
| Method | Test criteria 1 - Black box test  **Android application**   1. Tap on the Settings icon from the main menu landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap the menu button at the bottom left hand of the screen to expand the burger menu 4. Tap on the Cards icon to navigate to the Cards screen 5. Select a card 6. long press the card until the dialog box pop-up appears 7. Tap on the duplicate option on the bottom left 8. Tap yes for the final decision 9. swipe to the end of the list to view the duplicated card 10. Close the Application |
| Outcome | PASS - Input some text in the text field located on the backside of each card view, press the mobile back button to return to the Cards screen.  flipping to the back of a card displays the text/text-field and the content can be altered, tapping the card’s thumbnail will return to the Cards screen. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Tap on the Settings icon from the bottom navigation bar landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap on the Cards icon from the bottom navigation bar landing page and enter the Cards screen 4. Select a card 5. long press the card until the dialog box pop-up appears 6. Tap on the duplicate option on the bottom left 7. Tap yes for the final decision 8. swipe to the end of the list to view the duplicated card 9. Close the Application |
| Outcome | PASS - Input some text in the text field located on the backside of each card view, pressed the back button to return to the Cards screen.  Flipping to the back of a card displays the text/text-field and the content can be altered, tapping the card’s thumbnail will return to the Cards screen. |

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| 6 | RTM entry: 11 |
| Description | Users shall be able to flag cards as favourites, adding them to an additional list of ‘favourite cards’. |
| Type and Use Case | SW (Software Requirement)  UC11\_User\_Favourties\_Card |
| Criteria | 1. The Android application gives the user the ability to favorite cards    1. All cards will have an empty heart button located in top right hand corner of the card as default    2. The empty heart icon will become solid after the card has been favorited    3. All favorited cards will be move to the front of the list 2. The iOS application gives the user the ability to favorite cards    1. All cards will have an empty heart button located in top right hand corner of the card as default    2. the empty heart icon will become solid after the card been favorited    3. All favorited cards will be moved to the front of the list    4. Close the Application |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Tap on a card’s empty heart button 2. Swipe or scroll to the front of the list to view the favourited card |
| Outcome | PASS - Favourite card function works on the Android platform. The list contains all the favorited cards and are shuffled to the front of the list. system will keep the order the same anytime the app been launched. |
| Method | Test criteria 1 - Black box test  **Android application**   1. Tap on the cards icon on the landing page 2. Select one of the cards 3. Tap on a cards empty heart button 4. Swipe or scroll to the front of the list to view the favourites card 5. Close the Application |
| Outcome | PASS - Favourite card function works on the Android platform. The list contains all the favorited cards and are shuffled to the front of the list. system will keep the order the same anytime the app been launched. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Tap on the + button at the top right hand of the screen 2. Tap on the ‘Name’ text field and enter a card name 3. Tap on the ‘select image’ button to select a image from the local photo gallery 4. Tap the ‘Save’ button when both card name and image have been filled 5. Swipe to the end of the card list after saving to view the custom cards 6. Tap on a custom card’s empty heart button 7. Swipe or scroll to the front of the list to view the favourited card 8. Close the Application |
| Outcome | PASS - Favourite card function works on the Android platform. The list contains all the favorited cards and are shuffled to the front of the list. system will keep the order the same anytime the app been launched. |
| Method | Test criteria 1 - Black box test  **Android application**   1. Navigates from the main menu landing page to the Cards screen 2. Tap on the + button at the bottom right hand of the screen 3. Tap on the ‘Name’ text field and enter a card name 4. Tap on the ‘select image’ button to select a image from the local photo gallery 5. Tap the ‘Save’ button when both card name and image have been filled 6. Swipe to the end of the card list after saving to view the custom cards 7. Tap on a custom cards empty heart button 8. Swipe or scroll to the front of the list to view the favourites card 9. Close the Application |
| Outcome | PASS - Favourite card function works on the Android platform. The list contains all the favorited cards and are shuffled to the front of the list. system will keep the order the same anytime the app been launched. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Tap on the Settings icon from the main menu landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap the menu button at the bottom left hand of the screen to expand the burger menu 4. Tap on the Cards icon to navigate to the Cards screen 5. Tap on a card’s empty heart button 6. Swipe or scroll to the front of the list to view the favourited card 7. Close the Application |
| Outcome | PASS - Favourite card function works on the Android platform. The list contains all the favorited cards and are shuffled to the front of the list. system will keep the order the same anytime the app been launched. |
| Method | Test criteria 1 - Black box test  **Android application**   1. Tap on the Settings icon from the main menu landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap the menu button at the bottom left hand of the screen to expand the burger menu 4. Tap on the Cards icon to navigate to the Cards screen 5. Tap on a cards empty heart button 6. Swipe or scroll to the front of the list to view the favourites card 7. Close the Application |
| Outcome | PASS - Favourite card function works on the Android platform. The list contains all the favorited cards and are shuffled to the front of the list. system will keep the order the same anytime the app been launched. |

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| 7 | RTM entry: 15 |
| Description | The user shall be able to add custom cards to their library. |
| Type and Use Case | SW (Software Requirement)  UC15\_User\_Creates\_CustomCard |
| Criteria | 1. Users have the ability to create custom cards on the Android platform    1. Custom images can be picked from the local photo gallery    2. Custom images can be taken by the phone camera    3. Custom cards must have a name    4. Custom cards will be added to the end of the defaut cards 2. Users have the ability to create custom cards on the Android platform when cards are in grid layout    1. Custom images can be picked from the local photo gallery    2. Custom images can be taken by the phone camera    3. Custom cards must have a name    4. Custom cards will be added to the end of the defaut cards 3. Users have the ability to create custom cards on the iOS platform    1. Custom images can be picked from the local photo gallery    2. Custom images can be taken by the phone camera    3. Custom cards must have a name    4. Custom cards will be added to the end of the defaut cards 4. Users have the ability to create custom cards on the iOS platform when cards are in grid layout    1. Custom images can be picked from the local photo gallery    2. Custom images can be taken by the phone camera    3. Custom cards must have a name    4. Custom cards will be added to the end of the defaut cards |
| Method | Test criteria 1 - Black box test  **Android application**   1. Navigates from the main menu landing page to the Cards screen 2. Tap on the + button at the bottom right hand of the screen 3. Tap on the ‘Name’ text field and enter a card name 4. Tap on the ‘select image’ button to select a image from the local photo gallery 5. Tap the ‘Save’ button when both card name and image have been filled 6. Swipe to the end of the card list after saving to view the custom cards 7. Close the Application |
| Outcome | PASS - custom card add successfully with a valid name as well as image on Android platform. all custom images and cards been stored on the database and will keep the custom cards at the end of the default anytime launch the app. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Tap on the Settings icon from the main menu landing page and enter the Settings screen 2. Tap to enable the grid mode on the Settings page 3. Tap the menu button at the button left hand of the screen to expand the burger menu 4. Tap on the Cards icon to navigate to the Cards screen 5. Tap on the + button at the bottom right hand of the screen 6. Tap on the ‘Name’ text field and enter a card name 7. Tap on the ‘take picture’ button to take a photo through the phone camera 8. Tap the ‘Save’ button when both card name and image have been filled 9. Swipe to the end of the card list after saving to view the custom cards 10. Close the Application |
| Outcome | PASS - custom card add successfully with a valid name as well as image on Android platform. all custom images and cards been stored on the database and will keep the custom cards at the end of the default anytime launch the app. |
| Method | Test criteria 3 - Black box test  **iOS application**   1. Tap on the + button at the bottom right of the screen 2. Tap on the ‘Name’ text field and enter a card name 3. Tap on the ‘select image’ button to select a image from the local photo gallery 4. Tap the ‘Save’ button when both card name and image have been filled 5. Swipe to the end of the card list after saving to view the custom cards 6. Close the Application |
| Outcome | PASS - custom card add successfully with a valid name as well as image on Android platform. all custom images and cards been stored on the database and will keep the custom cards at the end of the default anytime launch the app. |
| Method | Test criteria 4 - Black box test  **iOS application**   1. Select the setting icon at the bottom of the screen to navigate to the Settings page 2. Tap and enable the grid mode in the setting page 3. Select the Cards icon at the bottom of the screen to navigate to the Cards page 4. Tap on the + button at the bottom right of the screen 5. Tap on the ‘Name’ text field and enter a card name 6. Tap on the ‘take picture’ button to take a photo through the phone camera 7. Tap the ‘Save’ button when both card name and image have been filled 8. Swipe to the end of the card list after saving to view the custom cards 9. Close the Application |
| Outcome | PASS - custom card add successfully with a valid name as well as image on iOS platform. all custom images and cards been stored on the database and will keep the custom cards at the end of the default anytime launch the app. |

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| 8 | RTM entry: 27 |
| Description | The user shall be able to edit cards that they have added to the application. |
| Type and Use Case | SW (Software Requirement)  UC27\_User\_Edits\_CustomCard |
| Criteria | 1. The application on the Android platform has the ability for users to edit custom cards:    1. All cards created should be editable    2. Card name’s should not be editable    3. Card image’s should not be modifiable    4. All custom cards can have comments added to them    5. Custom cards can be favorited, duplicate and delete 2. The application on iOS platform have the ability for users to edit custom cards:    1. All cards created should be editable    2. Card name’s should not be editable    3. Card image’s should not be modifiable    4. All custom cards can have comments added to them    5. Custom cards can be favorited, duplicate and delete 3. The application on the Android platform has the ability to manage the user data: 4. All changes will be updated and stored on the database 5. All changes will be autosave on the database 6. The application on the IOS platform has the ability to manage the user data: 7. All changes will be updated and stored on the database 8. All changes will be autosave on the database |
| Method | Test criteria 1- Black box test  **Android application**   1. Tap on the Cards icon from the landing page and enter the Cards screen 2. Tap on the ‘+’ button at the bottom right hand of the screen 3. Tap on the ‘Name’ text field and enter a card name 4. Tap on the ‘take picture’ button to take a photo through the phone camera 5. Tap the ‘Save’ button when both card name and image have been filled 6. Swipe to the end of the card list after saving to view the custom cards 7. Tap on the front image of the custom card 8. Tap on the empty text field inside and enter a comment 9. Tap on the thumbnail image on the top right to return to Cards screen 10. Select the custom card once more     1. See if text was properly saved 11. Tap on the thumbnail image on the top right to return to Cards screen 12. Close the Application |
| Outcome | PASS - the custom cards function can be open again with all the latest changes, users able to edit the content for the custom cards multiple times, as well as the thumbnail button working as the back button to save the changes. |
| Method | Test criteria 1- Black box test  **iOS application**   1. Tap on the Cards icon from the bottom navigation bar and enter the Cards screen 2. Tap on the ‘+’ button at the top right hand of the screen 3. Tap on the ‘Name’ text field and enter a card name 4. Tap on the ‘take picture’ button to take a photo through the phone camera 5. Tap the ‘Save’ button when both card name and image have been filled 6. Swipe to the end of the card list after saving to view the custom cards 7. Tap on the front image of the custom card 8. Tap on the empty text field inside and enter a comment 9. Tap on the thumbnail image on the top right to return to Cards screen 10. Select the custom card once more     1. See if text was properly saved 11. Tap on the thumbnail image on the top right to return to Cards screen 12. Close the Application |
| Outcome | PASS - the custom cards function can be open again with all the latest changes, users able to edit the content for the custom cards multiple times, as well as the thumbnail button working as the back button to save the changes. |
| Method | Test criteria 3 - White box test  **Android application**   1. Launch android studio 2. Select and open the database helper subclass in Android studio 3. Use the query() method to pass in the selection 4. Use a [Cursor](https://developer.android.com/reference/android/database/Cursor.html) object to return the user custom data 5. Run the application using android emulator 6. Edit the custom card content 7. Review the output result in the terminal |
| Outcome | PASS - all changes has been updated on the database, as well as all the comments are auto save and thumbnail acting as back button to save and exit the editing mode. |
| Method | Test criteria 4 - White box test  **iOS application**   1. Launch XCode 2. Open databaseAdapter.swift class 3. Add calls to listCards() function at the beginning and end of addCard() function 4. Build and run the application using iOS emulator 5. Add a custom card with title “Test” add any image 6. View output log to verify that the second call to listCards() did show an entry with the title “Test” that was not present in the first call to listCards() |
| Outcome | PASS - all changes has been updated on the database, as well as all the comments are auto save and thumbnail acting as back button to save and exit the editing mode. |

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| 9 | RTM entry: 31 |
| Description | The user shall be able to create a new journal entry (see, Appendix 4.1) from the journal screen, accessible through a clearly visible button. |
| Type and Use Case | UC31\_User\_Creates\_JournalEntry  SW: The journal entry page will be create by opening the journal list page and selecting the plus icon.  SWC31: This page will contain one “Emotion Bank”category.  SWC31: The date will be automatically shown for the current date.  SWC31: The page will also contain one text fields for users to input their own journals in it.  SWC31: The page will also contain two text-buttons, one called “CANCEL” which will quit the edit of in the text fields and return to the “My Journal” page, and the other called “SAVE” which will save the journal in the database and show the journal on the “My Journal” |
| Criteria | 1. The iOS application gives the user the ability to create Journal Entries    1. When the user taps the create button, the Journal Entry page will display.    2. When the user select the emation bank for the category the selected category word will be shown on the Journal Entry page.    3. The Date will show the current date the user created the entry.    4. The user can save the edited journal which will lead the user back to the “My Journal” page and display the new entry    5. The user can cancel the edited journal which will lead the user back to the “My Journal” page and not display the new entry 2. The Android application gives the user the ability to create Journal Entries    1. When the user tap the create button, the Journal Entry page will display.    2. When the user select the emation bank for the category and the category will be shown on the Journal Entry page.    3. The Date will show the current date the user create.    4. The user can save the edited journal which will lead the user back to the “My Journal” page and display the new entry    5. The user can cancel the edited journal which will lead the user back to the “My Journal” page and not display the new entry |
| Method | Test criteria 1- Black box test  **iOS application**   1. Tap on the Journal icon located on the bottom navigation bar and proceed to the Journal screen 2. Tap the create journal entry button ‘+’ in the bottom right of the screen    1. The Journal Entry page displays on the screen. 3. Enter the category by click “Emotion Bank” button, select the category from the list of the emotion bank list. 4. Editing the journal through the text field by using the keyboard to input content. 5. Press “CANCEL” button to discard the entry. 6. The Journal Entry page will close and display “My Journal” page. 7. Tap the create journal entry button ‘+’ in the bottom right of the screen    1. The Journal Entry page displays on the screen. 8. Enter the category by click “Emotion Bank” button, select the category from the list of the emotion bank list. 9. Editing the journal through the text field by using the keyboard to input content. 10. Select the “SAVE” button to save the edited entry 11. The Journal Entry page will close and display “My Journal” page. 12. Journal entry will display int the journal list on the “My Journal” page. |
| Outcome | PASS - The emotion bank can be selected and emotions such as “Happy”, ”Sad” or ”Angry” can be set as the category. The date will display with a correct date, and the user can input text. The changes can be saved or cancelled, and the “My Journal” page will be displayed. |
| Method | Test criteria 2- Black box test  **Android application**   1. Tap the journal icon to open “My Journal” page 2. Tap the create journal entry button ‘+’ in the top right of the screen    1. The Journal Entry page displays on the screen. 3. Enter the category by click “Emotion Bank” button, select the category from the list of the emotion bank list. 4. Editing the journal through the text field by using the keyboard to input content. 5. Press “CANCEL” button to discard the entry. 6. The Journal Entry page will close and display “My Journal” page. 7. Tap the create journal entry button ‘+’ in the bottom right of the screen    1. The Journal Entry page displays on the screen. 8. Enter the category by click “Emotion Bank” button, select the category from the list of the emotion bank list. 9. Editing the journal through the text field by using the keyboard to input content. 10. Select the “SAVE” button to save the edited entry. 11. The Journal Entry page will close and display “My Journal” page. 12. Journal entry will display int the journal list on the “My Journal” page. |
| Outcome | PASS - The emotion bank can be selected and emotions such as “Happy”, ”Sad” or ”Angry” can be set as the category. The date will display with a correct date, and the user can input text. The changes can be saved or cancelled, and the “My Journal” page will be displayed. |

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| 10 | RTM entry: 39 |
| Description | The user shall be able to make changes to already saved journal entries. |
| Type and Use Case | UC38\_User\_Edits\_JournalEntry  SW: The user can tap the journal which is going to be edited and open the Journal Entry list again.  SWC38: The user can edit the journal content again and save the change. |
| Criteria | 1. The iOS application gives the user the ability to edit existing journal entries    1. Tapping a journal entry on the “My Journal” page will display the Journal Entry page    2. The category will be shown on the Journal Entry page.    3. The date field will show the date of when the entry was created.    4. The journal content will show in the text field.    5. The user can save or cancel the edited journal and return to “My Journal” page. 2. The Android application gives the user the ability to edit existing journal entries    1. When the user tap the journal on “My Journal” page, the Journal Entry page will display.    2. The category will be shown on the Journal Entry page.    3. The date field will show the date of when the entry was created.    4. The cursor will blink and the journal content will show in the text field.    5. The user can save or cancel the edited journal and return to “My Journal” page. |
| Method | Test criteria 1- Black box test  **iOS application**   1. Tap the journal icon to open “My Journal” page 2. When the user tap the journal on “My Journal” page, the Journal Entry page will display. 3. The category displays the current saved name, the date displays the date the entry was created. 4. Editing the journal through the text field by using the keyboard to input content. 5. Press “CANCEL” button to discard the entry. 6. The Journal Entry page will close and display “My Journal” page. 7. Tap the journal on “My Journal” page, the Journal Entry page will display. 8. The category displays the current saved name, the date displays the date the entry was created. 9. Editing the journal through the text field by using the keyboard to input content. 10. Select the “SAVE” button to save the edited entry. 11. The Journal Entry page will close and display “My Journal” page. 12. Journal entry will display int the journal list on the “My Journal” page. |
| Outcome | PASS - The journal can be opened again and the user can save the change for the journal content or cancel the change. The application will return the user to the “My Journal” page. |
| Method | Test criteria 2- Black box test  **Android application**   1. Tap on the Journal icon from the landing page and enter the Journal screen 2. When the user tap the journal on “My Journal” page, the Journal Entry page will display. 3. The category displays the current saved name, the date displays the date the entry was created. 4. Change the content of the journal. 5. Press “CANCEL” button to discard the entry. 6. The Journal Entry page will close and display “My Journal” page. 7. Tap the journal on “My Journal” page, the Journal Entry page will display. 8. The category displays the current saved name, the date displays the date the entry was created. 9. Change the content of the journal. 10. Select the “SAVE” button to save the edited entry. 11. The Journal Entry page will close and display “My Journal” page. 12. Journal entry will display int the journal list on the “My Journal” page. |
| Outcome | PASS - The journal can be opened again and the user can save the change for the journal content or cancel the change. The application will return the user to the “My Journal” page. |

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| 11 | RTM entry: 44 |
| Description | Upon creating a journal entry the user shall be able to select a ‘keyword’(see, Appendix 4.1) from a predetermined ‘dictionary of emotions’(see, 3.1.5). |
| Type and Use Case | UC43\_User\_Selects\_Keyword  SW: The user can go through the Journal Entry page and select a keyword as a category.  SWC43: The keywords are sort by “Happy”, ”Sad” and ”Angry”, the user can select the keywords form the list.  SWC43: The keywords which selected by the user will display on the Journal Entry page as a category of the current journal. |
| Criteria | 1. The iOS application gives the user the ability to select a keyword for a journal entry    1. The “Emotion Bank” as a button can be tapped and opened as a sorted list.    2. The list will sort by the three section “Happy”, ”Sad” and ”Angry”, each section will contain a selection of keywords.    3. The keyword is tappable and can be selected as a category for the current journal entry. 2. The Android application gives the user the ability to select a keyword for a journal entry    1. The “Emotion Bank” as a button can be tapped and opened as a sorted list.    2. The list will sort by the three section “Happy”, ”Sad” and ”Angry”, each section will contain a selection of keywords.    3. The keyword is tappable and can be selected as a category for the current journal entry. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Tap on the Journal icon from the landing page and enter the Journal screen 2. Tap the create journal entry button ‘+’ in the bottom right of the screen.    1. The Journal Entry page displays on the screen. 3. Tap the “Emotion Bank”, open a menu with a sorted list. 4. Select the keyword and tap it. 5. Display the Journal Entry page with the selected keyword as the journal category. 6. When the user tap the journal on “My Journal” page, the Journal Entry page will display. 7. The category displays the current saved name, the date displays the date the entry was created. 8. Tap the “Emotion Bank”, open a menu with a sorted list. 9. Select the keyword and tap it. 10. Display the Journal Entry page with the selected keyword as the journal category. |
| Outcome | PASS - Open the Journal Entry page press the “Emotion Bank” button tap the column of “Happy”, ”Sad” and ”Angry” and it will popop a list with keywords. Select the keyword. It displays on the current Journal Entry page as a category of the journal. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Tap on the Journal icon from the landing page and enter the Journal screen. 2. Tap the create journal entry button ‘+’ in the bottom right of the screen    1. The Journal Entry page displays on the screen. 3. Tap the “Emotion Bank”, open a menu with a sorted list. 4. Select the keywords and tap it. 5. Display the Journal Entry page with the selected keyword as the journal category. 6. When the user tap the journal on “My Journal” page, the Journal Entry page will display. 7. The category displays the current saved name, the date displays the date the entry was created. 8. Tap the “Emotion Bank”, open a menu with a sorted list. 9. Select the keyword and tap it. 10. Display the Journal Entry page with the selected keyword as the journal category. |
| Outcome | PASS - Open the Journal Entry page press the “Emotion Bank” button tap the column of “Happy”, ”Sad” and ”Angry” and it will popop a list with keywords. Select the keyword. It displays on the current Journal Entry page as a category of the journal. |

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| 12 | RTM entry: 47 |
| Description | The user shall be able to sort saved journal entries by ‘keyword’, organised by date with most recent first. |
| Type and Use Case | UC46\_User\_Sorts\_JounralEntries  SW: tap the journal icon from the initial menu or main menu to see “My Journal” page and sort the words by the list of the exist journal category.  SWC46: The list can display all the journal on the journal list, the list also will display the keywords of the journal list only contained on the journal list.  SWC46: The list will have all and all of the journal category shown on the Filer section, the user can select one category and filter the journal by this category and show on the journal list. |
| Criteria | 1. The iOS application gives the user the ability to filter journal entries by their category.    1. Once the user selects one keyword in “Emotion Bank” the category will save as the journal category and also be added to the “Filter” section.    2. On “My Journal” page, when user tap the “All” from filter section, all the categories for existing journal in the application database will display.    3. Select a category, only the entries which match the category will display in the journal list.    4. Once the journal is deleted, if the journal’s category is a unique category in the existing journal list, the journal’s category will also be removed from the filter list.    5. Once the journal’s category changed, the filter list will change as well. 2. The Android application gives the user the ability to filter journal entries by their category.    1. Once the user selects one keyword in “Emotion Bank” the category will save as the journal category and also be added to the “Filter” section.    2. On “My Journal” page, when the user taps the “All” from within the filter section, all the existing journal entries categories in the application will display.    3. Select a category, only the entries which match the category will display in the journal list.    4. Once the journal is deleted, if the journal’s category is a unique category in the existing journal list, the journal’s category will also be removed from the filter list. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Tap on the Journal icon from the landing page and enter the Journal screen 2. Tap the create journal entry button ‘+’ in the bottom right of the screen    1. The Journal Entry page displays on the screen. 3. Enter the category by click “Emotion Bank” button, select the category from the list of the emotion bank list. 4. Editing the journal through the text field by using the keyboard to input content. 5. Select the “SAVE” button to save the edited entry 6. The Journal Entry page will close and display “My Journal” page. 7. Journal entry will display int the journal list on the “My Journal” page. 8. Using the filter will show category “All” and all the existing journal will be displayed on the journal list.. 9. The user tap the button on the left of the “Filter”, all the existing journal’s categories will be shown on the list. 10. Select a category, the journal list will only display the journals that have the same category as the filter category. 11. The selected journal entry will display int the journal list on the “My Journal” page. 12. Using the filter will show category “All” and all the existing journal will be displayed on the journal list.. 13. The user tap the button on the left of the “Filter”, all the existing journal’s categories will be shown on the list. 14. Delete a journal with a unique category in the existing journal list 15. The unique category will be removed from the filter list. 16. The selected journal entry will display in the journal list on the “My Journal” page. 17. Using the filter will show category “All” and all the existing journal will be displayed on the journal list.. 18. The user tap the button on the left of the “Filter”, all the existing journal’s categories will be shown on the list. 19. Add a journal with a unique category in the existing journal list 20. The unique category will be added on the filter list. 21. The selected journal entry will display in the journal list on the “My Journal” page. |
| Outcome | PASS - The stored journal can be filtered by “All” or a selected category. Once a category has been selected, only journal entries of that category are displayed. If a journal with a unique category is deleted, it will also be deleted from the filter list. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Tap on the Journal icon from the landing page and enter the Journal screen 2. Tap the create journal entry button ‘+’ in the bottom right of the screen    1. The Journal Entry page displays on the screen. 3. Enter the category by click “Emotion Bank” button, select the category from the list of the emotion bank list. 4. Editing the journal through the text field by using the keyboard to input content. 5. Select the “SAVE” button to save the edited entry 6. The Journal Entry page will close and display “My Journal” page. 7. Journal entry will display int the journal list on the “My Journal” page. 8. Using the filter will show category “All” and all the existing journal will be displayed on the journal list.. 9. The user tap the button on the left of the “Filter”, all the existing journal’s categories will be shown on the list. 10. Select a category, the journal list will only display the journals that have the same category as the filter category. 11. The selected journal entry will display int the journal list on the “My Journal” page. 12. Using the filter will show category “All” and all the existing journal will be displayed on the journal list.. 13. The user tap the button on the left of the “Filter”, all the existing journal’s categories will be shown on the list. 14. Delete a journal with a unique category in the existing journal list 15. The unique category will be removed from the filter list. 16. The selected journal entry will display int the journal list on the “My Journal” page. 17. Using the filter will show category “All” and all the existing journal will be displayed on the journal list.. 18. The user tap the button on the left of the “Filter”, all the existing journal’s categories will be shown on the list. 19. Add a journal with a unique category in the existing journal list 20. The unique category will be added on the filter list. 21. The selected journal entry will display in the journal list on the “My Journal” page. |
| Outcome | PASS - The stored journal can be filtered by “All” or a selected category. Once a category has been selected, only journal entries of that category are displayed. If a journal with a unique category is deleted, it will also be deleted from the filter list. |

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| 13 | RTM entry: 49 |
| Description | Upon opening the journal for the first time, the user will be presented with an option which, if enabled, will require them to enter a password before accessing the journal feature of the application. |
| Type and Use Case | SW(Software Requirement)  UC48\_User\_Creates\_Password |
| Criteria | 1. Upon opening the application for the first time and navigating to the journal section, the Android application prompts the user if they wish to utilize the applications password system.    1. The user can set a password by inputting a desired value and confirming this password by re-entering their first value    2. With the password option enabled, when a user has correctly input their password, they are taken to the journal system    3. The password feature can be enabled or disabled at a later date through the settings menu.    4. If the user chooses to disable the password lock, they will be prompted for their password to complete the action. 2. Upon opening the application for the first time and navigating to the journal section, the iOS application prompts the user if they wish to utilize the applications password system.    1. The user can set a password by inputting a desired value and confirming this password by re-entering their first value    2. With the password option enabled, when a user has correctly input their password, they are taken to the journal system    3. The password feature can be enabled or disabled at a later date through the settings menu.    4. If the user chooses to disable the password lock, they will be prompted for their password to complete the action. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. Open application (for the first time) and navigate to the Journal page 2. In ‘Password prompt’ dialogue box, input the desired password 3. re-enter password value to confirm the first entry 4. Input a security question 5. Input a security answer 6. Tap ‘save’ and progress back to Journal system    1. Input user password    2. Tap ’unlock’ 7. Navigate to Settings page 8. Tap ‘Journal Password Lock’ option 9. Input users already set password into ‘Confirm’ field 10. Tap confirm 11. Navigate to Journal system     1. Ensure previous password is removed |
| Outcome | Fail -  Users are not prompted to select if they would like to use the password feature after opening Journaling system for the first time.   * 1. Users must progress to Settings menu to set password |
| Method | Test criteria 1 - Black box test  **Android application**   1. Open application (for the first time) and navigate to the Journal page 2. In ‘Password prompt’ dialogue box input desired password 3. re-enter password value to confirm the first entry 4. Input a security question 5. Input a security answer 6. Tap ‘save’ and progress back to Journal system    1. Input user password    2. Tap ’unlock’ 7. Navigate to setting page 8. Tap ‘Journal Password Lock’ option 9. Input users already set password into ‘Confirm’ field 10. Tap confirm 11. Navigate to Journal system     1. Ensure previous password is removed |
| Outcome | Fail -  Users are not prompted to select if they would like to use the password feature after opening Journaling system for the first time.   * 1. Users must progress to Settings menu to set password |

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| 14 | RTM entry: 56 |
| Description | This is achieved by putting within the user’s hand a powerful library of words with which they can easily navigate through and find descriptors for categorizing their feelings. |
| Type and Use Case | SW (Software Requirement)  UC55\_User\_Selects\_EmotionalBank |
| Criteria | 1. The iOS application should give the user the ability to look through the Emotion Bank.    1. The user can browse a selection of emotions to help them categorize their own feelings.    2. Once user selects a keyword in “Emotion Bank”, the keyword will save as the journal category. 2. The iOS application should give the user the ability to look through the Emotion Bank.    1. The user can browse a selection of emotions to help them categorize their own feelings.    2. Once user selects a keyword in “Emotion Bank”, the keyword will save as the journal category. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Tap on the Journal icon located on the bottom navigation bar and proceed to the Journal screen 2. Select the ‘+’ to create a new Journal entry 3. Tap the ‘Emotion bank’ button page 4. The Emotion bank page will display three different lists of basic emotions.    1. Happy, Sad and Angry. 5. Selecting the expandable list option “Happy” 6. In the expanded list that provides synonyms for the word Happy, select the option “Joyful” 7. The word “Joyful” will be saved as the category for the journal entry. |
| Outcome | PASS - the Emotion bank page can be entered through the Emotion Bank button in the Journal entry. Then, the Emotion Bank page would display three lists of the emotion word. Selecting any of these displays more related emotions. Once a selection has been made it will become the category of the journal entry. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Tap on the Journal icon located on the bottom navigation bar and proceed to the Journal screen 2. Select the ‘+’ to create a new Journal entry 3. Tap the ‘Emotion bank’ button page 4. The Emotion bank page will display three different lists of basic emotions.    1. Happy, Sad and Angry. 5. Selecting the expandable list option “Angry” 6. In the expanded list that provides synonyms for the word Happy, select the option “Displeased” 7. The word Displeased” will be saved as the category for the journal entry. |
| Outcome | PASS - the Emotion bank page can be entered through the Emotion Bank button in the Journal entry. Then, the Emotion Bank page would display three lists of the emotion word. Selecting any of these displays more related emotions. Once a selection has been made it will become the category of the journal entry. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Tap on the Journal icon located on the Main menu/landing page and navigate to the Journal screen 2. Select the ‘+’ to create a new journal entry 3. Tap the ‘Emotion bank’ button page 4. The Emotion bank page will display three different lists of basic emotions.    1. Happy, Sad and Angry. 5. Selecting the expandable list optio “Happy” 6. In the expanded list that provides synonyms for the word Happy, select the option “Joyful” 7. The word “Joyful” will be saved as the category for the journal entry. |
| Outcome | PASS - the Emotion bank page can be entered through the Emotion Bank button in the Journal entry. Then, the Emotion Bank page would display three lists of the emotion word. Selecting any of these displays more related emotions. Once a selection has been made it will become the category of the journal entry. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Tap on the Journal icon located on the Main menu/landing page and navigate to the Journal screen 2. Select the ‘+’ to create a new journal entry 3. Tap the ‘Emotion bank’ button page 4. The Emotion bank page will display three different lists of basic emotions.    1. Happy, Sad and Angry. 5. Selecting the expandable list optio “Angry” 6. In the expanded list that provides synonyms for the word Happy, select the option “Displeased” 7. The word “Displeased” will be saved as the category for the journal entry. |
| Outcome | PASS - the Emotion bank page can be entered through the Emotion Bank button in the Journal entry. Then, the Emotion Bank page would display three lists of the emotion word. Selecting any of these displays more related emotions. Once a selection has been made it will become the category of the journal entry. |

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| 15 | RTM entry: 60 |
| Description | The second system, the ‘Descriptor prompt’ (see, Appendix 4.1), will simply be an expansion upon the idea of predictive text prompting used in modern day messaging and texting software and will be available when users enable the ‘Descriptor prompt’ feature. |
| Type and Use Case | SW (Software Requirement)  UC59\_User\_Enables\_DescriptorPrompt |
| Criteria | 1. The iOS Descriptor Prompt may be enabled and disabled by the user    1. The Descriptor Prompt will provide the user with alternative words when the system registers that a particular (generic) description has been used by the user. 2. The Android Descriptor Prompt may be enabled and disabled by the user    1. The Descriptor Prompt will provide the user with alternative words when the system registers that a particular (generic) description has been used by the user. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Open application 2. Navigate to the Settings screen 3. Tap ‘Descriptor Prompt’ to enable 4. Open up ‘Journal’ system 5. Create a new journal entry    1. tap the ‘+’ button located in the upper left hand corner of the screen 6. Type the word “sad” 7. The Descriptor Prompt will suggest 3 alternative words    1. Sorrowful, regretful, miserable 8. Select the back button    1. Do not save the journal entry 9. Navigate back to the settings menu 10. Tap ‘Descriptor Prompt’ to disable 11. Open up ‘Journal’ system 12. Create a new journal entry     1. tap the ‘+’ button located in the upper left hand corner of the screen 13. Type the word “sad” 14. The Descriptor Prompt should not suggest anything |
| Outcome | FAIL - Descriptor Prompt system was discarded after discussions with client |
| Method | Test criteria 2 - Black box test  **Android application**   1. Open application 2. Navigate to the Settings screen 3. Tap ‘Descriptor Prompt’ to enable 4. Open up ‘Journal’ system 5. create a new journal entry    1. tap the ‘+’ button located in the upper left hand corner of the screen 6. Type the word “sad” 7. The Descriptor Prompt will suggest 3 alternative words    1. Sorrowful, regretful, miserable 8. Select the back button    1. Do not save the journal entry 9. Navigate back to the settings menu 10. Tap ‘Descriptor Prompt’ to disable 11. Open up ‘Journal’ system 12. create a new journal entry     1. tap the ‘+’ button located in the upper left hand corner of the screen 13. Type the word “sad” 14. The Descriptor Prompt should not suggest anything |
| Outcome | FAIL - Descriptor Prompt system was discarded after discussions with client |

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| 16 | RTM entry: 63 |
| Description | The users shall be able to view a list of Helpful Contacts related to health and wellbeing. |
| Type and Use Case | SW (Software Requirement)  UC62\_User\_Views\_HelpfulResources |
| Criteria | 1. The iOS application should give the user the ability to view default Helpful Contacts    1. Once the user enters the Helpful Resource View, there will be a selection of default Helpful Contacts displayed.    2. URL links will link to their respective sites    3. Phone numbers will open up in device’s Phone application 2. The iOS application should give the user the ability to view custom Helpful Contacts 3. If any custom Helpful Contacts have been added then these will be visible too. 4. Custom URL links will link to their respective sites 5. Custom phone numbers will open up in device’s Phone application 6. The Android application should give the user the ability to view default Helpful Contacts    1. Once the user enters the Helpful Resource View, there will be a selection of default Helpful Contacts displayed.    2. URL links will link to their respective sites    3. Phone numbers will open up in device’s Phone application 7. The Android application should give the user the ability to view custom Helpful Contacts 8. If any custom Helpful Contacts have been added then these will be visible too. 9. Custom URL links will link to their respective sites 10. Custom phone numbers will open up in device’s Phone application |
| Method | Test criteria 1 - Black box test  **iOS application**   1. The user opens the ‘Helpful Resource page through the menu system. 2. The user should be able to identify all of the useful resources. 3. Click a URL “beyondblue.org.au” which is called “Beyond Blue”. 4. The device should switch to the default browser application and go to the beyondblue.org.au address in a new tab. |
| Outcome | PASS - The Helpful Resources page can be accessed via the menu bar. The page loads all the Helpful Resources. The default URL can be selected and it is opened up in the device’s browser application. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. The user opens the ‘Helpful Resource page through the menu system. 2. The user should be able to identify all of the useful resources. 3. Click a phone number “1300 22 4636” which is called “Beyond Blue Helpline”. 4. The device should switch to the Phone application and display the number 1300224636. |
| Outcome | PASS - The Helpful Resources page can be accessed via the menu bar. The page loads all the Helpful Resources. The default phone number can be selected and it will make it appear in the device’s phone application. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. The user opens the ‘Helpful Resource page through the menu system. 2. The user should be able to identify all of the useful resources. 3. Tap on the + button at the top right of the screen 4. Tap on the + button at the top right of the screen. 5. Enter the custom URL address. 6. select ‘save’ button at the bottom right in the dialog box to save. 7. Click a custom URL in the list. 8. The device should switch to the default browser application and go to the web address in a new tab with the custom URL page content display on the screen. |
| Outcome | PASS - The Helpful Resources page can be accessed via the menu bar. The page loads all the Helpful Resources with custom Resources. The custom URL can be selected and it is opened up in the device’s browser application. |
| Method | Test criteria 2 - Black box test  **iOS application**   1. The user opens the ‘Helpful Resource page through the menu system. 2. The user should be able to identify all of the useful resources. 3. Tap on the + button at the top right of the screen. 4. Enter the custom phone number. 5. select ‘save’ button at the bottom right in the dialog box to save. 6. Click a custom phone number in the list. 7. The device should switch to the Phone application and display the custom number. |
| Outcome | PASS - The Helpful Resources page can be accessed via the menu bar. The page loads all the Helpful Resources. The custom phone number can be selected and it will make it appear in the device’s phone application. |
| Method | Test criteria 3 - Black box test  **Android application**   1. The user opens the ‘Helpful Resource page through the menu system. 2. The user should be able to identify all of the useful resources. 3. Click a URL “beyondblue.org.au” which is called “Beyond Blue”. 4. The device should switch to the default browser application and go to the beyondblue.org.au address in a new tab. |
| Outcome | PASS - The Helpful Resources page can be accessed via the menu bar. The page loads all the Helpful Resources. The default URL can be selected and it is opened up in the device’s browser application. |
| Method | Test criteria 3 - Black box test  **Android application**   1. The user opens the ‘Helpful Resource page through the menu system. 2. The user should be able to identify all of the useful resources. 3. Click a phone number “1300 22 4636” which is called “Beyond Blue Helpline”. 4. The device should switch to the Phone application and display the number 1300224636. |
| Outcome | PASS - The Helpful Resources page can be accessed via the menu bar. The page loads all the Helpful Resources. The default phone number can be selected and it will make it appear in the device’s phone application. |
| Method | Test criteria 4 - Black box test  **Android application**   1. The user opens the ‘Helpful Resource page through the menu system. 2. The user should be able to identify all of the useful resources. 3. Tap on the + button at the bottom right of the screen. 4. Enter the custom URL address. 5. select ‘save’ button at the bottom right in the dialog box to save. 6. Click a custom URL in the list. 7. The device should switch to the default browser application and go to the web address in a new tab with the custom URL page content display on the screen. |
| Outcome | PASS - The Helpful Resources page can be accessed via the menu bar. The page loads all the Helpful Resources with custom Resources. The custom URL can be selected and it is opened up in the device’s browser application. |
| Method | Test criteria 4 - Black box test  **Android application**   1. The user opens the ‘Helpful Resource page through the menu system. 2. The user should be able to identify all of the useful resources. 3. Tap on the + button at the bottom right of the screen. 4. Enter the custom phone number. 5. select ‘save’ button at the bottom right in the dialog box to save. 6. Click a custom phone number in the list. 7. The device should switch to the Phone application and display the custom number. |
| Outcome | PASS - The Helpful Resources page can be accessed via the menu bar. The page loads all the Helpful Resources. The custom phone number can be selected and it will make it appear in the device’s phone application. |

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| 17 | RTM entry: 66 |
| Description | Selecting the ’+’ option will create a new blank entry at the bottom of the list, and prompt the user to enter text. |
| Type and Use Case | SW (Software Requirement)  UC65\_User\_Adds\_HelpfulResources |
| Criteria | 1. The iOS application should give the user the ability to add Helpful Contacts    1. The user should be able to add new Helpful Resources via the ‘+’ button. 2. The Android application should give the user the ability to add Helpful Contacts    1. The user should be able to add new Helpful Resources via the ‘+’ button. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Select the Helpful Contacts Icon from the bottom of the screen to navigate to the Helpful Contacts page 2. Tap the ‘+’ button    1. The Add Resource dialog box will display. 3. Type a URL in the textview. 4. Saved the new resource.    1. the additional resource will display in the Helpful Contacts View    2. Check that it is clickable URL 5. Tap the ‘+’ button    1. The Add Resource dialog box will display. 6. Type some text in the textview. 7. Cancel the new resource. 8. The resource will not display in the Helpful Contacts View. |
| Outcome | PASS - The add resource dialog would pop up after the user has tapped the ‘+’ button in the Helpful Resource View. The user can type and edit in the dialog, then the user could choose to cancel or save. If choosing save, the additional resource will display in the Helpful Resource, if choosing cancel, the additional resource will not display in the Helpful Resource. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Select the Helpful Contacts Icon from the main menu/landing page to navigate to the Helpful Contacts screen 2. Tap the ‘+’ button    1. The Add Resource dialog box will display. 3. Type a URL in the textview. 4. Saved the new resource.    1. the additional resource will display in the Helpful Contacts View.    2. Check that it is clickable URL 5. Tap the ‘+’ button    1. The Add Resource dialog box will display. 6. Type some text in the textview. 7. Cancel the new resource. 8. The resource will not display in the Helpful Contacts View. |
| Outcome | PASS - The add resource dialog would pop up after the user has tapped the ‘+’ button in the Helpful Resource View. The user can type and edit in the dialog, then the user could choose to cancel or save. If choosing save, the additional resource will display in the Helpful Resource, if choosing cancel, the additional resource will not display in the Helpful Resource. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Select the Helpful Contacts Icon from the bottom of the screen to navigate to the Helpful Contacts page 2. Tap the ‘+’ button    1. The Add Resource dialog box will display. 3. Type a phone number in the textview. 4. Saved the new resource.    1. the additional resource will display in the Helpful Contacts View    2. Check that it is clickable phone number |
| Outcome | PASS - The add resource dialog would pop up after the user has tapped the ‘+’ button in the Helpful Resource View. The user can type and edit in the dialog, then the user could choose to cancel or save. If choosing save, the additional resource will display in the Helpful Resource, if choosing cancel, the additional resource will not display in the Helpful Resource. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Select the Helpful Contacts Icon from the main menu/landing page to navigate to the Helpful Contacts screen 2. Tap the ‘+’ button    1. The Add Resource dialog box will display 3. Type a Phone number in the textview. 4. Saved the new resource.    1. the additional resource will display in the Helpful Contacts View.    2. Check that it is clickable phone number |
| Outcome | PASS - The add resource dialog would pop up after the user has tapped the ‘+’ button in the Helpful Resource View. The user can type and edit in the dialog, then the user could choose to cancel or save. If choosing save, the additional resource will display in the Helpful Resource, if choosing cancel, the additional resource will not display in the Helpful Resource. |
| Method | Test criteria 1 - Black box test  **iOS application**   1. Select the Helpful Contacts Icon from the bottom of the screen to navigate to the Helpful Contacts page 2. Tap the ‘+’ button 3. The Add Resource dialog box will display. 4. Type random text in the textview. 5. Saved the new resource. 6. the additional resource will display in the Helpful Contacts View 7. Check that it is not a clickable phone number or link |
| Outcome | PASS - The add resource dialog would pop up after the user has tapped the ‘+’ button in the Helpful Resource View. The user can type and edit in the dialog, then the user could choose to cancel or save. If choosing save, the additional resource will display in the Helpful Resource, if choosing cancel, the additional resource will not display in the Helpful Resource. |
| Method | Test criteria 2 - Black box test  **Android application**   1. Select the Helpful Contacts Icon from the main menu/landing page to navigate to the Helpful Contacts screen 2. Tap the ‘+’ button 3. The Add Resource dialog box will display 4. Type a random text in the textview. 5. Saved the new resource.    1. the additional resource will display in the Helpful Contacts View.    2. Check that it is not a clickable phone number or link |
| Outcome | PASS - The add resource dialog would pop up after the user has tapped the ‘+’ button in the Helpful Resource View. The user can type and edit in the dialog, then the user could choose to cancel or save. If choosing save, the additional resource will display in the Helpful Resource, if choosing cancel, the additional resource will not display in the Helpful Resource. |

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| 18 | RTM entry: 71 |
| Description | The user shall be able to edit entries in the list to keep them up to date, or remove old entries if they have become redundant or unnecessary. |
| Type and Use Case | SW (Software Requirement) UC70\_User\_Edits\_HelpfulResources |
| Criteria | 1. The iOS application should give the user the option to edit existing Helpful Contacts    1. After adding resources, the user should be able to edit them.    2. The resource can be deleted by the user. 2. The Android application should give the user the option to edit existing Helpful Contacts    1. After adding resources, the user should be able to edit them.    2. The resource can be deleted by the user. |
| Method | Test criteria 1 a. - Black box test  **iOS application**   1. Select the Helpful Contacts Icon from the bottom of the screen’s navigation bar to proceed to the Helpful Contacts page 2. Tap the ‘+’ button    1. The Add Resource dialog box will display. 3. Type some text in the textview 4. Select ‘SAVE’ to Save the new resource 5. Swipe left on the newly created resource/contact 6. Select Edit.    1. The Add Resource dialog box will display 7. Edit text in textview 8. Select ‘SAVE’ to Save the new resource 9. The updated text will appear in the Helpful Contacts list. 10. Once more swipe left on this resource and select edit 11. Edit text in textview 12. Select ‘CANCEL’ to cancel your submission 13. The application will return to the Helpful Contacts screen, but the text of the Helpful Resource will not have been modified |
| Outcome | PASS - After adding a resource, the user can choose to edit it by swiping left on the resource and selecting edit. A dialog box appeared which the user could edit the text of the helpful resource in. Pressing save confirmed the changes and displayed them in the Helpful Contacts screen. Repeating the process but selecting Cancel instead of Save also displayed the Helpful Contacts screen but without any modifications having been made to the resource. |
| Method | Test criteria 1 b. - Black box test  **iOS application**   1. Select the Helpful Contacts Icon from the bottom of the screen’s navigation bar to proceed to the Helpful Contacts page 2. Tap the ‘+’ button    1. The Add Resource dialog box will display. 3. Type some text in the textview 4. Select ‘SAVE’ to Save the new resource 5. Swipe left on the newly created resource/contact 6. Select ‘Delete’ 7. A dialog box confirming you deletion should appear 8. select ‘CANCEL’ to cancel your deletion 9. The application should return to the previous screen without the resource being deleted. 10. Again swipe left on this resource 11. Select ‘Delete’ 12. A dialog box confirming you deletion should appear 13. Select ‘CONFIRM’ to confirm your deletion 14. The application should return to the Helpful Resources and the selected entry will have been removed. |
| Outcome | PASS - After swiping left on a resource, selecting Delete, then selecting Cancel, the application returned to the Helpful Resources view without deleting the entry. Repeating this process but selecting Confirm instead returned the application to the Helpful Resources view and deleted the entry correctly. |
| Method | Test criteria 2 a. - Black box test  **Android application**   1. Select the Helpful Contacts Icon from the main menu/landing page to navigate to the Helpful Contacts screen 2. Tap the ‘+’ button    1. The Add Resource dialog box will display. 3. Type some text in the textview 4. Select ‘SAVE’ to Save the new resource 5. Swipe left on the newly created resource/contact 6. Select Edit.    1. The Add Resource dialog box will display 7. Edit text in textview 8. Select ‘SAVE’ to Save the new resource 9. The updated text will appear in the Helpful Contacts list. 10. Once more swipe left on this resource and select edit 11. Edit text in textview 12. Select ‘CANCEL’ to cancel your submission 13. The application will return to the Helpful Contacts screen, but the text of the Helpful Resource will not have been modified |
| Outcome | PASS - After adding a resource, the user can choose to edit it by long pressing on the resource and selecting edit. A dialog box appeared which the user could edit the text of the helpful resource in. Pressing save confirmed the changes and displayed them in the Helpful Contacts screen. Repeating the process but selecting Cancel instead of Save also displayed the Helpful Contacts screen but without any modifications having been made to the resource. |
| Method | Test criteria 2 a. - Black box test  **Android application**   1. Select the Helpful Contacts Icon from the main menu/landing page to navigate to the Helpful Contacts screen 2. Tap the ‘+’ button    1. The Add Resource dialog box will display. 3. Type some text in the textview 4. Select ‘SAVE’ to Save the new resource 5. Swipe left on the newly created resource/contact 6. select ‘Delete’ 7. A dialog box confirming you deletion should appear 8. Select ‘CANCEL’ to cancel your deletion 9. The application should return to the previous screen without the resource being deleted. 10. Again swipe left on this resource 11. Select ‘Delete’ 12. A dialog box confirming you deletion should appear 13. Select ‘CONFIRM’ to confirm your deletion 14. The application should return to the Helpful Resources and the selected entry will have been removed. |
| Outcome | PASS - After long pressing on a resource, selecting Delete, then selecting Cancel, the application returned to the Helpful Resources view without deleting the entry. Repeating this process but selecting Confirm instead returned the application to the Helpful Resources view and deleted the entry correctly. |