NOMADS

NOMAD TRAVEL

(NT)

TEST PLAN

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RELEASE DATE
MARCH 12, 2023

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Executive Summary

NOMAD Travel (NT) is a mobile application that simplifies users' logistical travel planning. NOMAD Travel is intended to operate in the market similarly to Expedia, Canoe, and Hopper but includes unique features. NOMAD Travel will utilize travel regulation information from respective governments to provide the user with visa-dependent travel options. NOMAD Travel will utilize personalized e-commerce models and will be distributed as a stand-alone application on mobile devices.

This document provides nontechnical information regarding the purpose and behavior of NT.

Project Description

NOMAD Travel is attempting to break into the personal travel planning industry. The app is intended to target a gap that currently exists in the travel industry: travel regulation information, such as visa travel status, is not easily accessible to consumers of personal travel planning. NOMAD Travel will provide customized travel destinations and opportunities to users depending on their visa and location of origin. Nomad travel will also be able to recommend destinations to users based on preferences they set. NOMAD Travel will use information from travel laws and local governments to connect users to destinations, depending on whether or not they can easily travel to the destination with their Visa.

NOMAD travel must be standalone and not require any network connectivity. The NOMAD Application engines must be installable directly on end user hardware. To appeal to the largest Market, NOMAD travel should be hardware and operating system agnostic.

NOMAD travel will feature an intuitive and user-friendly Graphical User Interface (GUI) that allows travelers to navigate and interact with the app's features and content seamlessly. The GUI will be designed to be visually appealing and easy to understand. It will provide users with a comfortable and engaging experience and enhance the user experience to promote user engagement with the app.

NOMAD travel features a recommendation system that will intake user preferences including climate and activities and output ideal destinations for the user. The recommendation system is designed to offer the user desirable and logical choices for their next vacation, business trip, or getaway. It will save users time and effort with planning logistics of travel, activities, and accommodations. This efficiency will encourage users to travel more frequently using NOMAD.

Document Versioning

Date	Owner	Comment
Mar 12, 2023	Camille Lewis	Initial formatting, executive summary, and title page, and the Project Description
Mar 12, 2023	Mustafa Sameen	User Acceptance Test Matrix, test steps 3, and user documentation, Appendix
Mar 12, 2023	Nathan Curl	Table of contents, test steps 1, and Appendix A, formatting
Mar 12, 2023	Camille Lewis	User Acceptance Test Matrix, test steps 2 and 4, User documentation, formatting

User Acceptance Testing Matrix

The test matrix enumerates tests to be conducted that verify the delivered system meets the requirements from the BRD. Following the matrix, the testing steps for each test are provided. Tests should be able to be completed without understanding of the internal technologies being used.

Feature Matrix

ID	Test Name	Comment	BRD ID
1	User Info Registration		e1, e2, e3, e5
2	Generate Recommended Destinations		e3,d1,d2,d3,d4,ux2,ux3,ux1
3	Favorite Countries		e4, ux1,d4, ux3
4	Error Messages		e1, e2, e3, e5
5	Windows Startup		e1
6	Mac Startup		e1
7	Linux Startup		e1
xx			

Test Steps

1 - User Info Registration

Process:

1. Display welcome message.
2. Ask if the user is returning or new.
3. Get username and nationality.
4. Compare user input with stored data if returning.
5. Log the user into the main menu if everything is correct.

Success:

1. User feels encouraged to use the platform by welcome message.
2. Have the correct number of text fields for user data.
3. Display a verification message.
4. Reference stored country data with user data.
5. Successfully log the user in.

2 - Generate Recommended Destinations

Process:

1. Using the User Info Registration process above, create or log into your user traveler profile.
2. Enter the main menu and select the first option to generate a recommended list of destinations.
3. View the visa information and general country information.
4. Add countries to your list of favorites or skip.
5. Go back to the main menu and quit the application.

Success:

1. Application runs
2. User information is successfully registered
3. Register displays a list of recommended countries as possible destinations
4. User is able to favorite a country from the list
5. User can see visa information along with other relevant information

3 - Favorite Countries

Process:

1. Start the application and make or register your user profile using the User Info Registration process above.
2. Enter the main menu and select the first option to generate a recommended list of destinations.
3. Add countries to your list of favorites or skip.
4. Go back to the main menu and quit the application.

Success:

1. Application starts properly and takes user input.
2. Users can add countries to their list of favorites.
3. Users can load their favorite country list when they log in again.

4 - Error Messages

Process:

1. Load application and go to the main menu as per the Test 3.
2. Users are prompted to select out of 4 options.
3. Users input an invalid number bigger than 4 or less than 1.

Success:

1. Application displays error message and asks for a valid input again
2. Error Message appears when invalid user input is registered.

5 - Windows Startup

Process:

1. Load application using the process outlined in the user documentation process (Appendix A)
2. Verify that user is displayed registration screen
3. Verify that the user is able to interact with the application display
4. Verify that the user is able to input information into the application
5. Verify that the application is able to change display with commands
6. Close Application

Success:

1. User is successfully displayed registration screen when the application is loaded and opened

2. User is able to successfully enter information into the nationality, location, and preferences fields
3. User is able to select and interact with country cards and buttons
4. Application closes successfully

6 - Apple Startup

Process:

1. Load application using the process outlined in the user documentation process (Appendix A)
2. Verify that user is displayed registration screen
3. Verify that the user is able to interact with the application display
4. Verify that the user is able to input information into the application
5. Verify that the application is able to change display with commands
6. Close Application

Success:

5. User is successfully displayed registration screen when the application is loaded and opened
6. User is able to successfully enter information into the nationality, location, and preferences fields
7. User is able to select and interact with country cards and buttons
8. Application closes successfully

7 - Linux Startup

Process:

1. Load application using the process outlined in the user documentation process (Appendix A)
2. Verify that user is displayed registration screen
3. Verify that the user is able to interact with the application display
4. Verify that the user is able to input information into the application
5. Verify that the application is able to change display with commands
6. Close Application

Success:

9. User is successfully displayed registration screen when the application is loaded and opened
10. User is able to successfully enter information into the nationality, location, and preferences fields

11. User is able to select and interact with country cards and buttons
12. Application closes successfully

8 - Create New Account

Process:

1. Load application using the process outlined in the user documentation process (Appendix A)
2. Verify that the user is displayed registration screen
3. Verify that the user can enter text into the username and password fields
4. Verify that the enter button confirms entry

Success:

5. User account is successfully registered in database nomads.
6. User account can be successfully logged into.

9 - Confirm Password

Process:

1. Load application using the process outlined in the user documentation process (Appendix A)
2. Verify that the user is displayed registration screen
3. Verify that the user can enter text into the username and password fields
4. Verify that the the confirm password field appears
5. Verify that the user can type in the confirm password field
6. Application can verify that the passwords are equal

Success:

7. User password is set successfully
8. User has to re-enter their password to create an account

Appendix A

User Documentation

1. Will run on Windows, Mac, and Linux.
2. Clone the repository on your terminal:

```
git clone git@github.com:ssameen/nomads.git
```

3. Run this compile and run command in your terminal:

```
javac AppLoop.java
java AppLoop
```

4. Interact with the application in your terminal.