

Page	Feature	Expected Outcome	Outcome	Result
/	Cliq logo redirect	Logo redirects to home when user is not logged in	Logo redirected to homepage	Pass
	Sign In button	Redirects to /sign-in	Redirects to /sign-in	Pass
	Get Started button	Redirects to /sign-up	Redirects to /sign-up	Pass
/sign-in	Cliq logo redirect	Logo redirects to home when user is not logged in	Logo redirected to homepage	Pass
/sign-in	Sign in (email/pwd)	User is able to log in with the Clerk interface with their method of choice	User is able to log in with the Clerk interface with their method of choice	Pass
/sign-in	Sign in (third party auth)	User is able to log in with the Clerk interface with their method of choice	User is able to log in with the Clerk interface with their method of choice	Pass
/sign-up	Cliq logo redirect	Logo redirects to home when user is not logged in	Logo redirected to homepage	Pass
/sign-up	Sign up (email/pwd)	User is able to sign up using the Clerk interface with their method of choice	User is able to sign up using the Clerk interface with their method of choice	Pass
/sign-up	Sign up (third party auth)	User is able to sign up using the Clerk interface with their method of choice	User is able to sign up using the Clerk interface with their method of choice	Pass
/dashboard	Cliq logo redirect	Logo redirects to dashboard when user is logged in	Logo redirected to dashboard	Pass
/dashboard	Handling new users (back end)	On load, if user does not exist on user database (Xata), the user is created, and we associate this new user with the current session	New users are handled as such	Pass
/dashboard	Fetching users for swipe queue	Based on user settings filters, and custom algorithm, users are sorted and displayed to users so long as they exist, and the user has the proper settings	Users are fetched as described	Pass
/dashboard	Handling new users (front end)	New users will not be able to access the swipe queue until they change their settings - a message will be shown instructing them to do so	New users are not able to access swipe queue until they change their settings	Pass
/dashboard	Session stats update on like/dislike	Like/dislike counter increases, swipe percentage is calculated, message displayed based on %	Like/dislike counter increases, swipe percentage is calculated, message displayed based on %	Pass
/dashboard	Handle dislike (swipe)	Session stats update, new card is shown	Session stats updated, new card is shown	Pass
/dashboard	Handle like (swipe)	Session stats update, new card is shown, like is properly registered to database	Session stats updated, new card is shown, like is sent to database	Pass
/dashboard	Handle dislike (button)	Session stats update, new card is shown	Session stats updated, new card is shown	Pass
/dashboard	Handle like (button)	Session stats update, new card is shown, like is properly registered to database	Session stats updated, new card is shown, like is sent to database	Pass
/dashboard	Card renders unique user information	Distance is calculated based on location, user info is loaded (photo, age, bio, etc.)	Distance is calculated based on location, and user info is loaded and rendered	Pass
/dashboard	Users are able to match together	If two users like each other, a match is properly sent to the database, and users will be able to chat	Match was sent to database, and users are able to chat	Pass
/dashboard	Handle case when no users available	If user has swiped on all available profiles, or ratelimited ( <b>or if user has just created account</b> ), users will not be swipeable/clickable	Dashboard handles case successfully when no profiles available	Pass
/chat	Cliq logo redirect	Logo redirects to dashboard when user is logged in	Logo redirected to dashboard	Pass
/chat	Handle case when no matches	User should be prompted with a 'No Matches' message, and the full chat component should not render	User is prompted as such, and the 'No Matches' message renders	Pass
/chat	Handle case when matches	Full chat component should render - list of formatted users on left (sorted by last message time), and 'Select Chat' message on the right by default	Full chat component renders as expected	Pass
/chat	Page color scheme is dynamic	The color scheme of the page is directly correlated to the user palette	The color scheme of the page is directly correlated to the user palette	Pass
/chat	Expand chat on click	When selecting a conversation on the left, the message history will pop up in a formatted way, and you can send a message to the user	Pops up as expected	Pass
/chat	Expand chat on click - no messages	If a conversation is opened up, and no messages have been exchanged, a 'Say hi to your new match!' message replaces the message history	Performs as expected	Pass
/chat	Sending message - on click	Message is pushed through to the database and is sent with button submit	Message is pushed through and is sent	Pass
/chat	Sending message - on keyboard 'enter'	Message is pushed through to the database and is sent with 'enter' key down	Message is pushed through and is sent	Pass
/chat	Messages - sending and receiving	On send, messages are pushed to database; on read, messages are read from database. Sockets allow messages to be updated live	Messages are being written/read succesfully; messages are updating live	Pass
/chat	Unmatching	On click, signal sent to database to remove users from each others matches, page refreshes, and conversation no longer exists	As expected	Pass
/settings	Forms - carrying current information	On load, forms are propagated with current user information	As expected	Pass
/settings	Forms - updating information	Fields can be modified to carry new data to be submitted	As expected	Pass
/settings	Forms - sliders	The sliders are range dynamic, such that a minimum bound becomes the lower bound for the upper bound, and vice versa	The sliders are dynamic	Pass
/settings	Card modification	User cards are modified to accurately respond to the change, if one is made	User cards are modified on change	Pass
/settings	Page color scheme is dynamic	The color scheme of the page is directly correlated to the user palette - on update, the palette updates too	Page is dynamic, and updates based on palette	Pass
user settings tab	Clerk Interface	Allows user to interact with Clerk user interface successfully - password, profile picture, third party connections, etc.	Allows user to interact with Clerk interface successfully	Pass
other functionality	Spinner on dashboard redirect	On redirect to dashboard, spinner appears as page loads/refreshes	On redirect to dashboard, spinner appears as page loads/refreshes	Pass
other functionality	Spinner on chat redirect	On redirect to chat, spinner appears as page loads/refreshes	On redirect to chat, spinner appears as page loads/refreshes	Pass
other functionality	Verified users	"Special users" can be "verified" (like on Twitter/X), where a badge appears next to their name (added as a fun feature, doesn't serve any larger purpose)	Users who are "verified" have badges next to their card, and in their chat conversations	Pass