

Project Milestone 5

- Team Members
 - Alexander Wedeen
 - Athena Parker
 - Christopher Kardaras
 - Abigail Nay
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- Application name
 - Name = Umbrella
- User Acceptance Tests
 - Test Plan:

Test Plan:

Test Execution Team: Depressed Umbrella

Test Script Developer: Depressed Umbrella

Feature	Acceptance Testing(What are we testing)	Entry & Fail Criteria(what event triggers that action & what could break it)	Test Cases	Test Log
1 - Log in	We want to test our login to make sure when we enter a username and password that doesn't match our database it will not let the user in. And that if it is in our database it'll		1) Log in as a player 2) Log in as a coach 3) Try to log in without entering anything	

	let him in.			
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Test Plan:

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Test Script Developer: Depressed Umbrella

Feature	Acceptance Testing(What are we testing)	Entry & Fail Criteria(what event triggers that action & what could break it)	Test Cases	Test Log
2 - Create a team	We are testing that only coaches can create a team and that it's easy to do so.		1) When a coach signs up, he creates a team 2) What if he doesn't want to create a team, can he still sign up?	

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3 - Navigate to the team page	We want to test the navigation of our app. When one signs up and then logs in they have the choice to go to the find a match page or the team page. We want to test how easy it is to navigate from one point to another.		<ol style="list-style-type: none">1) How would you go to that page as a player2) How would you go to that page as a coach3) How would you go to the team page from the signup page.	