

Test Plan

1. Reviews

- a. Reviews is a feature that allows users to add a “message” bubble to be listed under the relevant club when viewed in the clubs directory. In order to post a review the user will be required to navigate to their chosen club, find the review button underneath, input text, and click submit. Then the review will be ‘posted’ and appear under the relevant club. (e.g. David would like to add a new review for the CU Freeski Club that says “Had a fun winter competing, can’t wait for next year!”. He begins logging in to our website, navigating either to the clubs page or to his profile page and then selecting CU Freeski Club. He scrolls down, clicks the ‘Leave a review’ button and types his review into the given prompt box. He then clicks submit and the review is added as a bubble below the club.)
- b. The test data will be testing the creation of a review and deletion of a review. This will be done within a UAT testing environment. The UAT will be done by the group members.
- c. Test by inserting a review under a club, a successful test result would be if the message appears below the club. A failed test result would be if there is no message, or the message appears elsewhere. To test deletion of the review, users must only be able to delete reviews they posted. Admin’s on the other hand have access to delete any review.

2. Add a club

- a. Adding/deleting a club is a function that allows users to add a club to the clubs directory. For example, Madison, the president of the new Robotics Club at CU wants more people to join her club in order to complete her goal of making a functional robotic arm. She wants to add a description of her club to the new and improved CU Boulder Club Website so that students can get up-to-date information on what is going on in her club and the club meeting calendar. In order to do this Madison has to register and sign in with her credentials as an admin. As an admin she will be able to click a button “Add a Club”, which will open a form that she will need to fill with all the club information. Then she will click the submit button.
- b. The test data will be done through adding a club, checking that it is maintained after logout/login. A positive test result would be if the club is created and successfully maintained A negative test result would be if the club created already exists and then denies the creation of the club.
- c. The test will be done by creating a profile for Madison with admin credentials. Then using her profile to add a robotics club, adding all the necessary information such as, meeting times, club description and requirements. Then click the submit button. After that logout and log back in to make sure that the club was successfully created. To test that the students can also see the newly added club we would sign in with the credentials of a student user and search for the club to check that it is there. A successful test result would mean that the club added as

part of the test shows up on the clubs page when logging in as a normal student user, and that it shows up with all its features. Like the ability to leave a review, contact someone in the club and look at the calendar for the meeting times. A failed test would be if the club doesn't show up when logging in as someone else or one of the features doesn't work.

3. Sign up for club

- a. Sign up is a feature that allows users to sign up for a club by sending the club admins a message expressing their interest in the club. The club admins then should either accept or decline the acceptance of the user joining the club. A message will be sent to the user with information about whether or not the user joined the club. Also if they are accepted they should be able to see the clubs they joined on their page and the 'register' button for the club they signed up for will be grayed out. (e.g. A user wants to sign up for the CU Cooking Club. So they send a message to the club admins expressing their passion for cooking and their interest in joining the club. When the user clicks the register button and expresses their interest, the club admins will receive a message of a new potential club candidate. The club admins can then decide whether or not they want to allow the user to join the club. If they do choose to allow the user to join, they can click 'Accept' on the user's name, and an automated message will then be sent to the user notifying them that they successfully joined the club. The 'register' button for the club will then be grayed out on the user's end and they should see the club show up in their list.... If the club admins decide not to accept the user they can click 'Decline' and an automated message will again be sent out to the user notifying them that they didn't join the club. The 'register' button should still be available and clickable to the user, and no new entries should be added to the user's club list.)
- b. The test data will be testing the functionality of signing up to a club, getting accepted and getting denied entry to the club. We will also test corner cases, such as signing up for a club that the user is already a part of. This will be done within a UAT testing environment. The UAT will be performed the group members
- c. A successful test for signing up for a club and joining it should result in the register button for the club being grayed out, as well as the club showing up in the list of clubs the user is registered in. A failed test would occur when the button is not grayed out, or the club doesn't show up as part of the users clubs list. A successful test for signing up for a club and not joining it should result in the 'register' button for the club being still being available to the user, the club will also not show up in the list of clubs the user is registered in. A failed test would result in the 'register' button being grayed out and the club showing up in the users list.