System and Unit Test Report

Quickmeet Ruined City Bit Switchers June 6th, 2017

Sprint 1

User Story 1: As a developer, I want to migrate to AngularJS because it is much more flexible, and usable than the current implementation, to pave the way for the future features.

User Story 2: As a user I want to have a frontend user interface I can interact with (many things will break when we migrate to angular so we need to go about re-implementing these things)

User Story 3: As a user, I want my calendar information to be saved in a database so that I can create a calendar and have it be consistent on the website.

Scenario for User Story 1, 2 and 3:

- 1. User goes to the Quickmeet site.
- 2. User logs in.
 - a. name = "User"
 - b. press Enter
 - c. redirected to user page
- 3. User drags mouse over calendar and a tooltip appears and follows the mouse
- 4. User drags mouse and clicks and a box is drawn when the mouse is clicked
- 5. User releases mouse button after clicking on calendar, and a permanent, transparent box is created on the screen.
- 6. The "box" drawn in the last step is saved in the database so that it can be reloaded.
- 7. The user reloads the page.
- 8. User's page is loaded with previous box drawn in

Sprint 2

User Story 4: As a user, I want to be able to access my group calendars and set up meeting times.

User Story 5: As as user, I want to be able to generate a neat, shareable pdf document of calendars to be shared physically.

User Story 6: As a user, I want to be able to manually input times for my calendar.

User Story 7: As a user, I want to be able to learn how to use the calendar.

Scenario for User Story 4:

- 1. User clicks the "Create group" button
- 2. User is redirected to the group page: group.html
- 3. User clicks on the submission field and enters in his/her username
 - a. name= "user"
 - b. Press enter
 - c. User's calendar data is displayed in the group page
- 4. User clicks on the submission field and enters someone else's username
 - a. Name= "someone else"
 - b. Press enter
 - c. "someone else"'s calendar is loaded on the group page

Scenario for User Story 5:

- 1. User clicks the "generate pdf" button.
- 2. Screenshot of calendar is taken and converted to a pdf.
- 3. Pdf is automatically downloaded and appears in downloads.

Scenario for User Story 6:

- 1. User goes to the Quickmeet site.
- 2. User logs in.
 - a. name = "User"
 - b. press Enter
 - c. redirected to user page
- 3. User drags mouse over calendar and a tooltip appears and follows the mouse
- 4. User drags mouse and clicks and a box is drawn when the mouse is clicked
- 5. User releases mouse button after clicking on calendar, and a permanent, transparent box is created on the screen.
- 6. The "box" drawn in the last step is saved in the database so that it can be reloaded.
 - 7. The user reloads the page.
 - 8. User's page is loaded with previous box drawn in

Scenario for User Story 7:

- 1. User clicks the "help" button in the upper left menu.
- 2. User is redirected to help.html page.
- 3. Instructions on how to use the website are automatically displayed on this page.

Sprint 3

User Story 7: As a user, I want to be able to learn how to use the calendar.

User Story 8: As as user, I want to be able to access my group calendars.

User Story 9: As a user, I want to be able to clearly see group times and availability.

User Story 10: As a user, I want a consistent experience and non-buggy interface.

Scenario for User Story 7:

- 1. User clicks the "help" button in the upper left menu.
- 2. User is redirected to help.html page.
- 3. Instructions on how to use the website are automatically displayed on this page.

Scenario for User Story 8 and 9:

- 1. User clicks create group.
- 2. User is redirected to group page.
- 3. The user sees their times along with others in the group.
- 4. Free times are shown.

Scenario for User Story 10:

- 1. User goes to web page.
- 2. User has a seamless experience.