

Team Members:

Vivian Tong

Ben D'Costa

Armando Silva

Danny Yeap

System and Unit Test Report

Driving Tracker

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Sprint 1:

1. As a user, I would like a table that lists how much my friends and I have driven, so that I can easily see the distribution of driving.
2. As a user, I would like a main page to see the overall functionality of the application, so that it would be intuitive to use.
3. As a user, I would like to be able to create an account, so that I can store my information.

Scenario:

1. In order to determine if a user would like a table that lists how much their friends or they have owed, the user would sign in to their account and redirect themselves to "View Log". In "Sign In" > "View Log", the user is able to view their list of friends that they or their friends owe.
2. Another user story that has been implemented would be the main page that sees the overall functionality of the application. When downloading the "Driving_Tracker.apk", the user would be able to open up the project and be directed to the main page; where there they can set up an account or sign in if they have an existing account.
3. After testing these user stories, we have also fulfilled another functionality where a user may be able to create an account and store their information on a database. If the user were to click the button "Create Account", then they would be redirected to the "Create Account" page where then they would choose a username and password to hold on our database.

Sprint 2:

1. As a developer, I would like to have a running database, so that I can update information and pull information from to provide to the user.
2. As a developer, I would like to link the UI and database, so that I can display information to the user.

Scenario:

1. Another test that can determine the success of our user story would be having a running database that allows the update information and pulling of information from our application. To test this, a user would contact the Driving Tracker admin and they would have access to the user's information which is held on Parse.
2. With all these test, we still had more user stories embedded in our application. For the user to test another user story, "would like to link the UI and database", they would test it in the following way. First, they would create an account, this would push the data up on to the database. Then they would be redirected to "Sign In" page and now they sign in where they would pull their username from the database. If successful they would be sign in on only their account.

Sprint 3:

1. As a user, I would like to have a nice and easy app to use layout to all android pages.
2. As a user, I would like to view a list of events I've been invited to and accept/decline them, so that I can chose which event to attend.
3. As a user, I would like to update my create event page to show who is attending, and also add delete guests functionality.
4. As a user, I would like to have ability to change my password, so that if I lose credentials I can change them.

Scenario:

1. The following user story would be testable if the user were to sign in to their account: have a nice and easy to use layout to all the android pages. On our application we believe simplicity helps with the user friendliness; therefore using the application should be self-explanatory.
2. The next user story that would be testable would be the list of events that a user has been invited to. Also the user would be able to accept or decline that specific event. To test this, the user would first create an account or sign in if their account exist. Then in their account page, the user would click, "View Events", where they would be shown the events that they were invited to and be able to accept or decline those events.
3. Following these user stories, the next user story to test would be the ability to create an event. To do this, the user would be logged in and redirect themselves to "Create an Event" page. There they would add their event by invited their friends and inserting the times they drove.
4. The last user story, the ability to change a user's own password, is able to be tested when the user is logged in. Then they redirect themselves to the "Change password" page, and there they would be able to rewrite their password and sign in using their new password.