# VERIFICATION TEST PLAN:

1. How many tests are needed?
   a. So far we have 14 test cases.
2. How long will it take to develop those tests?
   a. It will take approximately 1-2 days to develop each test, depending on complexity and depth of each test. In total it will take around 14-28 days to develop all the test cases.
3. How long will it take to execute those tests?
   a. The time required to execute each test case depends on the complexity of the test as well as how many times we plan to test each case. Assuming that each test case takes approximately 1 to 2 hours to execute, the total execution time for all 14 tests could range from approximately 14 to 28 hours.

## 1. Google_Search

Objective: Verify that the DEL Ticketing webpage is discoverable through a Google search and accessible to the public.

Test Steps:
1. Perform a Google search using relevant keywords.
2. Click on the DEL Ticketing webpage link in the search results.
3. Verify that the webpage loads correctly and is accessible.

Estimated number of tests: 10

## 2. Account_Signup

Objective: Ensure that users can successfully create an account with unique credentials and that duplicate accounts are not created.

Test Steps:
1. Navigate to the signup page.
2. Fill in valid user information and password.
3. Submit the form.
4. Verify that a unique account is created and the user is redirected to the login page.
5. Attempt to create another account with the same credentials and verify that it fails.

Estimated number of tests: 5

## 3. Account_SignIn

Objective: Verify that users can log in with valid credentials and access their private information.

Test Steps:
1. Navigate to the login page.
2. Enter valid login credentials.

3. Submit the login form.
4. Verify that the user is redirected to their account dashboard.
5. Attempt to log in with invalid credentials and verify that access is denied.

Estimated number of tests: 3

## 4. Link_Testing

Objective: Ensure that all clickable objects on the webpage are functional.

Test Steps:
1. Click on various links, buttons, and other clickable elements throughout the webpage.
2. Verify that each clickable object functions as expected and navigates to the correct destination.

Estimated number of tests: 30

## 5. Movie_Searching

Objective: Verify that the search functionality returns relevant movie listings based on user input.

Test Steps:
1. Enter different search queries including movie names, actors, and genres into the search bar.
2. Verify that the search results accurately match the input criteria.

Estimated number of tests: 10

## 6. Movie_Purchasing

Objective: Ensure that users can purchase movie tickets accurately and securely.

Test Steps:
1. Select a movie from the list of available options.
2. Choose the desired date and time for the movie.
3. Select the number of tickets to purchase.
4. Proceed to the checkout/payment page.
5. Enter valid payment information and complete the transaction.
6. Verify that the tickets are successfully purchased and reflected in the user's account.

Estimated number of tests: 15

## 7. Order_Confirmations

Objective: Verify that order confirmations are generated and stored correctly after ticket or food purchases.

Test Steps:
1. Purchase tickets or food items through the system.
2. Verify that a confirmation message or email is received.

3. Check the user's account or order history to ensure that the purchase details are stored accurately.

Estimated number of tests: 10

## 8. Ticket_Updating

Objective: Verify that ticket statuses are updated correctly after purchase.

Test Steps:
1. Purchase a ticket for a specific movie.
2. Verify that the ticket status changes to "unavailable" immediately after purchase.
3. Attempt to purchase the same ticket again and verify that it is now unavailable for purchase.

Estimated number of tests: 15

## 9. Unavailable_Ticket_Purchasing

Objective: Verify that users cannot purchase tickets that are marked as unavailable.

Test Steps:
1. Identify a movie with unavailable tickets.
2. Attempt to purchase tickets for that movie.
3. Verify that the system prevents the purchase and displays an appropriate error message.

Estimated number of tests: 5

## 10. Spam_Purchasing

Objective: Verify that the system can detect and prevent users from purchasing tickets in bulk for resale.

Test Steps:
1. Attempt to purchase a large quantity of tickets in a short period.
2. Verify that the system detects the suspicious activity and blocks the purchase.

Estimated number of tests: 7

## 11. Max_Ticket_Checker

Objective: Ensure that users cannot purchase more tickets than the set limit per day.

Test Steps:
1. Attempt to purchase tickets exceeding the daily limit.
2. Verify that the system prevents the purchase and enforces the limit.

Estimated number of tests: 5

## 12. Food_Purchasing

Objective: Verify that users can purchase food items accurately and securely.

Test Steps:
1. Select food items from the menu.
2. Add items to the cart and proceed to checkout.
3. Enter valid payment information and complete the transaction.
4. Verify that the food order is successfully placed and reflected in the user's account.

Estimated number of tests: 15

## 13. Waiting_Room_Test

Objective: Test the functionality of the waiting room feature when the webpage reaches maximum occupancy.

Test Steps:
1. Simulate maximum occupancy on the webpage.
2. Attempt to access the webpage.
3. Verify that users are placed in a queue and granted access as others leave the webpage.

Estimated number of tests: 5

## 14. AFK_Boot

Objective: Verify that users are logged out after a period of inactivity to free up space for other clients.

Test Steps:
1. Log in to the system.
2. Remain inactive for a predetermined period.
3. Verify that the user is automatically logged out after the specified time.

Estimated number of tests: 10