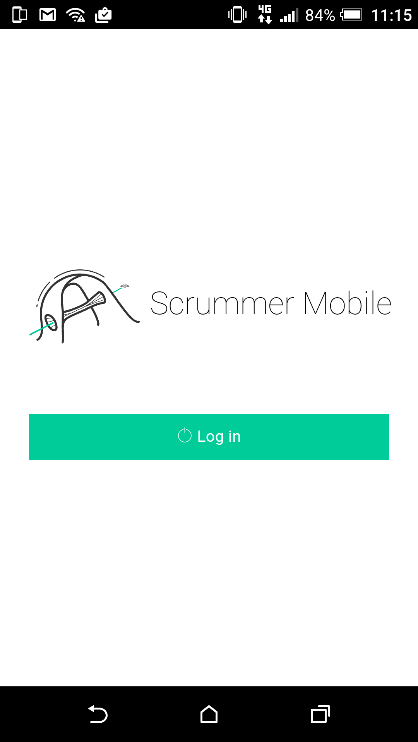
# Acceptation

With our acceptation test we assume our users know how smartphones work. We also assume they know how the basics of mobile applications work. We also assume they know what working with the scrum method in projects is. All this information is required to understand the steps required to test the application.

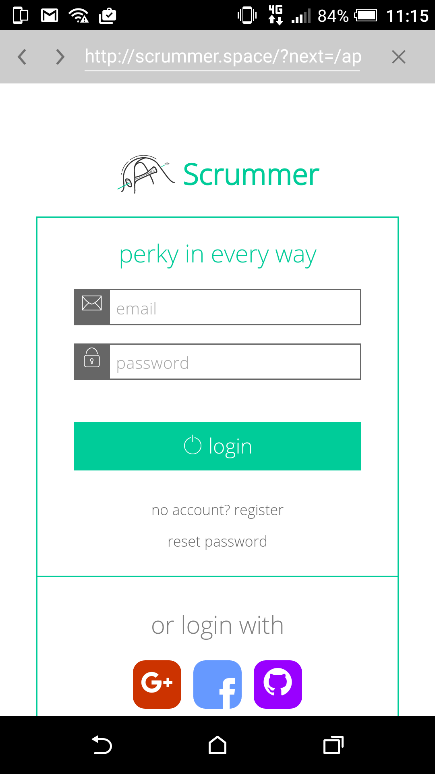
## Login

These are the steps required to test the login part of the application:

1. Start the application by opening it on your phone. Pres the login button.



1. You will now enter the login screen. It should look like this:



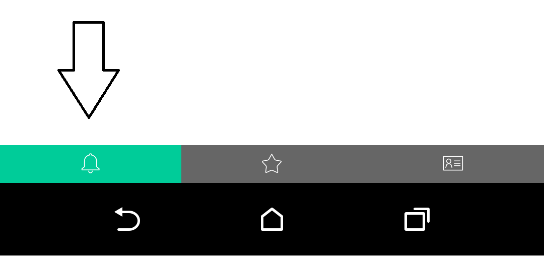
1. If your screen looks the same, go on and fill in your login credentials. Press the login button to login to the application
2. You should now be redirected to the application.

If everything is the same as described in the steps above, the login feature works correctly.

## Navigation

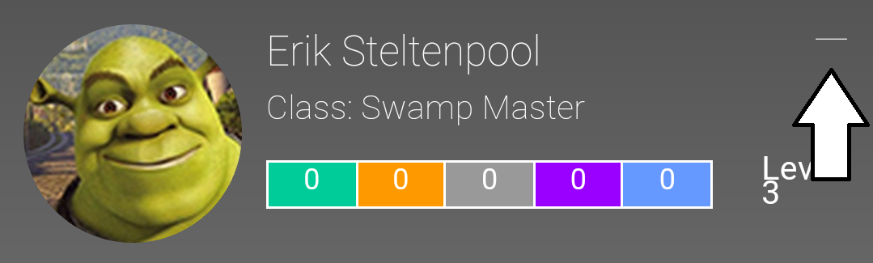
The application switches between the tabs by swiping to left and right on the screen or by pressing the buttons / tabs displayed on the bottom of the screen.

1. Swipe from left to right. If the screen switches tabs this feature is working correctly. Also notice how the buttons in the bottom change color.
2. Now try to switch tabs by pressing the buttons on the bottom of the screen. If the application switches tabs with this as well this feature is also working correctly

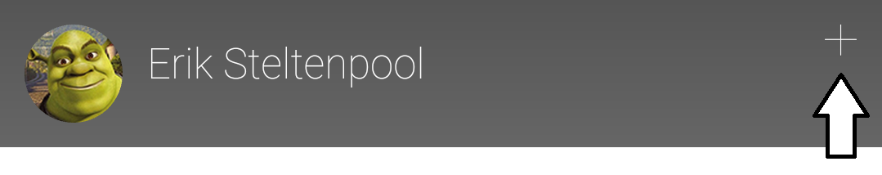


## Profile widget

1. On the right top in the profile widget you will see a minus icon. Press the icon, the profile widget should collapse now.



1. After you did this, press the plus icon in the top right. The profile widget should expand again now.

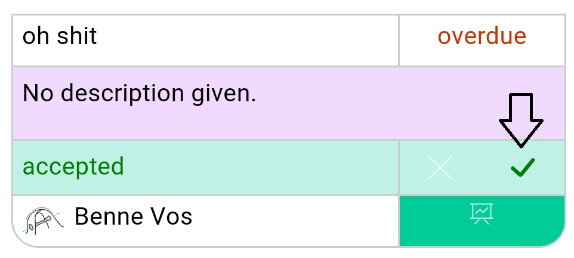
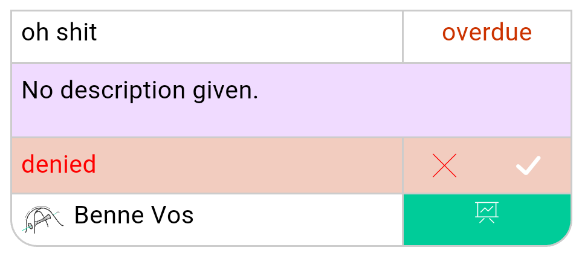


1. If all above items work correctly the general features of the application are working correctly.

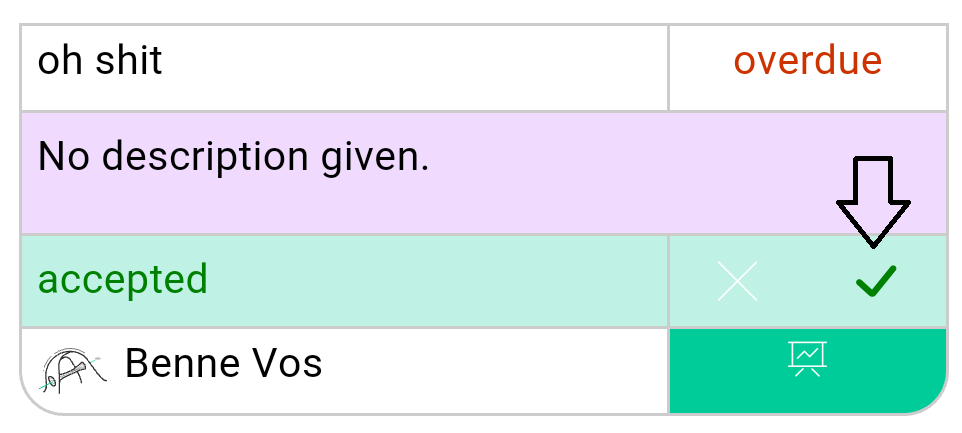
## Card overview

This step requires a few things from the desktop application. To test this step we need to have an active card of someone else, which needs to be verified by us. It will show up in the mobile application once the person who’s card it is moves to verify.

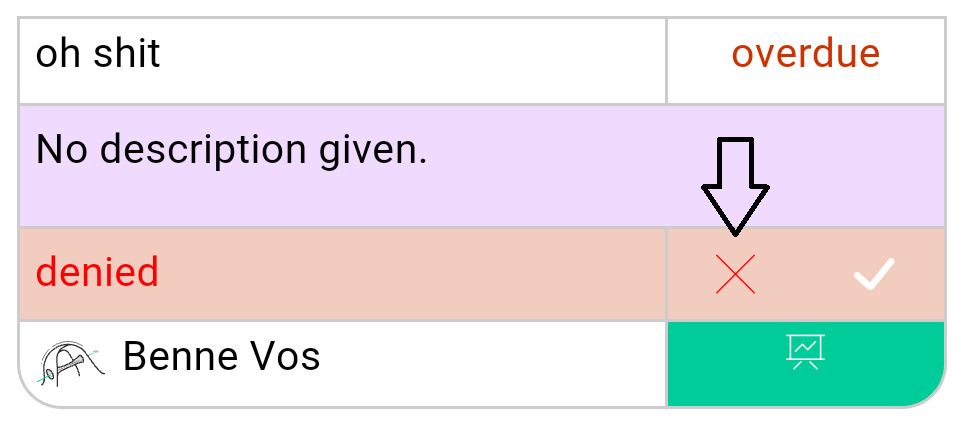
1. Make sure you followed the above step correctly.
2. Open the card overview. (Left tab, with a bell symbol.)
3. Is the card displaying like one of the following images? It is also possible that the card does not have a status yet. If it is proceed to the next step.



1. First press the checkmark displayed on the card. If the checkmark turns green this step works correctly and is completed.



1. Next press the cross icon on the card. If the cross turns red this step works correctly and is completed.

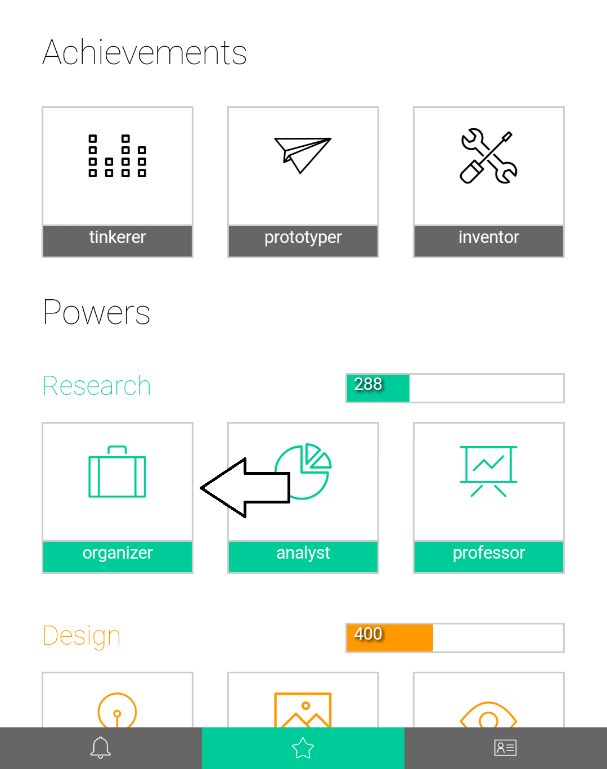


1. If all the above steps work correctly the card overview is working correctly.

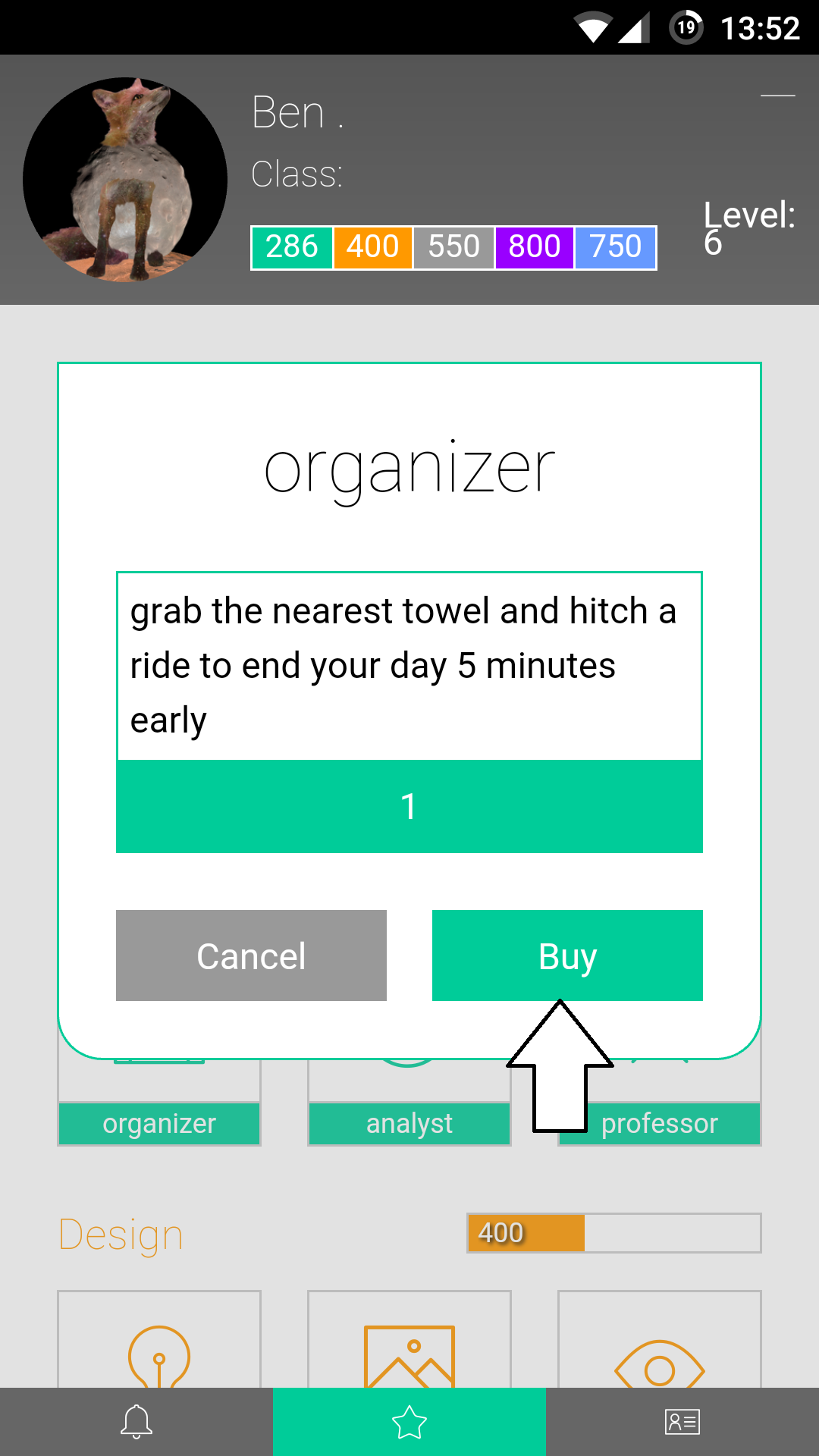
## Perks

To test the perks part of the application you need at least one power point in one of the 5 powers. This is needed to activate one of the perks.

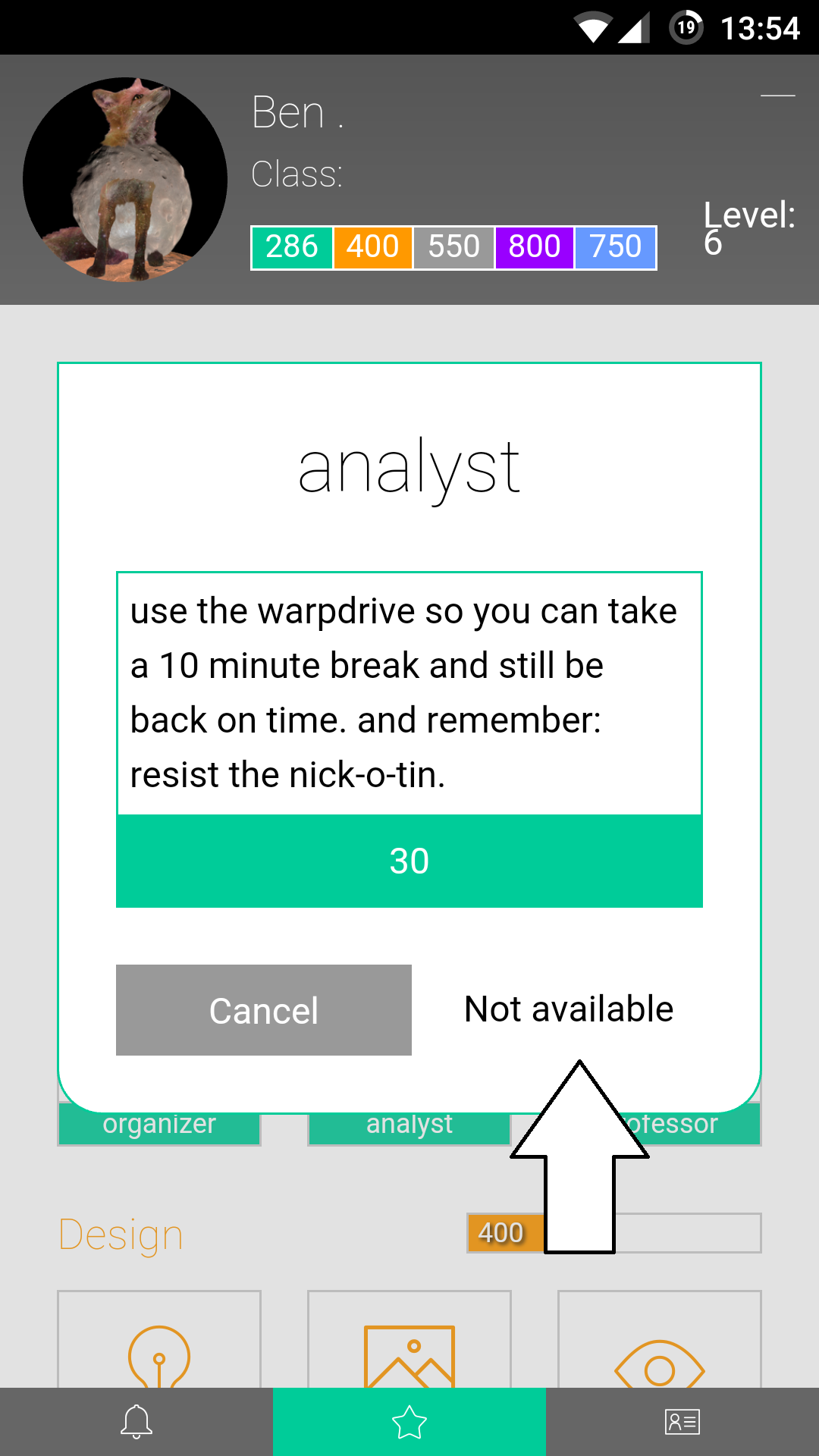
1. Open the perks page. (Centre tab, with a star symbol.)
2. Press on the first perk or the power which you’d like to buy, like described above.



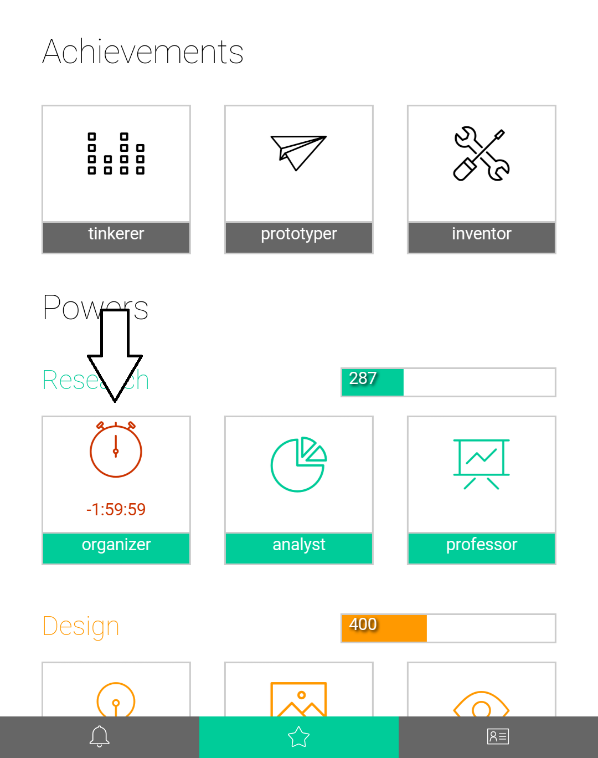
1. Press the buy button.



1. Sometimes a power is not available for purchase. The information window should indicate this. This can be due to many reason, of which the most common is that your don’t have enough power points left.

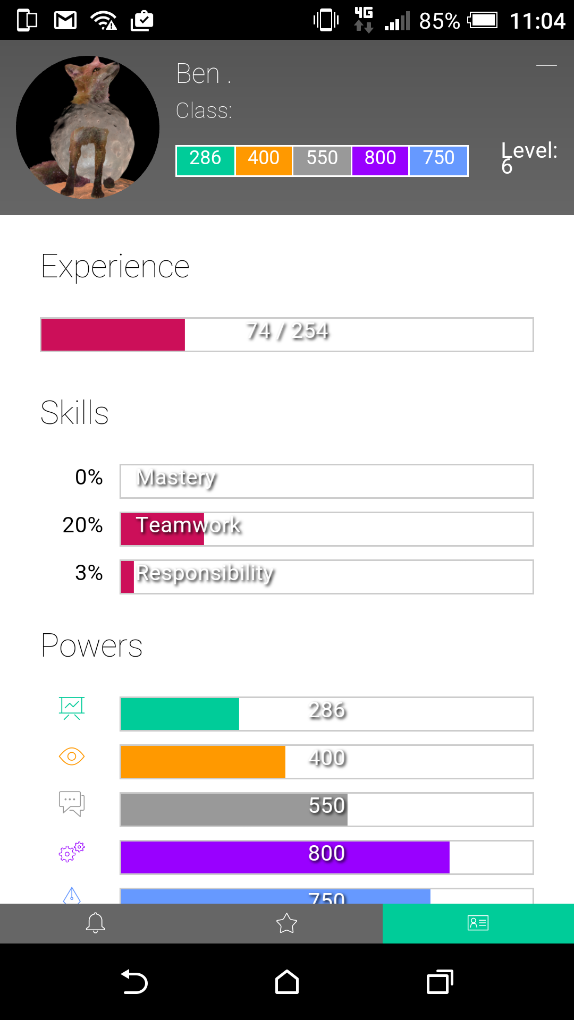


1. If you don’t see any errors and see a timer on the perks you just bought this feature works correctly and has been tested.

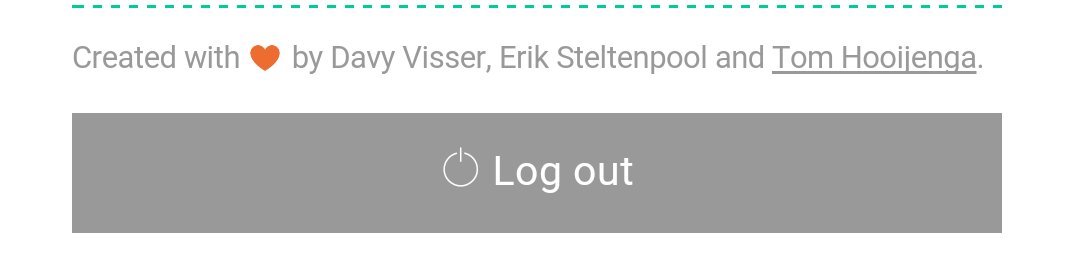


## Profile overview

1. Open the profile overview tab. (Most right tab, with a profile card symbol)
2. If your experience and power points are displaying correctly this page works. You can verify this at your own profile page on the *Scrummer* website.



1. Scroll all the way down.
2. Press the logout button to logout of the application.



1. You should now see the login page.