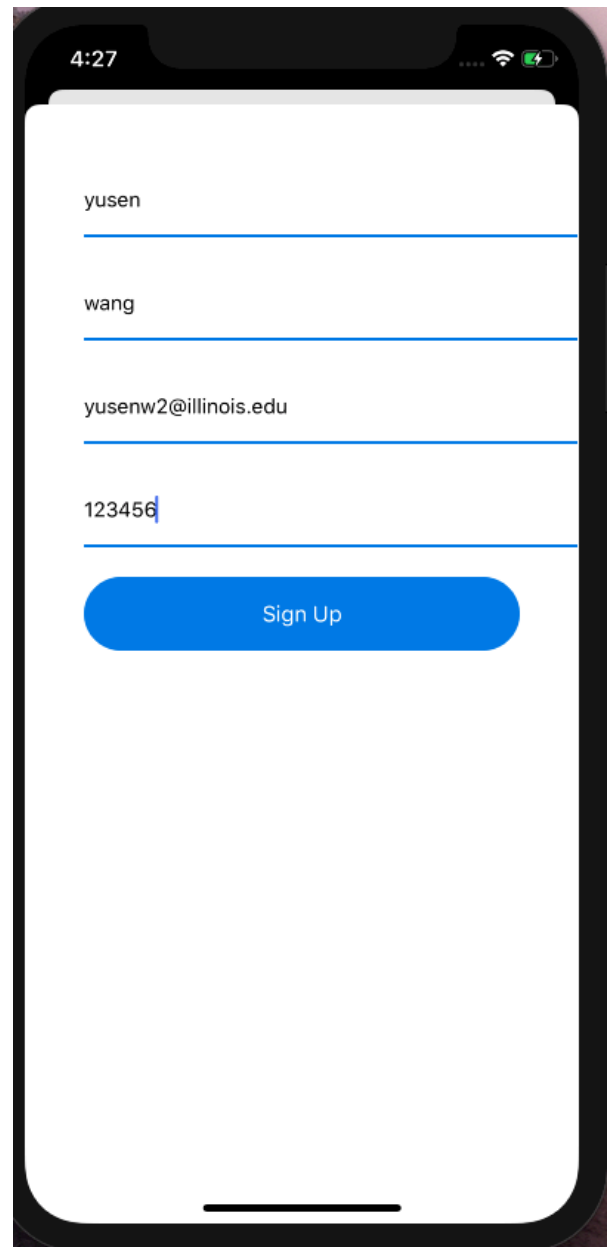
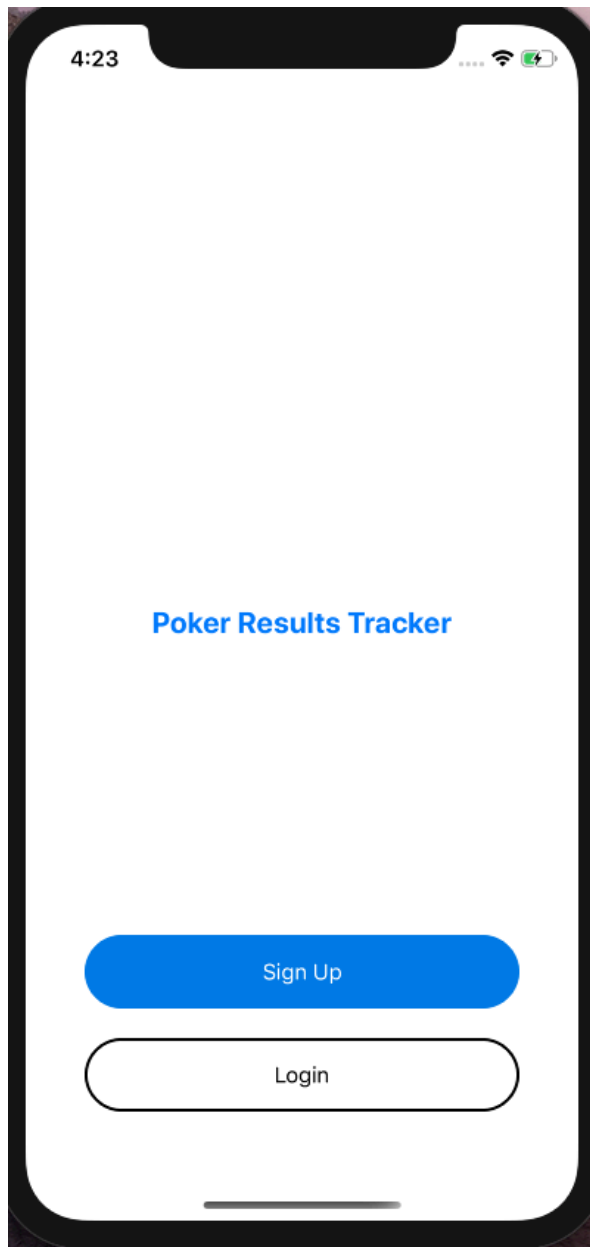


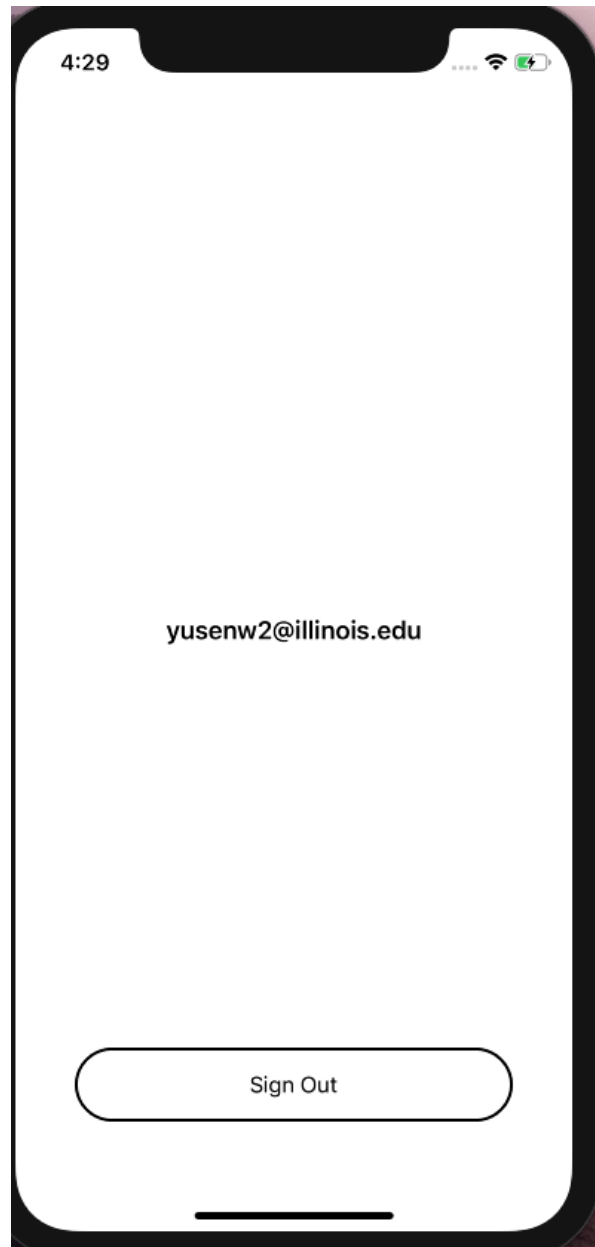
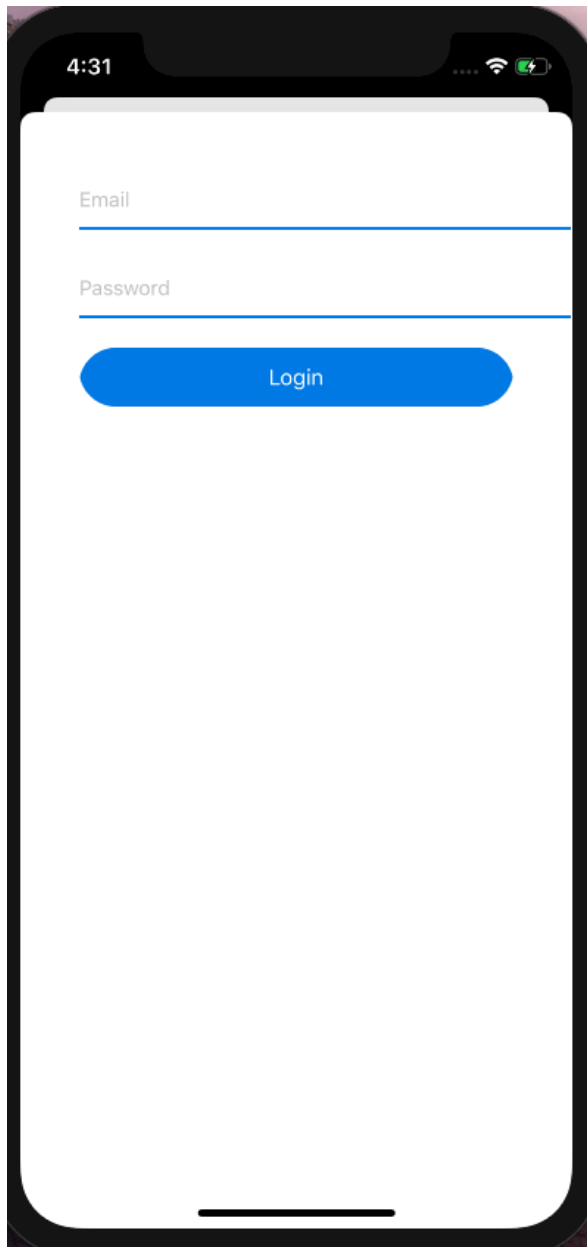
Yusen Wang CS242 Final Project-Poker Results Tracker

UI Manul Test Plan

1. Start Page. Ask the user to tap Sign up button and let them say about their expectations.



2. SignUp Page. Ask the user to input their information and tap sign up button. Ask the user how they can go back to the main screen to see whether they can go back by themselves.
3. Login Page. Ask the user to login their account, which they have just created.



4. HomeScreen. Displaying the user account information. Ask the user to click sign out button and go back to home screen
5. HomeScreen. User Have clicked. Sign up button, we ask the user again whether they want to signing out



6. Error handling. If the user did not enter all information when they are registering, we will show up an error message and let the user to refill the information

4:37

yusen

wang

Email

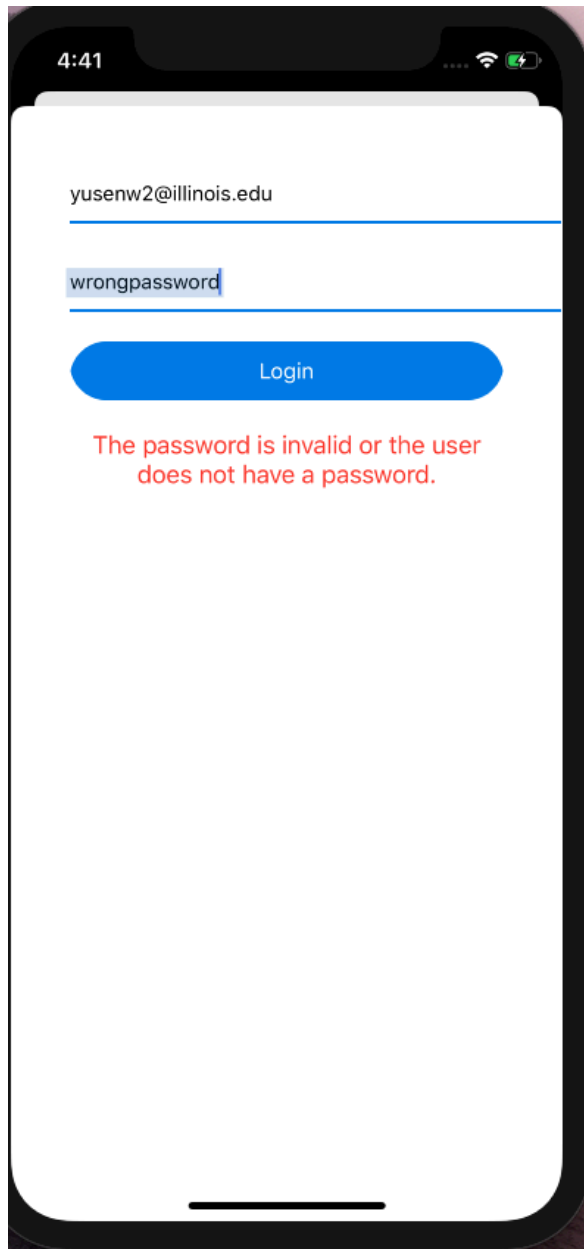
123456

Sign Up

Some fields are not filled

iPhone 11 Pro — 13.1

7.Error. When user entering wrong password, the authentication failed, we will show up an error indicating user to re enter their password.



8.Gesture. The user can swipe down when they are in login page or register page to go back to home screen

