CH35 — QA Acceptance Tests (R1)

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Purpose: Provide a complete, feature-by-feature QA acceptance test suite for Handz V1 so a builder can validate the product with zero guesswork before App Store submission.

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Status:	Draft
Depends on:	CH00, CH05, CH07, CH08, CH09–CH22, CH25, CH28–CH31, CH34
Related:	CH36 Troubleshooting Playbook, CH37 Vibe Coding Prompt Pack, CH38 Milestones & Release Checklist
Supersedes:	—
Owned Decisions:	Test suite structure; release gating criteria; severity definitions for QA sign-off (implementation tooling remain...
Open Questions / Placeholders:	Automation tooling choice (Detox/XCUITest/etc.); exact device matrix (final iOS versions/devices); final defau...

1. How to Use This Chapter

This document defines what "done" means for V1. Execute tests in the order below. Log every failure with a screenshot/screen recording, reproduction steps, expected vs actual, and the owning chapter reference (See: HZ-V1-CH##).

- Run Smoke Suite first after every build (10–15 minutes).

- Then run Feature Suites relevant to what changed.

- Before submission, run Full Regression (all suites) and verify all Release Gates pass.

- When a test references another chapter's rule, do not reinterpret it—treat that chapter as authoritative.
  - Example: plan gating rules belong to CH08; if a test fails due to gating ambiguity, fix CH08 and bump its revision.

Acceptance format: Every test case includes (a) Preconditions, (b) Steps, (c) Expected Result, expressed as Given/When/Then plus UI copy/routing expectations.

2. Test Matrix (Devices, OS, Conditions)

V1 is iOS-only and portrait-only (See: HZ-V1-CH02). The minimum matrix below prevents surprises across common iPhone sizes.

Category	Minimum Coverage (R1)
iOS versions	Current iOS major version minus 1 (e.g., iOS 17–18 range)
Devices	Small: iPhone SE (2nd/3rd gen) • Standard: iPhone 14/15 • Large: iPhone 14/15 Pro Max
Orientations	Portrait only; verify landscape is either locked or displays a blocking message per CH02.
Connectivity	Good Wi■Fi, Good LTE/5G, Poor/Flaky (packet loss), Airplane mode
Performance modes	Low Power Mode ON/OFF; Background app refresh ON/OFF
Locales (spot-check)	en-US (default), plus one non-English locale placeholder (See: CH32)
Accessibility	Dynamic Type (small/large), VoiceOver ON, Reduce Motion ON

Network simulation: During regression, run at least one full Practice session in poor network conditions and one in offline mode to validate offline rules (See: HZ-V1-CH28).

3. Test Accounts, Plan States, and Seed Data

You must be able to test Guest, Free, Trial, and Pro behaviors deterministically (See: HZ-V1-CH08). Maintain a small set of preconfigured accounts.

3.1 Required Accounts

- GUEST-DEVICE (no account)
    - Fresh install; never signed in; used to validate guest restrictions and conversion prompts.

- FREE-NEW (free plan, empty library)
    - 0 saved flows; 0 custom moves; inbox empty.

- FREE-LIMITED (free plan at caps)
    - Saved flows = 2 (cap); Inbox items = 10 (cap); Practice credits = 0 (after using 3 monthly credits).

- TRIAL (7-day trial behaves as Pro)
    - Trial start timestamp controllable; verify conversion to paid or downgrade.

- PRO (active subscription)
    - Has uploads enabled; has at least 1 uploaded private video and 3 external links.

3.2 Standard Seed Data (create once; reuse)

- Default move pack
    - At least 120 essentials including defense/footwork families.
    - Include aliases: "Teep" and "Push Kick" as distinct canonical moves (locked decision).

- Demo flows (non-counting)
    - 1 simple linear combo (3 nodes).
    - 1 decision flow with 1 node branching into 3 responses.
    - 1 complex flow with at least 20 nodes, 25 edges, merges, and dangling paths.

- Import/share fixtures
    - 1 shared flow containing a custom move not present in receiver library (tests conflict handling).
    - 1 shared flow containing a standard move but with sender's custom notes (tests merge choices).

- Practice fixtures
    - A saved flow with at least 4 drillable paths (tests selection + reorder + multi-set timer).
    - A maintenance gameplan containing paths across 2 flows.

4. Smoke Suite (Run Every Build)

Goal: catch broken launches, navigation, auth, and the main value loop in under 15 minutes.

If any Smoke case fails, stop and fix before deeper testing.

SMK-01 — App launches to Welcome Gate

Given app freshly installed; device online
When launch app
Then Welcome Gate is visible; no crashes; primary CTA buttons visible; portrait lock enforced

Steps:

- Install app fresh.

- Launch app.

- Verify Welcome Gate renders within 3 seconds.

- Rotate device; verify portrait lock or intentional block UX.

SMK-02 — Apple/Email sign-in routes work

Given device online; FREE-NEW credentials available
When sign in with Apple OR email
Then user lands on Dashboard/Library entry; session persists on relaunch

Steps:

- Tap Sign Up / Log In.

- Complete Apple sign in (or email sign in).

- Terminate app, relaunch.

- Verify user stays logged in and returns to last relevant screen.

SMK-03 — Create minimal flow and save

Given signed in as FREE-NEW; default moves available
When create 2-node flow and tap Save
Then flow is saved to library; visible in list; editable; counts toward saved flow cap

Steps:

- From Library tap Create New Flow.

- Add first move from default moves.

- Add next move and connect.

- Tap Save.

- Return to Library and verify flow appears.

SMK-04 — Practice session completes and logs

Given signed in as TRIAL or PRO; at least one saved flow with 2+ paths
When start practice for at least 1 path and complete one set

Then practice summary shows; session appears in history; streak updates if applicable

Steps:

- Open a saved flow.

- Tap Practice.

- Select at least 1 path; start.

- Let timer finish OR tap Completed Set.

- End session; view summary; open History to verify log exists.

5. Feature Suite: Authentication, Guest Mode, and Account Lifecycle

Covers sign up, log in, guest restrictions, conversion prompts, logout, and account deletion request entry points.

AUTH-01 — Guest can explore but cannot save flows

Given fresh install; not signed in
When enter flow builder and attempt to save
Then user is blocked with clear CTA to create account; no local save occurs

Steps:

* From Welcome tap Try Without Account (Guest).

* Enter Create Flow.

* Build a 2-node flow.

* Tap Save.

* Verify blocking modal: saving requires account; offers Sign Up and Log In.

Notes: Decision lock: guests do not save flows even locally.

AUTH-02 — Guest restriction disclosure is shown upfront

Given fresh install; not signed in
When tap Try Without Account
Then app shows lightweight disclosure explaining guest limitations and benefits of account creation

Steps:

* Tap Try Without Account.

* Verify message includes: cannot save flows, cannot personalize move list, cannot practice, and will lose work if you leave.

* Continue into guest mode.

AUTH-03 — Email sign-up verification behavior

Given device online; email not used before
When sign up with email and follow verification flow
Then account becomes active only after verification; unverified users are gated appropriately

Steps:

* Sign up using email.

* Observe verification prompt/screen.

* Open verification link and return to app.

* Verify app unlocks signed-in experience.

AUTH-04 — Logout returns to Welcome Gate and clears local session

Given signed in as FREE-NEW
When user logs out from Settings
Then app returns to Welcome Gate; protected screens cannot be accessed via back navigation

Steps:

- Open Settings.

- Tap Log Out, confirm.

- Verify Welcome Gate.

- Attempt back navigation; verify no access without signing in.

6. Feature Suite: Navigation, Routing, and Screen Inventory

Validates that every page in the Screen Inventory exists, routes correctly, and has correct back behavior.

6.1 Navigation Rules

- Bottom tab selection persists across app restarts (if specified).

- Modal screens dismiss to the exact previous context (not default home).

- Deep links (share links) open to the correct viewer screen with correct gating.

- Back button never bypasses gating (e.g., cannot return to editor after logout).

NAV-01 — Every Screen Inventory route is reachable

Given signed in as PRO
When navigate to each screen at least once
Then each screen renders without crash; header titles match; back works

Steps:

- Navigate to Settings, Move Library, Move Detail, Create Flow, Flow Detail, Practice Setup, Practice Active, History, Inbox, Paywall.

- For each screen: verify title, primary CTA, and back behavior.

7. Feature Suite: Moves (Default Library, Aliases, Custom Moves, Revert)

Validates that the default move library is usable out of the box while remaining flexible across striking styles.

MOVE-01 — Default move list is present for new user

Given signed in as FREE-NEW
When open move selector
Then default moves are visible, searchable, filterable; user can select moves without creating any

Steps:

- Open Create Flow.

- Tap Add First Move.

- Verify default move categories/tags/families appear.

- Search for common moves (jab, cross, hook, teep/push kick).

- Select a move and verify it is inserted.

MOVE-02 — Aliases: Teep and Push Kick exist separately

Given signed in; default move pack loaded
When search for teep and push kick
Then both appear as distinct canonical moves; selecting either inserts that exact label

Steps:

- Search "teep".

- Select Teep; confirm node label is Teep.

- Search "push kick".

- Select Push Kick; confirm node label is Push Kick.

Notes: Locked decision: keep both as distinct canonical entries.

MOVE-03 — Create custom move with minimal fields

Given signed in as FREE-NEW
When create a custom move with just a name + tags
Then move saves and is selectable in flow builder

Steps:

- Open Moves page.

- Tap Add Move.

- Enter name: "Lead Check Hook".

- Save.

- Return to flow builder and confirm move appears in selector.

MOVE-04 — Revert behavior is scoped (move-only, not whole library)

Given signed in as PRO; has edited a custom move
When use revert controls
Then only the selected move reverts; other moves unchanged

Steps:

- Edit custom move fields/notes.

- Tap Revert on that move.

- Verify move returns to prior state.

- Verify other moves remain unchanged.

8. Feature Suite: Flow Builder (Core Interactions)

Covers pan/zoom, sideways flow, adding nodes, branching up to 10, merges, dangling paths, replacing nodes, and reordering rules.

FLOW-01 — Pan/Zoom works without breaking node selection

Given signed in as PRO; open a complex flow (20+ nodes)
When pan and zoom around canvas; then tap nodes and edges
Then canvas pans/zooms smoothly; node taps still open correct menus; no accidental drags

Steps:

- Open complex flow.

- Pinch to zoom in/out.

- Pan around.

- Tap several nodes to open node actions.

- Drag a node; verify drag works when intended.

FLOW-02 — Branching limit: up to 10 outgoing branches

Owner: CH12 + CH30

Given signed in; open flow builder
When attempt to create 11th branch from same move
Then app blocks 11th branch with warning; first 10 persist

Steps:

- Create root move.

- Add 10 branches from root to 10 different moves.

- Attempt to add 11th branch.

- Verify limit messaging and no 11th edge created.

FLOW-03 — Merges allow multiple incoming paths

Given signed in; in flow builder
When create two different paths that merge into a single move node
Then node displays as shared destination; incoming edges preserved; no data loss

Steps:

- Create A→C and B→C.

- Verify C shows two incoming connectors.

- Edit C; verify both paths reference same node.

- Delete one incoming edge; verify other remains.

FLOW-04 — Dangling paths allowed

Given signed in; in flow builder
When delete a downstream node leaving an upstream node without continuation
Then flow remains valid; visually indicates terminal end; no crash

Steps:

- Create A→B→C.

- Delete C.

- Verify B is terminal.

- Save, reopen, verify structure persists.

Notes: User confirmed dangling paths are OK.

9. Feature Suite: Sequence Detail Editor

Validates optional sequence details between moves (the 'how you got from A to B' layer). Sequences are not required.

SEQ-01 — Sequence detail opens from edge control

Given signed in; flow has edge A→B
When tap the edge/sequence control
Then Sequence Detail Editor opens; saves and persists

Steps:

- Open flow with connected moves.

- Tap edge control.

- Enter transition notes.

- Save and close.

- Reopen and verify notes persist.

SEQ-02 — Sequence details are optional and do not block practice

Given signed in; edges without details exist
When start practice on a path using edges with no details
Then practice proceeds normally; optional details hidden/blank per spec

Steps:

- Create path with no sequence notes.

- Start practice.

- Verify no requirement for notes.

- Complete a set; confirm no error.

10. Feature Suite: Library, Sharing, Inbox, Imports

Covers flow listing, folders, flow detail actions, unlisted share links, inbox caps, and import conflict resolution.

LIB-01 — Flow-only search (V1)

Given signed in; user has at least 5 flows
When search by flow name
Then results update; move search is not present in this UI

Steps:

- Open Library.

- Type partial flow name.

- Verify matching flows only.

- Clear search; list returns.

SHARE-01 — Create unlisted share link and revoke it

Given signed in as PRO; flow exists
When create unlisted link then revoke
Then link opens viewer before revoke; after revoke shows revoked UX

Steps:

- Open Flow Detail.

- Tap Share → Create Link.

- Copy link; open on another device/browser.

- Verify view-only flow loads.

- Revoke link.

- Reload link; verify revoked message.

INBOX-01 — Free inbox cap = 10; view-only; cannot practice

Given signed in as FREE-LIMITED; inbox has 10 items
When receive/import another flow link
Then app blocks adding 11th item; user can still view existing; cannot practice inbox flows

Steps:

- Ensure inbox has 10 items.

- Attempt to accept new import.

- Verify warning and item not added.

- Open an inbox flow and tap Practice.

- Verify practice blocked for inbox items.

IMPORT-01 — Import conflict resolution choices

Given signed in as PRO; receive flow with sender custom move details
When accept import and choose handling option
Then receiver is prompted to keep details flow-only OR add as separate move; changes reversible

Steps:

- Open import with standard move but different sender notes.

- Accept import.

- Verify prompt shows differences and choices.

- Choose Flow-only; verify library unchanged.

- Repeat with another import choosing Add as separate move; verify both exist.

11. Feature Suite: Practice Mode (Setup, Active, Logging, Credits)

Practice is paywalled; Free receives 3 monthly practice credits usable only on saved flows (not inbox). Practice completes via timer end or Completed button. Actual duration is logged.

PRAC-01 — Practice setup: select paths across flows + reorder

Given signed in as PRO; has 2 flows with multiple paths
When choose paths from multiple flows and reorder them
Then order persists into active session; user can set timer and assumed reps

Steps:

- Open Practice Setup.

- Select 2 paths from Flow A and 1 from Flow B.

- Reorder to B first.

- Set timers/reps.

- Start session; verify first path is Flow B.

PRAC-02 — Early end behavior (Completed Set)

Given signed in as PRO; active session running
When tap Completed Set before timer ends
Then set ends immediately; logs show actual duration

Steps:

- Start set with 60s timer.

- After ~20s tap Completed Set.

- Verify set ends and rest begins.

- End session; verify log uses actual duration.

PRAC-03 — Free credits apply only to saved flows (not inbox)

Given signed in as FREE-NEW; has 1 saved flow, 1 inbox flow, and 1+ credit
When attempt practice on saved vs inbox
Then saved flow consumes credit; inbox remains blocked

Steps:

- Confirm credits available.

- Practice saved flow; finish short session.

- Verify credit decremented.

- Attempt practice on inbox flow.

- Verify blocked message.

PRAC-04 — Interrupted session saves as interrupted

Given signed in as PRO; active session
When end practice before finishing all paths
Then session saved as Interrupted with partial progress

Steps:

- Start session with 3 paths.

- Complete first path.

- End mid-second path.

- Verify summary marks Interrupted; history entry shows partial completion.

12. Feature Suite: Monetization (Trial, Paywalls, Restore)

Validates plan gating, trial behavior, upgrade/downgrade flows, and messaging. Pricing target: $9.99/month with 7-day trial.

PAY-01 — Paywall triggers at correct moment (Practice)

Given signed in as FREE-NEW with 0 credits
When attempt to start practice on a saved flow
Then paywall appears; no session starts; user can dismiss safely

Steps:

- Ensure credits=0.

- Tap Practice on saved flow.

- Verify paywall appears.

- Dismiss; verify return to flow detail.

PAY-02 — Trial behaves as Pro; restore purchases works

Given signed in as FREE-NEW eligible for trial
When start trial then use Pro-only feature
Then practice works without credits; uploads available; restore works after reinstall

Steps:

- Start 7-day trial.

- Verify practice works.

- Attach an uploaded video to a move.

- Delete/reinstall app.

- Log in; restore purchases; verify entitlements.

13. Feature Suite: Offline, Storage, Safety/Abuse

Validates offline rules, link vs upload behavior, 2GB cap, and warning ladder escalation.

OFF-01 — Offline: view saved flows; editing draft/sync behavior

Given signed in as PRO; saved flow cached; device in airplane mode
When open flow, make edits, attempt save
Then app either queues draft sync or blocks with clear message; no silent data loss

Steps:

- Enable airplane mode.

- Open saved flow.

- Edit and tap Save.

- Observe offline UX.

- Disable airplane mode and verify sync completes cleanly.

STOR-01 — Uploads private-only; links shareable

Given signed in as PRO; flow has uploaded video on one move and external link on another
When share flow to another user/device
Then receiver can view link-based media; uploaded media marked unavailable/not shared

Steps:

- Attach uploaded video to Move A.

- Attach external link to Move B.

- Share flow link.

- Open as receiver.

- Verify Move B link visible.

- Verify Move A upload hidden/marked private.

SAFE-01 — Warning ladder triggers for caps/limits

Given signed in as FREE-LIMITED; at caps
When attempt actions beyond caps
Then soft warnings then hard block with upgrade CTA; messaging consistent

Steps:

- At saved flow cap (2), try to save third flow.

- At inbox cap (10), try import 11th.

- At branch max (10), try 11th branch.

- Verify each shows correct warning level and resolution.

14. Feature Suite: Export, Account Deletion, Accessibility, Analytics

EXP-01 — Export flows and logs succeeds and matches data model

Given signed in as PRO; has 2 saved flows and 2 logs
When export data
Then export succeeds; includes expected objects/fields; no missing required fields

Steps:

- Open Export screen.

- Select export type (flows + logs).

- Generate export.

- Verify file contains expected flows and logs.

DEL-01 — Account deletion path works

Given signed in
When initiate account deletion
Then app confirms; deletes; returns to Welcome; cannot sign in again

Steps:

- Open Settings.

- Tap Delete Account.

- Confirm.

- Verify returned to Welcome.

- Attempt login; verify deletion effect per policy.

A11Y-01 — VoiceOver labels and focus order on key loop

Given VoiceOver ON
When navigate welcome → create flow → practice → summary
Then all interactive elements labeled; focus order logical

Steps:

- Enable VoiceOver.

- Navigate Welcome CTAs.

- Create flow (add move, branch).

- Start practice; complete one set.

- Verify buttons and icons are labeled.

ANL-01 — Core analytics events fire once with correct properties

Given analytics visible in debug logs; signed in as Free
When perform core actions
Then events recorded once; include plan state; exclude sensitive content

Steps:

- Create and save flow.
- Create share link.
- Attempt practice (trigger paywall).
- Inspect analytics logs for duplicates and property correctness.

15. Performance, Stability, and Security Test Suites

15.1 Performance Stress Tests

- PERF-01 Large flow rendering
    - Load flow with 100 nodes and 150 edges; pan/zoom; no freezes > 250ms during interaction.

    - Open/close canvas 20 times; no progressive slowdown or memory leak symptoms.

- PERF-02 Practice timer stability
    - Run 30-minute session; timer drift minimal; background/foreground does not corrupt state.

    - Lock screen 2 minutes; return; session state correct.

- PERF-03 Lists and search
    - Library with 200 flows: search responds quickly after typing stops.

    - Move selector with 500+ moves: scrolling remains smooth.

15.2 Security & Abuse Tests

- SEC-01 Share token safety
    - Revoked tokens never resolve content.

    - Spot-check rate limiting / generic errors for invalid tokens.

- SEC-02 Media privacy
    - Uploaded media never accessible to non-owner (P0 if violated).

    - External links displayed safely (no auto-open).

- SEC-03 Entitlement bypass attempts
    - Free cannot start practice via deep link or hidden route.

    - Guest cannot access saved-flow editor via back stack.

16. Bug Severity, Triage, and Release Gates

Severity	Definition	Release Impact
P0 (Blocker)	Crash, data loss, security/privacy breach, purchase failure, cannot sign in, cannot save core session.	Must fix before submission.
P1 (Critical)	Core loop broken for a major plan state; severe performance issues.	Must fix before submission.
P2 (Major)	Important feature glitch with workaround; inconsistent copy; minor data mismatch.	Fix preferred; ship only with sign-off.
P3 (Minor)	Cosmetic issues, typos, minor layout spacing.	May ship; batch for next revision.

16.1 Release Gates (Checklist)

- Gate A — Smoke Suite
  - All SMK-* cases pass on Standard and Large devices.

- Gate B — Core Authoring
  - Create/edit/save flows works on Free and Pro.

  - Branching up to 10 works; merges work; dangling paths do not crash; sequences optional.

- Gate C — Practice & Logging
  - Practice sessions complete; early end works; interrupted logs correct.

  - Free credits gating works; inbox practice blocked for Free.

- Gate D — Monetization
  - Trial start works; restore works; paywall copy accurate.

- Gate E — Safety & Compliance
  - Warning ladder triggers correctly; no privacy leaks via sharing.

  - Export and account deletion work.

- Gate F — Accessibility Minimum
  - VoiceOver labels present on primary CTAs; Dynamic Type does not break key screens.

- Gate G — No Open P0/P1
  - P0 = 0; P1 = 0; P2 only with explicit sign-off.

17. Replit Build Prompt for This Chapter (CH35)

```
You are implementing HZ-V1-CH35 (QA Acceptance Tests) for the Handz V1 PRD Bundle.

Goal: Create a complete QA test suite artifact set (documents + optional automation
scaffolding) that matches CH35 exactly.

Inputs: CH00 + CH35. Treat cross-references to other chapters as dependencies.

Deliverables:
1) A 'QA' folder containing:
- smoke_suite.md (SMK-01..SMK-04)
- feature_suites.md (AUTH/NAV/MOVE/FLOW/SEQ/LIB/SHARE/INBOX/IMPORT/PRAC/PAY/OFF/STOR
/SAFE/EXP/DEL/A11Y/ANL)
- regression_checklist.md (Release Gates A-G)
- bug_report_template.md (Owner chapter, severity P0-P3, expected vs actual, repro
steps)
2) Optional: automation scaffolding placeholders with TODOs referencing test case
IDs.

Rules:
- Do not change product behavior; only encode the tests.
- Every test must include Preconditions, Steps, Expected Result, and Owner chapter
reference.
- If any test requires a missing product rule, add a PRD_PLACEHOLDER block and stop.

Output: Commit the QA folder with commit message: 'Add CH35 QA acceptance tests'.
```

18. Troubleshooting Notes for QA (CH35)

Use this section when a test fails to narrow causes quickly. For deeper guidance, See: HZ-V1-CH36.

- Flow Builder feels laggy or taps misfire
  - Check gesture handler precedence (pan/zoom vs drag).
  - Check node re-render frequency; ensure state updates don't re-render entire canvas.

- Practice timer drift or incorrect completion
  - Verify background/foreground handling; ensure timer logs actual duration.
  - Check early-complete path (Completed Set) updates both UI and log correctly.

- Free user can practice inbox item
  - Verify entitlement checks include BOTH plan state and item source (saved vs inbox).
  - Ensure deep links cannot bypass gating.

- Share link shows private uploads
  - Treat as P0 privacy bug. Uploads must never resolve for non-owner; links are the only shareable media.
  - Check storage ACLs and API responses for viewer endpoints.

- Restore purchases inconsistent
  - Confirm restore updates entitlements immediately; clear cached plan state; re-fetch receipt if needed.