

CS 40800: Test Plan

Gym Rookies

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Legend:

[Identification Number]

A. [Descriptive Title], [Severity Level]

B. [Specific Instructions]

C. [Expected Outcome]

Severity Levels:

Level 1: Critical to the success of the software

Level 2: Important but not critical to the success of the software

Level 3: A level 3 bug will not affect the basic functionality of the software

Create Account 001:

- A. "Sign Up" Button -- Level 1
- B. Click the "Sign Up" Button
- C. The User should be directed to a "Sign Up" page

Create Account 002:

- A. Submit valid "Sign Up" information -- Level 1
- B. Valid name, Valid email and Valid Password are submitted
- C. User information is saved in the user database. The user is then directed to the Main Page.

Create Account 003:

- A. Password is not populated (null value) -- Level 2
- B. The form is submitted with no password but the name is valid and email is valid
- C. The user should be notified with an error message and should be prompted to enter a password. The account should not be allowed to be created.

Create Account 004:

- A. Email is not populated (null value) -- Level 2
- B. The form is submitted with no email but the name is valid and password is valid
- C. The user should be notified with an error message and should be prompted to enter an email. The account should not be allowed to be created.

Create Account 005:

- A. Name is not populated (null value) -- Level 2
- B. The form is submitted with no name but the email is valid and password is valid
- C. The user should be notified with an error message and should be prompted to enter a name. The account should not be allowed to be created.

Create Account 006:

- A. Password does not have 1 or more Uppercase -- Level 3
- B. If the password string entered is "qwerty1", the password does not have an uppercase and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password. The account should not be allowed to be created.

Create Account 007:

- A. Password does not have 1 or more Lowercase -- Level 3
- B. If the password string entered is "QWERTY1", the password does not have an uppercase and is therefore invalid.

- C. The user should be notified with an error message and should be prompted to re-enter a new password. The account should not be allowed to be created.

Create Account 008:

- A. Password does not have 1 or more Special Character such as “!@#%&” -- Level 3
- B. If the password string entered is “QWERTY1”, the password does not have a special character and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password . The account should not be allowed to be created.

Create Account 009:

- A. Password does not have 1 or more Number -- Level 3
- B. If the password string entered is “QWERTY”, the password does not have a number and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password. The account should not be allowed to be created.

Create Account 010:

- A. Password does not have 4 or more characters -- Level 3
- B. If the password string entered is “QWERT”, the password does not have enough characters and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password. The account should not be allowed to be created.

Create Account 011:

- A. Invalid Email Id -- Level 1
- B. If the email Id entered does not have an “@” and a “.” it is invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new email ID. The account should not be allowed to be created.

Create Account 012:

- D. Duplicate Email Id -- Level 1
- E. If the email Id has already created an account.
- F. The user should be notified with an error message and should be prompted to re-enter a new email ID, which has not been used yet. The account should not be allowed to be created.

Login 001:

- A. “Log In” Button -- Level 1
- B. Click the “Login” Button on the Main Page

- C. The User should be directed to a “Login” page

Login 002:

- A. Correct “Login” credentials -- Level 1
- B. An email that does have an account and right password are entered into the fields and then click on .
- C. The User should be directed to the “Main” page

Login 003:

- A. Missing Email and Password -- Level 1
- B. User enters no credentials and then presses the “Login” button.
- C. The User should be notified with an error message indicating missing email or password

Login 004:

- D. Incorrect Email -- Level 1
- E. User enters the an email which does not have an account and press the “Login” button.
- F. The User should be notified with an error message indicating the current email has no account.

Login 005:

- A. Incorrect Password -- Level 1
- B. User enters the an email with an account but wrong password and then press’s the “Login” button.
- C. The User should be notified with an error message indicating the password is incorrect.

Login 006:

- A. Network Issue -- Level 2
- B. If the network is timing out and user can’t log in to the app.
- C. The user should be notified with an error message indicating that their is a timeout.

Logout 007:

- A. Click the “Logout” button -- Level 3
- B. User clicks the “Logout” button.
- C. The User should be logged out of application and sent back to Login/Create Account page

Preset Workout 001:

- A. “Preset Workout”-- Level 1
- B. User clicks on the button for “Preset Workout” on Main Page
- C. The user should be sent to the Preset List page

Preset Workout 002:

- A. Click the back button on the Preset List page-- Level 2
- B. User clicks on the back button on the Preset List page
- C. The user should be sent back to the Main Page

Preset Workout 003:

- A. Click the listView for "Preset Workout 1"-- Level 1
- B. User clicks on the listView for "Preset Workout 1" on Preset List Page
- C. The user should be sent to Detailed Preset List with a list of all exercise in "Preset Workout 1"

Preset Workout 004:

- D. Data Check for "Preset Workout 1"-- Level 2
- E. User clicks on the listView for "Preset Workout 1" on Preset List Page
- F. The data being received matches the selected preset workout

Preset Workout 005:

- A. Copy Workout to Personal Plan-- Level 2
- B. User adds the workout to Personal Workout List
- C. The preset workout should be visible in the Personal Workout List

Preset Workout 006:

- D. Click the back on the "Preset Workout 1" page-- Level 2
- E. User clicks on the back button on the "Preset Workout 1" page
- F. The user should be sent back to Preset List

Create Workout 001:

- A. Click on the button for "Create Workout" -- Level 1
- B. User clicks the button for "Create Workout" on the main page.
- C. User should be re-directed to the Personalized List page.

Create Workout 002:

- A. Click on the back button on the "Personal Lists" -- Level 2
- B. User clicks on the back button on the "Personal Lists"
- C. The user should be re-directed to the home page.

Create Workout 003:

- A. Click on "create new workout" in Personalized List -- Level 1
- B. User clicks on "create new workout" in Personalized List to add new workout

- C. User should be redirected to create new workout page

Create Workout 004:

- A. Click on back button from Previously Loaded Workout -- Level 2
- B. User clicks on back button of the saved workouts from the "Create Workout" List
- C. User should be re-directed to the Personalized List

Create Workout 005:

- A. Click on desired muscle group -- Level 1
- B. User clicks on desired muscle group
- C. User is redirected to form with different exercises for selected muscle group

Create Workout 006:

- A. Click on "add Muscle group" button in new Workout -- Level 1
- B. User clicks on "add Muscle group" of a new Workout
- C. User should see field number increase by 1

Create Workout 007:

- A. Click on "remove muscle group" button in new Workout -- Level 2
- B. User clicks on minus button of a new Workout
- C. User should see field number decrease by 1

Create Workout 008:

- A. Invalid rep numbers -- Level 3
- B. User clicks on minus button when the repetitions field shows zero
- C. User should see a "Invalid Number" popup message

Create Workout 009:

- A. Invalid set numbers -- Level 3
- B. User clicks on minus button when the sets field shows zero
- C. User should see an "Invalid Number" popup Message

Create Workout 010:

- A. Click Submit button on create new Workout --Level 1
- B. User clicks submit button
- C. User should have ability to name the workout

Create Workout 011:

- A. Redirect to Personal Workout List on successful full workout creation--Level 1
- B. On successful request completion
- C. User should be redirected to personalized list with created workout

Create Workout 012:

- A. Click on Previously loaded Workout -- Level 1
- B. User clicks on any of the saved workouts from the “Create Workout” List
- C. User should be re-directed to the form with sets and reps filled to saved data

My Profile 001:

- A. Click on the tab for “My Profile” -- Level 2
- B. User clicks the tab for “My Profile” on the tab bar.
- C. User should be re-directed to the profile page.

Change Password 001:

- A. Click on the button called “Change Password” -- Level 2
- B. User clicks the button for “Change Password” on the profile page.
- C. User should be re-directed to the profile page.

Change Password 002:

- A. Password does not have 1 or more Uppercase -- Level 3
- B. If the password string entered is “qwerty1”, the password does not have an uppercase and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password. The password should not be allowed to be changed.

Change Password 003:

- A. Password does not have 1 or more Lowercase -- Level 3
- B. If the password string entered is “QWERTY1”, the password does not have an uppercase and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password. The password should not be allowed to be changed.

Change Password 004:

- A. Password does not have 1 or more Special Character such as “!@#%&” -- Level 3
- B. If the password string entered is “QWERTY1”, the password does not have a special character and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password . The password should not be allowed to be changed.

Change Password 005:

- A. Password does not have 1 or more Number -- Level 3
- B. If the password string entered is "QWERTY", the password does not have a number and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password. The password should not be allowed to be changed.

Change Password 006:

- A. Password does not have 4 or more characters -- Level 3
- B. If the password string entered is "QWERT", the password does not have enough characters and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password. The password should not be allowed to be changed.

Add Profile Picture 001:

- A. "Add Profile" button -- Level 3
- B. User clicks on the "Add Profile" button
- C. Should open up an option to take a photo or choose from existing photos.

Add Profile Picture 002:

- D. "Add Profile" button -- Level 3
- E. User clicks on the "Add Profile" button
- F. Should open up an option to take a photo or choose from existing photos.

Add Profile Picture 003:

- A. Take Photo -- Level 3
- B. User clicks on the take photo and takes a picture of themselves and upload.
- C. Should update the profile picture.
- D.

Add Profile Picture 004: -- Level 3

- A. Choose photo from library
- B. User clicks on the choose photo and chooses a picture of themselves from the library and uploads.
- C. Should update the profile picture

Partner Finder 001:

- A. Choose the "Partner Finder" tab on home screen -- Level 1
- B. User clicks on the "Partner Finder" tab
- C. Should redirect to the Partner Finder Page

Partner Finder 002:

- A. Load partner list sorted according to proximity --Level 1
- B. User clicks on the “Partner Finder” tab to look for partners
- C. Should load the Partners list according to proximity

Partner Finder 003:

- A. Load filter button -- Level 3
- B. User selects the filter button and the filter options are displayed
- C. Should update the list according to the filter selected by the user

Partner Finder 004:

- A. Geolocation fetch failure -- Level 2
- B. Invalid geolocation received or the geolocation fetch is blocked by the user
- C. Should display an error message saying the location couldn't be found

Partner Finder 005:

- A. View Profile functionality -- Level 2
- B. User holds the individual partner name and a pop up to view profile is shown
- C. Should render the profile page of the selected partner

Contact Partner 001:

- A. Click on “Partner” from the “Partner Finder” list to move to the message screen with the text bubble - Level 2
- B. User can type a message to reach out to the “Partner”
- C. Should send a valid message to the “Partner”

Contact Partner 002:

- A. Click on the textbox to start typing - Level 2
- B. User can type a valid message into the textbox and then click send to send it
- C. Should send the message to the “Partner” as long as the textbox isn’t null

Contact Partner 003:

- A. Click on send without text written out - Level 1
- B. User should be unable to send a “null” text message through the “Contact Partner” window
- C. Nothing should happen when the send button is clicked without valid text in the text box

Contact Partner 004:

- A. Click on send with valid text written out but lose out on network midway through sending - Level 2

- B. User sends a valid text message and the device loses network while sending
- C. The user receives an “unable to send” error message and then is given the option to resend or delete the message

Notification 001: -- Level 3

- A. Daily Notification
- B. If the user has not gone to the gym in a day.
- C. A notification appears which reminds the user they need to go to the gym

Notification 002: -- Level 3

- A. Daily Notification
- B. If the user has been going Gym consistently.
- C. A notification appears which motivates the user with a streak of going to gym.

Achievements 001 – Level 1

- A. An occasional notification
- B. If the user has completed certain milestones in his/her workout they get an achievement notification
- C. A notification that can be viewed by the user later in the app which shows his/her achievement

Search 001 – Level 3

- A. A search feature
- B. If the user wishes to search for a specific exercise by name in the database available he is able to
- C. A result with the successful search result or a message saying the search was unsuccessful will be given out

Corec Display 001 – Level 2

- A. A view feature
- B. If the user wishes to see the Corec active timings he can see them in the Corec tab
- C. A tab which views the timings of the Corec for the current and next days