

Test Cases

Features	Stories	Assertions
The user can perform a keyword search within the app	As a user I can query a search for a venue based on address, keyword or name	After the search string has been received in the main activity, the data will be passed into the database for the results to be displayed into the details activity
The user has the ability to favorite an item	As a user I can save a venue to my favorites list	When the heart icon is pressed, the favorited item will be stored into the database for the user
The user can view the current favorited items in a cardview	As a user I can view all my saved items in a list	When the favorites icon is clicked, a new activity will display the current favorited items
The user has the ability to remove a favorited item	As a user I can unfavorite an item in the favorites menu	When the heart icon is pressed, the item that was previously favorited will be switched to 0 in the database
The user can get a list of search results from using the button categories	As a user I can get a list of results from predefined searches from the main menu	The search result activity will display the results of the categories stored in the database
The user can view the details of the search in a separate activity	As a user I can get additional details of the place by clicking on the item in the search results activity	When the user clicks on one of the cardview items, the details activity will appear with additional details of the selected item
The user can view a separate venue on the main page at each app launch	As a user I can expect a different venue to be displayed on the main screen at app launch	At the launch of the app, a random method will cause the venue to be displayed randomly on the main screen
The user can donate through the app	As a user, I can show my appreciation to the developer by sending some bitcoins	After the user presses the donate button, the QR code would display on screen from the external URL link

