## registration with email

operation system IOS 16.2

**Priority** Severity **Behavior** Type Positive Not set ↑ High **Functional** Layer Is Flaky Milestone **Automation** Not set No Not automated **Status** 

Actual

**Pre-conditions** 

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "login"
Input data	
Expected result	the system should open page with fields for login
Step	3
Action	tap on button "register"
Input data	
Expected result	the system should open page with fields for registration
Step	4
Action	tap on field "email" and enter email addres
Input data	asdfg@abv.bg
Expected result	the system should open a keyboard for data entry
Step	5

Action	tap on field "password" and enter password
Input data	asdfgwjhjew
Expected result	the system should open a keyboard for data entry
Step	6
Action	tap on field "name" and enter name
Input data	ivan
Expected result	the system should open a keyboard for data entry
Step	7
Action	tap on field "phone" and enter phone number
Input data	09898989898
Expected result	the system should open a keyboard for data entry
Step	8
Step Action	8 tap on button "register"
Action	
Action Input data Expected result	tap on button "register"
Action Input data	tap on button "register"  the system should open page for privacy policy
Action Input data Expected result Step	tap on button "register"  the system should open page for privacy policy
Action Input data Expected result Step Action	tap on button "register"  the system should open page for privacy policy
Action Input data Expected result Step Action Input data	tap on button "register"  the system should open page for privacy policy  9  read and tap on button "accept"
Action Input data Expected result Step Action Input data	tap on button "register"  the system should open page for privacy policy  9  read and tap on button "accept"
Action Input data Expected result Step Action Input data Expected result	the system should open page for privacy policy  9 read and tap on button "accept"  the system should send confirm email and message "success!"
Action Input data Expected result Step Action Input data Expected result Step	the system should open page for privacy policy  9 read and tap on button "accept"  the system should send confirm email and message "success!"

## register with facebook account

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''login''
Input data	
Expected result	the system should open page with fields for login
Step	3
Action	tap on button ''register''
Input data	
Expected result	the system should open page with fields for registration
Step	4
Action	tap on button ''continue with facebook''
Input data	
Expected result	the system should send confirm message
Step	5

Action	tap on button ''continue''
Input data	
Expected result	the system should open a facebook account verification page
Step	6
Action	tap on button ''продължи като Иван''
Input data	
Expected result	the system should open page for privacy policy
Step	7
Action	read and tap on button "accept"
Input data	
Expected result	the system should send message "success!"
Step	8
Action	tap on button ''ok''
Input data	
Expected result	the system should open homepage

## register with google account

operation system IOS 16.2

SeverityPriorityBehaviorType- Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

Actual

**Status** 

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "login"
Input data	
Expected result	the system should open page with fields for login
Step	3
Action	tap on button ''register''
Input data	
Expected result	the system should open page with fields for registration
Step	4
Action	tap on button ''sing in (with google)''
Input data	
Expected result	the system should send confirm message
Step	5

Action	tap on button "continue"
Input data	
Expected result	the system should open a google account verification page
Step	6
Action	tap on button ''продължи като Иван''
Input data	
Expected result	the system should open page for privacy policy
Step	7
Action	read and tap on button "accept"
Input data	
Expected result	the system should send message "success!"
Step	8
Action	tap on button "ok"
Input data	
Expected result	the system should open homepage

## register with apple account

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''login''
Input data	
Expected result	the system should open page with fields for login
Step	3
Action	tap on button ''register''
Input data	
Expected result	the system should open page with fields for registration
Step	4
Action	tap on button "sing in with apple"
Input data	
Expected result	the system should send confirm message
Step	5

the system should open a apple account verification page
6
tap on button "continue like a Ivan"
the system should open page for privacy policy
7
read and tap on button "accept"
the system should send message "success!"
8
tap on button "ok"
the system should open homepage
1 1

## add phone number to my profile

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''my profile''
Input data	
Expected result	the system should open page with information for my profile
Step	3
Action	tap on field "phone number" and enter phone number
Input data	0898989898
Expected result	
Step	4
Action	tap on button ''save''
Input data	
Expected result	the system should save this number to you profile

## change password

operation system IOS 16.2

**Behavior** Severity **Priority** Type ↑ High Positive **Functional** Not set Layer Is Flaky Milestone **Automation** Not set No Not automated **Status** 

### **Pre-conditions**

Actual

open "help a paw"

1
tap on burger menu
the system should open list with functionals for the application
2
tap on button "my profile"
the system should open page with information for my profile
3
tap on field "new password" and enter new password
Asdfg1?
4
tap on field "confirm new password" and enter the same password
Asdfg1?
the system should change my password

## change password with invalid symbols

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

## **Steps to reproduce**

5

Step

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "my profile"
Input data	
Expected result	the system should open page with information for my profile
Step	3
Action	tap on field "new password" and enter password with less than 8 symbols
Input data	123456
Expected result	
Step	4
Action	tap on field "confirm new password" and enter the same password
Input data	123456
Expected result	

Action	tap on button ''save''
Input data	
Expected result	the system should send message "error password must be at last 8 characters long!"

# change password without enter confirm password

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "my profile"
Input data	
Expected result	the system should open page with information for my profile
Step	3
Action	tap on field ''new password'' and enter new password
Input data	Asdfg1?
Expected result	
Step	4
Action	pass the field "confirm new password"
Input data	
Expected result	

Step	5
Action	tap on button "save"
Input data	
Expected result	the system should send error message "the password entered is not the same as the one in the confirmation field!"

## change password with different passwords

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "my profile"
Input data	
Expected result	the system should open page with information for my profile
Step	3
Action	tap on field ''new password'' and enter new password
Input data	Asdfg1?
Expected result	
Step	4
Action	tap on button "confirm new password" and enter different password
Input data	12345678

Step	5
Action	tap on button "save"
Input data	
Expected result	the system should send error message "the password entered is not the same as the one in the confirmation field!"

## login with valid email and valid password

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''login''
Input data	
Expected result	the system should open page with fields for login
Step	3
Action	tap on field "Email" and enter a valid email addres
Input data	asdfg@abv.bg
Expected result	the system should open a keyboard for data entry
Step	4
Action	tap on field "password" and enter a valid password
Input data	asdfg
Expected result	the system should open a keyboard for data entry
Step	5

Action	tap on button ''login''
Input data	
Expected result	the system should open homepage and send message "wellcome"

## login with valid email and wrong password

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''login''
Input data	
Expected result	the system should open page with fields for login
Step	3
Action	tap on field "Email" and enter a valid email addres
Input data	asdfg@abv.bg
Expected result	the system should open a keyboard for data entry
Step	4
Action	tap on field "password" and enter a wrong password
Input data	12345676
Expected result	the system should open a keyboard for data entry
Step	5

Action	tap on button ''login''
Input data	
Expected result	the system should send message "wrong password"

# login with valid password and wrong email

operation system IOS 16.2

SeverityPriorityBehaviorType— Not set↑ HighNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''login''
Input data	
Expected result	the system should open page with fields for login
Step	3
Action	tap on field "Email" and enter a wrong email addres
Input data	asdfg2abv.bg
Expected result	the system should open a keyboard for data entry
Step	4
Action	tap on field "password" and enter a valid password
Input data	asdfg
Expected result	the system should open a keyboard for data entry
Step	5

Action	tap on button ''login''
Input data	
Expected result	the system should send message "wrong email addres"

## login without email adres

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

### **Pre-conditions**

**Status** Actual

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''login''
Input data	
Expected result	the system should open page with fields for login
Step	3
Action	pass the field "email"
Input data	
Expected result	
Step	4
Action	tap on field "password" and enter a valid password
Input data	asdfg
Expected result	the system should open a keyboard for data entry
Step	5

Action	tap on button ''login''
Input data	
Expected result	the system should send message "please enter email addres"

## login without password

operation system IOS 16.2

SeverityPriorityBehavior− Not set↑ HighNegativeLayerIs FlakyMilestoneNot setNo-

Type

**Functional** 

**Automation** 

Not automated

**Pre-conditions** 

**Status** Actual

Step

5

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''login''
Input data	
Expected result	the system should open page with fields for login
Step	3
Action	tap on field "Email" and enter a valid email addres
Input data	asdfg@abv.bg
Expected result	the system should open a keyboard for data entry
Step	4
Action	pass the field "password"
Input data	
Expected result	

Action	tap on button ''login''
Input data	
Expected result	the system should send message "please enter password"

## login without email and password

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

## **Steps to reproduce**

5

Step

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "login"
Input data	
Expected result	the system should open page with fields for login
Step	3
Step Action	pass the field "email
Action	
Action Input data	
Action Input data Expected result	pass the field ''email
Action Input data Expected result Step	pass the field "email  4
Action Input data Expected result Step Action	pass the field "email  4

Action	tap on button ''login''
Input data	
Expected result	the system should send message "please enter email adress and password"

## logout

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the systemn should open list with functionalities
Step	2
Action	tap on button ''my profile''
Input data	
Expected result	the system should open page with information for my profile
Step	3
Action	tap on button ''log out''
Input data	
Expected result	the system should logout my profile

## delete account

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "my profile"
Input data	
Expected result	the system should open page with information for my profile
Step	3
Action	tap on button "delete account"
Input data	
Expected result	the system should send message "delete profile?"
Step	4
Action	tap on button "delete"
Input data	
Expected result	the system shoukld delete my profile

## refuse to delete a profile

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "my profile"
Input data	
Expected result	the system should open page with information for my profile
Step	3
Action	tap on button "delete account"
Input data	
Expected result	the system should send message "delete profile?"
Step	4
Action	tap on button "cancel"
Input data	
Expected result	the system should go back to my profile

## canceled attachment

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on button ''paw''
Input data	
Expected result	the system should open fields for information
Step	2
Action	tap on button "add attachment"
Input data	
Expected result	the system should open list with options
Step	3
Action	tap on button "cancel"
Input data	
Expected result	the system should close list with options

## send signal without data

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on button ''paw''
Input data	
Expected re	sult the system should open fields for information
Step	2
Action	tap on button "send"
Input data	
Expected re	sult the system should send message "Ooops! please enter a signal discription between 10 and 512 symbols"
Step	3
Action	tap on button "ok"
Input data	
Expected re	sult the message should disappear

## send signal with 9 symbols

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

Input data

Step

Expected result

5

open "help a paw"

Steps to reproduce	
Step	1
Action	tap on button "paw"
Input data	
Expected res	ult the system should open fields for information
Step	2
Action	tap on first field and enter 9 symbols
Input data	болно куче
Expected res	ult the placeholder should disappear
Step	3
Action	tap on field "phone" and enter phone number
Input data	08989898
Expected res	ult the placeholder should disappear
Step	4
Action	tap on drop down menu and choose "Emergency"

Action	tap on button "send"
Input data	
Expected resu	ult the system should send message "Ooops! please enter a signal discription between 10 and 512 symbols"
Step	6
Action	tap on button "ok"
Input data	
Expected result the message should disappear	

## send signal without registration

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

### Steps to reproduce

Step 1

Action tap on button ''paw''

Input data

Expected result the system should send message "registration required"



Step 2

Action tap on button "ok"

Input data

Expected result the system should open page for login

**Status** Actual

## send signal with registration

operation system IOS 16.2

SeverityPriorityBehavior− Not set↑ HighPositiveLayerIs FlakyMilestoneNot setNo-

Automation

Not automated

**Type** 

**Functional** 

Pre-conditions

open "help a paw"

### Steps to reproduce

Step 1

Action tap on button "paw"

Input data

Expected result the system should open a small window with fields for entering information about an injured animal



Step 2

Action tap on the firs field and enter information

Input data пострадала котка има нужда от клиника

Expected result the placeholder should disappear

Step 3

Action tap on field "phone"

Input data 08989898989

Expected result the placeholder should disappear

Step 4

Action tap on drop down menu and choose emergency

Input data

Expected result the system shoul open list with signal type

Step 5

Action tap on button "send"

Input data

Expected result the system should send signal

## delete signal

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on button "paw (on the map)
Input data	
Expected result	the system should open smaal page with information for the animal
Step	2
Action	tap on small page with information for the animal
Input data	
Expected result	the system should open page with all information for the animal and the reporter
Step	3
Step Action	3 tap on button "bin"
Action	
Action Input data	tap on button "bin"
Action Input data Expected result	tap on button "bin" the system shoul send message for confirm the delete
Action Input data Expected result Step	tap on button "bin"  the system shoul send message for confirm the delete

## send signal with 10 symbols

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on button "paw"
Input data	
Expected result	the system should open fields for information
Step	2
Action	tap on first field and enter 10 symbols
Input data	болна котка
Expected result	the placeholder should disappear
Step	3
Action	tap on field ''phone'' and enter phone number
Input data	0898989898
Expected result	the placeholder should disappear
Step	4
Action	tap on drop down menu and choose "Emergency"
Input data	
Expected result	
Step	5

Action	tap on button "send"
Input data	
Expected result	the system should send signal

## send signal with 512 symbols

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on button "paw"
Input data	
Expected result	the system should open fields for information
Step	2
Action	tap on first field and enter 512 symbols
Input data	dsfkjadfhaslhfdalsjdlassdjfhajkshfjhsdjfhskjdhfkjdshfsdhfhdshfshdkjfhkjsdhfsdhbadskkfdskjfjksdhfkjsdhfshdfsdfhs
Expected result	the placeholder should disappear
Step	3
Action	tap on field "phone" and enter phone number
Input data	0898989898
Expected result	the placeholder should disappear
Step	4
Action	tap on drop down menu and choose "Emergency"
Input data	

Expected result	
Step	5
Action	tap on button "send"
Input data	
Expected	the system should send signal

the system should send signal

result

## send signal with 513 symbols

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowNegativeFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on button ''paw''
Input data	
Expected result	the system should open fields for information
Step	2
Action	tap on first field and enter 513 symbols
Input data	weiryweiuyrweruweryweyrewuyrweyruweyrouryweyruo,mzcvm,nx,nbvxcbverkjvslknvrjeghnelknvljervljerkje vbljernvkjerbkjenbcxvcxvnv
Expected result	the placeholder should disappear
Step	3
Action	tap on field "phone" and enter phone number
Input data	0898989898
Expected result	the placeholder should disappear
Step	4
Action	tap on drop down menu and choose ''Emergency''
Input data	

Expected result	
Step	5
Action	tap on button "send"
Input data	
Expected result	the system should send message "Ooops! please enter a signal discription between 10 and 512 symbols"

## upload attachment (take photo)

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

Input data

open "help a paw"

Step	1
Action	tap on button "paw"
Input data	
Expected result	the system should open fields for information
Step	2
Action	tap on button "add attachment"
Input data	
Expected result	the system should open list with options
	integration (Table ) The (Table

Step	3
Action	tap on button "take photo"
Input data	
Expected result	the system should started camera on the phone
Step	4
Action	take a photo and tap on button "use photo"

## upload attachment (choose existing)

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on button ''paw''
Input data	
Expected result	the system should open fields for information
Step	2
Action	tap on button "add attachment"
Input data	
Expected result	the system should open list with options
	interest of the contract of the product of the contract of the product of the contract of the

Step	3
Action	tap on button "choose existing"
Input data	
Expected result	the system should open photos from you phone
Step	4
Action	tap on some photo from you phone
Input data	

## send signal without phone number

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on button "paw"
Input data	
Expected result	the system should open fields for information
Step	2
Action	tap on field "signal description"
Input data	котка на дърво
Expected result	the placeholder should disappear
Step	3
Action	pass the field "you phone"
Input data	
Expected result	
Step	4
Action	tap on drop down menu and choose "Emergency"
Input data	
Expected result	
Step	5

Action	tap on button "send"
Input data	
Expected result	the system should send signal

## zoom in with fast taps

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on map twice quickly
Input data	
Expected result	the system should zoom in a little

## zoom in with fingers

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on map and pinching out
Input data	
Expected result	the map should zoom in

## zoom out with fingers

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on map and pinching in
Input data	
Expected result	the system should zoom out

## rorate map

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on map and rotate on left
Input data	
Expected result	the map should rotate on left
Step	2
Action	tap on map and rorate on right
Input data	
Expected result	the map should rorate on right

## button "legal"

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

**Pre-conditions** 

open "help a paw"

Step	1
Action	tap on button ''legal
Input data	
Expected result	the system should open new page with map data

## compass

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on map and rotate on left
Input data	
Expected result	the map should rotate on left
Step	2
Action	tap on button "compass"
Input data	
Expected result	the map should go back to north/south

### refresh

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

### **Steps to reproduce**

Step	1
Action	tap on button "refresh"
Input data	

\_\_\_\_

Expected result the system should be restarted and if she have new signal should to be show

## testing mode on

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open help a paw

Step	1
Action	tap on text logo "help a paw" seven times
Input data	
Expected result	the system should go in to test mode

## testing mode off

operation system IOS 16.2

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	O Medium	Positive	Functional
Layer	Is Flaky	Milestone	Automation
Not set	No	-	Not automated

**Status** 

Actual

### **Pre-conditions**

- open help a paw
   tap on text logo "help a paw" seven times for starting testing mode

Step	1
Action	tap on text logo "help a paw" seven times
Input data	
Expected result	the system should go in to normal mode

## remove emergency

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu "types"
Input data	
Expected resu	It the system should open list with types for signal
Step	2
Action	tap on button "emergency"
Input data	
Expected resu	It the system should remove emergency from list
Step	3
Action	tap on button "back"
Input data	
Expected resu	It the system should go bach to home page and there should have message "there is an active filter"

## remove lost or found

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu "types"
Input data	
Expected res	ult the system should open list with types for signal
Step	2
Action	tap on button ''lost or found''
Input data	
Expected res	ult the system should remove lost or found from list
Step	3
Action	tap on button ''back''
Input data	
Expected res	cult the system should go bach to home page and there should have message "there is an active filter"

## remove blood donation

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

### **Steps to reproduce**

Step	1	
Action	tap on burger menu "types"	
Input data		
Expected result the system should open list with types for signal		
Step	2	
Action	tap on button "blood donation"	
Input data		
Expected result	the system should remove blood donation from list	
Step	3	
Action	tap on button ''back''	
Input data		

## remove homeless

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

### Steps to reproduce

Step	1	
Action	tap on burger menu "types"	
Input data		

Expected result the system should open list with types for signal

Action tap on button "homeless"

2

Input data

Expected result the system should remove homeless from list

Step 3

Action tap on button "back"

Input data

Step

## remove unneutered animals

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

Step	1
Action	tap on burger menu "types"
Input data	
Expected resul	t the system should open list with types for signal
Step	2
Action	tap on button "unneutered animals"
Input data	
Expected resul	t the system should remove unneutered animals from list
Step	3
Action	tap on button "back"
Input data	
Expected resul	t the system should go bach to home page and there should have message "there is an active filter"

## remove wild animals

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

Input data

open "help a paw"

### **Steps to reproduce**

Step	1
Action	tap on burger menu "types"
Input data	
Expected resul	t the system should open list with types for signal
Step	2
Action	tap on button ''wild animals''
Input data	
Expected resul	t the system should remove wild animals from list
Step	3
Action	tap on button ''back''

### remove other

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

### **Steps to reproduce**

Step	1	
Action	tap on burger menu "types"	
Input data		
Expected result the system should open list with types for signal		
Step	2	
Action	tap on button "other"	
Input data		
Expected result the system should remove other from list		
Step	3	
Action	tap on button ''back''	
Input data		

## remove all from list

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open "help a paw"

### Steps to reproduce

Step	1
Action	tap on burger menu "types"

Input data

Expected result the system should open list with types for signal

Action remove all types from list

2

Input data

Step

Expected result the system should remove all types from list

Step 3

Action tap on button "back"

Input data

## add emergency

operation system IOS 16.2

Severity **Priority Behavior** Type Not set **↓** Low Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** 

Actual

### **Pre-conditions**

- open "help a paw"
   tap on burger menu "types"
   remove all types from list

Step	1
Action	tap on burger menu "types"
Input data	
Expected result	the system should open list with types for signal
Step	2
Action	tap on button "emergency"
Input data	
Expected result	the system should add emergency to list

## add lost or found

operation system IOS 16.2

Severity **Priority Behavior** Type Not set **↓** Low Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** Actual

### **Pre-conditions**

- open "help a paw"
   tap on burger menu "types"
   remove all types from list

Step	1
Action	tap on burger menu "types"
Input data	
Expected result	the system should open list with types for signal
Step	2
Action	tap on button "lost ot found"
Input data	
Expected result	the system should add lost or found to list

## add blood donation

operation system IOS 16.2

Severity **Priority Behavior** Type Not set **↓** Low Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** Actual

# **Pre-conditions**

- open "help a paw"
   tap on burger menu "types"
   remove all types from list

Step	1
Action	tap on burger menu "types"
Input data	
Expected result	the system should open list with types for signa
Step	2
Action	tap on button "blood donation"
Input data	
Expected result	the system should add blood donation to list

### add homeless

operation system IOS 16.2

Severity **Priority Behavior** Type Not set **↓** Low Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** 

Actual

### **Pre-conditions**

- open "help a paw"
   tap on burger menu "types"
   remove all types from list

Step	1
Action	tap on burger menu "types"
Input data	
Expected result	the system should open list with types for signal
Step	2
Action	tap on button "homeless"
Input data	
Expected result	the system should add homeless to list

# add unneutered animals

operation system IOS 16.2

Severity **Priority Behavior** Type Not set **↓** Low Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** Actual

#### **Pre-conditions**

- open "help a paw"
   tap on burger menu "types"
   remove all types from list

Step	1
Action	tap on burger menu "types"
Input data	
Expected result	the system should open list with types for signal
Step	2
Action	tap on button "unneutered animals"
Input data	
Expected result	the system should add unneutered animals to list

### add wild animals

operation system IOS 16.2

Severity **Priority Behavior** Type Not set **↓** Low Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** 

Actual

#### **Pre-conditions**

- open "help a paw"
   tap on burger menu "types"
   remove all types from list

Step	1
Action	tap on burger menu "types"
Input data	
Expected result	the system should open list with types for signal
Step	2
Action	tap on button "wild animals"
Input data	
Expected result	the system should add wild animals to list

### add other

operation system IOS 16.2

Severity **Priority Behavior** Type Other Not set **↓** Low Positive Is Flaky Milestone **Automation** Layer

Not set No Not automated

**Status** Actual

#### **Pre-conditions**

- open "help a paw"
   tap on burger menu "types"
   remove all types from list

Step	1
Action	tap on burger menu "types"
Input data	
Expected result	the system should open list with types for signal
Step	2
Action	tap on button "other"
Input data	
Expected result	the system should add other to list

### add all from list

operation system IOS 16.2

Severity **Priority Behavior** Type Not set **↓** Low Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** Actual

#### **Pre-conditions**

- open "help a paw"
   tap on burger menu "types"
   remove all types from list

Step	1
Action	tap on burger menu "types"
Input data	
Expected resul	It the system should open list with types for signal
Step	2
Action	add all types to list
Input data	
Expected resul	It the system should add all types from list
Step	3
Action	tap on button "back"
Input data	
Expected resu	It the system should go bach to home page and there should dissapered message "there is an active filter"

# show my signal

operation system IOS 16.2

Severity **Priority Behavior** Type Not set O Medium Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** Actual

### **Pre-conditions**

- open help a paw
   send signal

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
эсер	
Action	tap on button ''my signals''
Input data	
Expected result	the system should open page with all my signals
Step	3
эсер	<u> </u>
Action	tap on signal ''котна на дърво''
Input data	
Expected result	the system should openpage with information for the signal

# delete my signal

operation system IOS 16.2

Severity **Priority Behavior** Type Not set O Medium Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** Actual

### **Pre-conditions**

- open help a paw
   send signal

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''my signals''
Input data	
Expected result	the system should open page with all my signals
Step	3
Action	tap on signal ''котна на дърво''
Input data	
Expected result	the system should openpage with information for the signal
Step	4
Action	tap on button ''delete''
Input data	
Expected result	the system should send message "delete signal?"
Step	5

Action	tap on red button "delete"
Input data	
Expected result	the system should delete signal ''котна на дърво''

**share my signal** operation system IOS 16.2 share my signal with messenger

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	O Medium	Positive	Functional
Layer	ls Flaky	Milestone	Automation

# **Pre-conditions**

**Status** Actual

- open help a paw
   send signal

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''my signals''
Input data	
Expected result	the system should open page with all my signals
Step	3
Action	tap on signal ''котна на дърво''
Input data	
Expected result	the system should openpage with information for the signal
Step	4
Action	tap on button ''share signal''
Input data	
Expected result	the system should open page with options for share

Step	5
Action	tap on button ''messenger''
Input data	
Expected result	the system should open list with contacts from messenger
Step	6
Action	choose contact and tap on button "send"
Input data	
Expected result	the system should send signal ''котна на дърво'' to this contact

# share my signal

operation system IOS 16.2 share my signal with viber

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

### Pre-conditions

**Status** Actual

- 1. open help a paw
- 2. send signal

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''my signals''
Input data	
Expected result	the system should open page with all my signals
Step	3
Action	tap on signal ''котна на дърво''
Input data	
Expected result	the system should openpage with information for the signal
Step	4
Action	tap on button ''share signal''
Input data	

Step	5
Action	tap on button "viber"
Input data	
Expected result	the system should open list with contacts from viber
_	
Step	6
Action	choose contact and tap on button "send"
lancet data	
Input data	

# navigate me

operation system IOS 16.2 with apple maps

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

- 1. open help a paw
- 2. send signal

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''my signals''
Input data	
Expected result	the system should open page with all my signals
Step	3
Action	tap on signal ''котна на дърво''
Input data	
Expected result	the system should openpage with information for the signal
Step	4
Action	tap on button ''navigate me''
Input data	
Expected result	the system should open list with navigation apps

Step	5
Action	tap on button "apple maps"
Input data	
Expected result	the system should show the location through apple maps

# navigate me

operation system IOS 16.2 with google maps

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

- 1. open help a paw
- 2. send signal

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''my signals''
Input data	
Expected result	the system should open page with all my signals
Step	3
Action	tap on signal ''котна на дърво''
Input data	
Expected result	the system should openpage with information for the signal
Step	4
Action	tap on button ''navigate me''
Input data	
Expected result	the system should open list with navigation apps

Step	5
Action	tap on button ''google maps''
Input data	
Expected result	the system should show the location through google maps

# navigate me

operation system IOS 16.2 with waze

SeverityPriorityBehaviorType- Not setO MediumPositiveOtherLayerIs FlakyMilestoneAutomationNot setNo-Not automated

Pre-conditions

**Status** Actual

- 1. open help a paw
- 2. send signal

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "my signals"
Input data	
Expected result	the system should open page with all my signals
Step	3
Action	tap on signal ''котна на дърво''
Input data	
Expected result	the system should openpage with information for the signal
Step	4
Action	tap on button ''navigate me''
Action Input data	tap on button "navigate me"

Step	5
Action	tap on button ''waze''
Input data	
Expected result	the system should show the location through waze

# change status

operation system IOS 16.2

Severity **Priority Behavior** Type Not set O Medium Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** Actual

Step

5

### **Pre-conditions**

- open help a paw
   send signal

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "my signals"
Input data	
Expected result	the system should open page with all my signals
Step	3
Action	tap on signal ''котна на дърво''
Input data	
	the system should openpage with information for the signal
	the system should openpage with information for the signal  4
Expected result	
Expected result Step	4
Expected result  Step  Action  Input data	4

Action

tap on status "somebody on the way"

Input data

Expected result the system should change status to somebody on the way and the should reflect it as a comment

# change status

operation system IOS 16.2 from somebody on the way to solved

Severity **Priority Behavior** Type Not set O Medium Positive **Functional** Layer Is Flaky Milestone **Automation** Not set No Not automated

**Status** Actual

### **Pre-conditions**

- 1. open help a paw
- send signal
   change status to "somebody on the way"

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''my signals''
Input data	
Expected result	the system should open page with all my signals
Step	3
Action	tap on signal ''котна на дърво''
Input data	
Expected result	the system should openpage with information for the signal
Step	4
Action	tap on drop down menu "status"
Input data	

Expected result	the system should open list with options for status	
Step	5	
Action	tap on status "solved"	
Input data		
Expected result	the system should change status from somebody on the way to solved and the should reflect it as a comment by keeping the old comment	

# send comment with photo

operation system IOS 16.2

Severity **Priority Behavior** Type Not set **↓** Low Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated

**Status** Actual

#### **Pre-conditions**

- open help a paw
   send signal

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''my signals''
Input data	
Expected result	the system should open page with all my signals
Step	3
Action	tap on signal ''котна на дърво''
Input data	
Expected result	the system should openpage with information for the signal
Step	4
Action	tap on field "enter comment" and enter comment
Input data	чудесна работа благодарности!
Expected result	the placeholder should disappear
Step	5

Action	tap on button ''photo'' and take photo	
Input data	Input data	
Expected result		
Step	6	
Action	tap on button "send"	
Input data		
Expected result	the system should send comment with photo	

# show signal from another person

operation system IOS 16.2

SeverityPriorityBehaviorTypeO NormalO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on map and pinching in
Input data	
Expected result	the map should zoom out
Step	2
Action	find singnal on map
Input data	
Expected result	
Step	3
Action	tap on signal
Input data	
Expected result	the system should open information for signal

# navigate signal from another person

operation system IOS 16.2 with apple maps

Severity **Priority Behavior** Type Not set O Medium Positive **Functional** Layer Is Flaky Milestone **Automation** Not set No Not automated **Status** 

Pre-conditions

Actual

open help a paw

Step	1
Action	tap on map and pinching in
Input data	
Expected result	the map should zoom out
Step	2
Action	find singnal on map
Input data	
Expected result	
Step	3
Action	tap on signal
Input data	
Expected result	the system should open information for signal
Step	4
Action	tap on button ''navigate me''
Input data	
Expected result	the system should open list with navigation apps
Step	5

Action	tap on button ''apple maps''
Input data	
Expected result	the system should show the location through apple maps

# navigate signal from another person

operation system IOS 16.2 with google maps

Severity **Priority Behavior** Type Not set O Medium Positive **Functional** Layer Is Flaky Milestone **Automation** Not set No Not automated **Status** 

### **Pre-conditions**

Actual

open help a paw

Step	1
Action	find singnal on map
Input data	
Expected result	
Step	2
Action	tap on signal
Input data	
Expected result	the system should open information for signal
Step	3
Action	tap on button ''navigate me''
Input data	
Expected result	the system should open list with navigation apps
Step	4
Action	tap on button ''google maps''
Input data	
Expected result	the system should show the location through google maps

# navigate signal from another person

operation system IOS 16.2 with waze

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	find singnal on map
Input data	
Expected result	
Step	2
Action	tap on signal
Input data	
Expected result	the system should open information for signal
Step	3
Action	tap on button ''navigate me''
Input data	
Input data  Expected result	the system should open list with navigation apps
	the system should open list with navigation apps
Expected result	
Expected result Step	4

# call tom signal

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open help a paw

Step	1
Action	find singnal on map
Input data	
Expected result	
Step	2
Action	tap on signal
Input data	
Expected result	the system should open information for signal
Step	3
Step Action	3 tap on phone number
Action	
Action Input data	tap on phone number
Action Input data	tap on phone number
Action Input data Expected result	tap on phone number  the system should open field with number
Action Input data Expected result Step	tap on phone number  the system should open field with number  4
Action Input data Expected result Step Action	tap on phone number  the system should open field with number

**Status** Actual

# share signal from another person

operation system IOS 16.2 share with viber

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	O Medium	Positive	Functional
_			_
Layer	Is Flaky	Milestone	Automation
<b>Layer</b> Not set	No	Milestone -	Automation  Not automated

### **Pre-conditions**

open help a paw

Step	1
Action	find singnal on map
Input data	
Expected result	
Step	2
Action	tap on signal
Input data	
Expected result	the system should open information for signal
Step	3
Action	tap on button "share"
Input data	
Expected result	the system should open page with options for share
Step	4
Action	tap on button "viber"
Input data	
Expected result	the system should open list with contacts from viber
Step	5

Action	choose contact and tap on button "send"
Input data	
Expected result	the system should send signal to this person

# share signal from another person

operation system IOS 16.2 share with messenger

Severity **Priority Behavior** Type Not set O Medium Positive **Functional** Layer Is Flaky Milestone **Automation** Not set No Not automated **Status** 

#### **Pre-conditions**

Actual

open help a paw

Step	1
Action	find singnal on map
Input data	
Expected result	
Step	2
Action	tap on signal
Input data	
Expected result	the system should open information for signal
Step	3
Action	tap on button "share"
Input data	
Expected result	the system should open page with options for share
Step	4
Action	tap on button ''messenger''
Input data	
Expected result	the system should open list with contacts from messenger
Step	5

Action	choose contact and tap on button "send"
Input data	
Expected result	the system should send signal to this person

### increase radius

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''settings''
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on radius slider and slide on right to end
Input data	
Expected result	the system should increase radius to 1000 kilometers

### reduce the radius

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionalities for the application
Shan	
Step	2
Action	tap on button "settings"
Input data	
Expected result	the system should open page with settings for the app
Step	3
Action	tap on radius slider and slide all the way from left to right
Input data	
Expected result	the system should reduce the radius to 1 kilometer

# increase signal timeout

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "settings"
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on signal timeout slider and slide on right to end
Input data	
Expected result	the system should increase timeout time to 30 days

# reduce timeout signal

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "settings"
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on timeout slider and slide on left to end
Input data	
Expected result	the system should reduce the timeout time to 1 day

# filter by all settings

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

### **Steps to reproduce**

5

Step

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "settings"
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on radius slider and slide to 10 kilometers
Input data	
Expected result	
Step	4
Action	tap on timeout slider and slide to 2 days
Input data	
Expected result	

Action	tap on button "all signal types"
Input data	
Expected result	the system should open list with types for signal
Step	6
Action	remove all types with the exception of emergency
Input data	
Expected result	the system should to search signal to 10 kilometers of you to 4 days and only form emergency

# reading the FAQ

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "settings"
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on button ''FAQ''
Input data	
Expected result	the system should open page with answers for frequently asked questions

Actual

### send feedback

operation system IOS 16.2

**Behavior** Severity **Priority** Type Positive **Functional** Not set O Medium Layer Is Flaky Milestone **Automation** Not set No Not automated **Status** 

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "settings"
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on button ''feedback''
Input data	
Expected result	the system should open page for new message
Step	4
Action	tap on field "from' and enter email
Input data	www.ivan@abv.bg
Expected result	the system should opem 3 fields
Step	5

Action	tap on field "cc" and enter contact
Input data	
Expected result	
Step	6
Action	tap on field "bcc' and enter contact
Input data	
Expected result	
Step	7
Step	1
Action	tap on field "subject" and enter text
Input data	котка
Expected result	the button "send" should be active
Step	8
Action	tap on button send
Input data	
Expected result	the system should send feedback

**Status** Actual

### send feedback

operation system IOS 16.2 without "cc" and "bcc"

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''settings''
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on button ''feedback''
Input data	
Expected result	the system should open page for new message
Step	4
Action	tap on field ''from' and enter email
Input data	www.ivan@abv.bg
Expected result	the system should opem 3 fields
Step	5

Action	pass the fields "cc" and "bcc"
Input data	
Expected result	
Step	6
Action	tap on field "subject" and enter text
Input data	куче
Expected result	the button "send" should be active
Step	7
Action	tap on button send
Input data	
Expected result	the system should send feedback

# cancel feedback (delete draft)

operation system IOS 16.2

SeverityPriorityBehaviorType- Not setO MediumPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "settings"
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on button ''feedback''
Input data	
Expected result	the system should open page for new message
Step	4
Action	tap on button "cancel"
Input data	
Expected result	the system should open page with options
Step	5

Action	tap on button ''delete draft''
Input data	
Expected result	the system should detele draft and go back to settings

# camcel feedback (save draft)

operation system IOS 16.2

Severity **Priority Behavior** Type Not set O Medium Positive **Functional** Is Flaky Milestone **Automation** Layer Not set No Not automated **Status** 

Pre-conditions

Actual

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "settings"
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on button ''feedback''
Input data	
Expected result	the system should open page for new message
Step	4
Action	tap on button "cancel"
Input data	
Expected result	the system should open page with options
Step	5

Action	tap on button "save draft"
Input data	
Expected result	the draft should be saved and system should go back to settings

# cancel feedback (cancel)

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "settings"
Input data	
Expected result	the system should open page with settings for app
Step	3
Action	tap on button "feedback"
Input data	
Expected result	the system should open page for new message
Step	4
Action	tap on button "cancel"
Input data	
Expected result	the system should open page with options
Step	5

Action	tap on button "cancel"
Input data	
Expected result	the system should stay on feedback

# privacy policy

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

1
tap on burger menu
the system should open list with functionals for the application
2
tap on button "privacy policy"
the system should open text page with privacy policy

# about help a paw

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button ''about''
Input data	
Expected result	the system should open page with name app, version app, options for feedback

### feedback from about

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

#### **Pre-conditions**

open help a paw

Step	1		
Action	tap on burger menu		
Input data			
Expected result	the system should open list with functionals for the application		
Step	2		
Action	tap on button ''about''		
Input data			
Expected result	the system should open page with information for the product		
Step	3		
Action	tap on button contact us		
Input data			
Expected result	the system should open page for feedback		
Step	4		
Action	fill all fields and tap on button "send"		
Input data			
Expected result	the system should send feedback		

## share the app

operation system IOS 16.2 share with messenger

SeverityPriorityBehavior- Not setO MediumPositiveLayerIs FlakyMilestoneNot setNo-Status

Type

**Functional** 

**Automation** 

Not automated

### **Pre-conditions**

Actual

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "share"
Input data	
Expected result	the system should open page for share
Step	3
Action	tap on button "share"
Input data	
Expected result	the system should open list with options for share
Step	4
Action	tap on button "messenger"
Input data	
Expected result	the system should open list with contacts in messenger
Step	5

Action	choose the contact and tap on send		
Input data			
Expected result	the system should share "help a paw" to this contact		

## share the app

operation system IOS 16.2 share with viber

SeverityPriorityBehavior- Not setO MediumPositiveLayerIs FlakyMilestoneNot setNo-Status

Type
Functional
Automation

Not automated

### **Pre-conditions**

Actual

open help a paw

Step	1		
Action	tap on burger menu		
Input data			
Expected result	the system should open list with functionals for the application		
Step	2		
Action	tap on button "share"		
Input data			
Expected result	the system should open page for share		
Step	3		
Action	tap on button ''share''		
Input data			
Expected result	the system should open list with options for share		
Step	4		
Action	tap on button "viber"		
Input data			
Expected result	the system should open list with contacts in viber		
Step	5		

Action	choose the contact and tap on send		
Input data			
Expected result	the system should share "help a paw" to this contact		

# install help a paw

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

### **Pre-conditions**

open app store

Step	1		
Action	tap on search menu and enter help a paw		
Input data			
Expected result	the system should open list with apps		
Step	2		
Action	cheese the app "helpa a paw"		
Input data			
Expected result	the system should open page with information for app		
Step	3		
Action	tap on buuton "get"		
Input data			
Expected result	the system should start installation on you mobile device		

# uninstall help a paw

operation system IOS 16.2

SeverityPriorityBehaviorType− Not set↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationNot setNo-Not automated

**Status** Actual

Step	1	
Action	tap and hold on icon "help a paw"	
Input data		
Expected result	the system should open 3 optins	
_		
Step	2	
Action	tap on button "remove app"	
Input data		
Expected result	the system should delete app from you mobile device	

# load testing

operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	<b>↑</b> High	Positive	Performance
Layer	Is Flaky	Milestone	Automation
Not set	No	-	Not automated

Status

Actual

#### **Pre-conditions**

open helpa a paw in JMeter

Step	1
Action	run the program with 20 000 user
Input data	
Expected result	the system should remain stable

# stress load

operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	<b>↑</b> High	Positive	Performance
Laver	le Flein.	Milastana	A t t i
<b>-</b> , c.	Is Flaky	Milestone	Automation

**Status** Actual

#### **Pre-conditions**

open helpa a paw in JMeter

Step	1
Action	run the program with 20 000 user
Input data	
Expected result	the system should remain stable
Step	2
Action	load the program from 20 000 users to 100 000 within 5 hours
Input data	
Expected result	the system should remain stable

# maximum load

operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	<b>↑</b> High	Positive	Performance
Layer	Is Flaky	Milestone	Automation
Not set	No	-	Not automated

Status

Actual

#### **Pre-conditions**

open helpa a paw in JMeter

Step	1
Action	run the program with 150 000 user
Input data	
Expected result	the system can be a bit slow

# negative load

operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	<b>↑</b> High	Negative	Performance
Layer	Is Flaky	Milestone	Automation
Not set	No	-	Not automated

**Status** 

Actual

#### **Pre-conditions**

open helpa a paw in JMeter

Step	1
Action	run the program with 200 000 users
Input data	
Expected result	the system may crash

# spike load

operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	<b>↑</b> High	Positive	Performance
Layer	Is Flaky	Milestone	Automation
	•		71010111011

**Status** Actual

#### **Pre-conditions**

open helpa a paw in JMeter

Step	1
Action	run the program with 20 000 users
Input data	
Expected result	the system should remain stable
Step	2
Action	load the program from 20 000 users to 80 000 within 10 minutes
Input data	
Expected result	the system should remain stable

# negative stress load

operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	<b>↑</b> High	Negative	Performance
Layer	Is Flaky	Milestone	Automation
Not set	No	-	Not automated

**Status** Actual

#### **Pre-conditions**

open helpa a paw in JMeter

Step	1
Action	run the program with 20 000 user
Input data	
Expected result	the system should remain stable
Step	2
Action	load the program from 20 000 users to 80 000 within 20 minutes
Input data	
Expected result	the system should remain stable to 15 minutes after 20 minutes the system may crash

# register 5 000 signals in one time

operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	<b>↑</b> High	Negative	Performance
Layer	ls Flaky	Milestone	Automation
Not set	No	-	Not automated

Status

Actual

#### **Pre-conditions**

open helpa a paw in JMeter

Step	1
Action	send 5 000 signal from 5 000 users in one time
Input data	
Expected result	the system can be slow while registering all signals

# register 20 signals in one time

operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	<b>↑</b> High	Positive	Performance
Layer	Is Flaky	Milestone	Automation
Not set	No	-	Not automated

Status

Actual

#### **Pre-conditions**

open helpa a paw in JMeter

Step	1
Action	send 20 signal from 20 users in one time
Input data	
Expected result	the system should send all signlas on time

# power by using

operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
<ul><li>Not set</li></ul>	<b>O</b> Medium	Positive	Performance
Layer	Is Flaky	Milestone	Automation
	15 I laky	Milestone	Automation

**Status** Actual

#### **Pre-conditions**

open helpa a paw

Step	1
Action	use helpa a paw for 10 minutes
Input data	
Expected result	
Step	2
Action	passed through 50% of functionals of the program
Input data	
Expected result	the battery should lost only 3% ot power

save the page operation system IOS 16.2 system properties: maximum load-150 000 users normal load-20 000 user stress- to 60% scalability-to 30 000 in one time spike testing- to 40% for 15 min

Severity	Priority	Behavior	Туре
— Not set	↑ High	Positive	Performance
Layer	Is Flaky	Milestone	Automation
Not set	No	-	Not automated
Status			
Actual			

#### **Pre-conditions**

open help a paw

Step	1
Action	tap on burger menu
Input data	
Expected result	the system should open list with functionals for the application
Step	2
Action	tap on button "feedback"
Input data	
Expected result	the system should open page new message
Step	3
Action	call from other phone
Input data	
Expected result	
Step	4
Action	tap on red earpiece
Input data	