

Functional Requirement #1: The user can turn on the timer for a chosen time

- **ID:** 1.1
 - **Title:** Turn on the timer for 15 minutes
 - **Precondition:** The user must have already chosen session time of 15 minutes
 - **Assumption:** MainActivity is started
 - **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 - **Expected result:** The timer starts counting down from "15:00".
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- **ID:** 1.2
 - **Title:** Turn on the timer for 30 minutes
 - **Precondition:** The user must have already chosen session time of 30 minutes
 - **Assumption:** MainActivity is started
 - **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 - **Expected result:** The timer starts counting down from "30:00".
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- **ID:** 1.3
 - **Title:** Turn on the timer for 60 minutes
 - **Precondition:** The user must have already chosen session time of 60 minutes
 - **Assumption:** MainActivity is started
 - **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 - **Expected result:** The timer starts counting down from "60:00".

Functional Requirement #2: When the session starts, the device goes into Silent Mode

- **ID:** 2.1
- **Title:** Go from Normal to Silent Mode
- **Precondition:** The device must be in Normal Mode
- **Assumption:** MainActivity is started
- **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
- **Expected result:** The device goes into Silent Mode

- **ID:** 2.2
- **Title:** Go from Vibrate to Silent Mode
- **Precondition:** The device must be in Vibrate Mode
- **Assumption:** MainActivity is started
- **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
- **Expected result:** The device goes into Silent Mode

- **ID:** 2.3
- **Title:** Go from Silent to Silent Mode
- **Precondition:** The device must be in Silent Mode
- **Assumption:** MainActivity is started
- **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
- **Expected result:** The device is still in Silent Mode

Functional Requirement #3: When the session ends, the device goes into previous ringer mode

- **ID:** 3.1
- **Title:** Go back to Normal Mode after quitting the session
- **Precondition:** The device must have been in Normal Mode before the session started
- **Assumption:** MainActivity is started, a session is running
- **Test steps:**
 1. Navigate to "QUIT" button.
 2. Click on the "QUIT" button.
- **Expected result:** The device goes into Normal Mode

- **ID:** 3.2
- **Title:** Go back to Vibrate Mode after the timer finishes counting down
- **Precondition:** The device must have been in Vibrate Mode before the session started
- **Assumption:** MainActivity is started, a session is running
- **Test steps:**
 1. Wait for the timer to finish counting down.
- **Expected result:** The device goes into Vibrate Mode

- **ID:** 3.3
- **Title:** Stay in Silent Mode after quitting the session
- **Precondition:** The device must have been in Silent Mode before the session started
- **Assumption:** MainActivity is started, a session is running
- **Test steps:**
 1. Navigate to "QUIT" button.
 2. Click on the "QUIT" button.
- **Expected result:** The device stays in Silent Mode

Functional Requirement #4: Running session can be quit

- **ID:** 4.1
 - **Title:** Quit a session set to 15 minutes
 - **Precondition:** The user must have already chosen session time of 15 minutes
 - **Assumption:** MainActivity is started
 - **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 3. Navigate to "QUIT" button.
 4. Click on the "QUIT" button.
 - **Expected result:** The session is quit (the timer displays "15:00")
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- **ID:** 4.2
 - **Title:** Quit a session set to 30 minutes
 - **Precondition:** The user must have already chosen session time of 30 minutes
 - **Assumption:** MainActivity is started
 - **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 3. Navigate to "QUIT" button.
 4. Click on the "QUIT" button.
 - **Expected result:** The session is quit (the timer displays "30:00")

- **ID:** 4.3
- **Title:** Quit a session set to 60 minutes
- **Precondition:** The user must have already chosen session time of 60 minutes
- **Assumption:** MainActivity is started
- **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 3. Navigate to "QUIT" button.
 4. Click on the "QUIT" button.
- **Expected result:** The session is quit (the timer displays "60:00")

Functional Requirement #5: The user has an insight to his session statistics

- **ID:** 5.1
- **Title:** Go from MainActivity screen to Statistics screen
- **Precondition:** -
- **Assumption:** MainActivity is started
- **Test steps:**
 1. Navigate to "statistics" button.
 2. Click on the "statistics" button.
- **Expected result:** The Statistics screen is displayed

- **ID:** 5.2
- **Title:** Go from Level screen to Statistics screen
- **Precondition:** -
- **Assumption:** LevelActivity is started
- **Test steps:**
 1. Navigate to "statistics" button.
 2. Click on the "statistics" button.
- **Expected result:** The Statistics screen is displayed

- **ID:** 5.3
- **Title:** Go from Statistics screen to Statistics screen
- **Precondition:** -
- **Assumption:** StatisticsActivity is started
- **Test steps:**
 1. Navigate to "statistics" button.
 2. Click on the "statistics" button.
- **Expected result:** The Statistics screen is displayed

Functional Requirement #6: Finishing a session adds points

- **ID:** 6.1
 - **Title:** Decrease "time to level up" after 15min session
 - **Precondition:** The user must have already chosen session time of 15 minutes, the number of points is equal to x, "time to level up" is greater than 15
 - **Assumption:** MainActivity is started
 - **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 3. Wait for the session to end.
 4. Navigate to "level" button.
 5. Click on the "level" button.
 - **Expected result:** The number displayed under "time to level up" is equal to $x - 15$
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- **ID:** 6.2
 - **Title:** Add points to "total time" after 15min session
 - **Precondition:** The user must have already chosen session time of 15 minutes, the total time is equal to x
 - **Assumption:** MainActivity is started
 - **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 3. Wait for the session to end.
 4. Navigate to "statistics" button.
 5. Click on the "statistics" button.
 - **Expected result:** The total time displayed under "total time" is equal to $x + 15$
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- **ID:** 6.3
 - **Title:** Add points to "total time" after 30min session
 - **Precondition:** The user must have already chosen session time of 15 minutes, the total time is equal to x
 - **Assumption:** MainActivity is started
 - **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 3. Wait for the session to end.
 4. Navigate to "statistics" button.
 5. Click on the "statistics" button.
 - **Expected result:** The total time displayed under "total time" is equal to $x + 30$

Functional Requirement #8: Finishing session affects user's level

- **ID:** 8.1
- **Title:** Increase level after 15min session
- **Precondition:** The user must have already chosen session time of 15 minutes, "time to level up" is no greater than 15, level is equal to x
- **Assumption:** MainActivity is started
- **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 3. Wait for the session to end.
 4. Navigate to "level" button.
 5. Click on the "level" button.
- **Expected result:** The level displayed is equal to $x + 1$

- **ID:** 8.2
- **Title:** Increase level after 30min session
- **Precondition:** The user must have already chosen session time of 30 minutes, "time to level up" is no greater than 30, level is equal to x
- **Assumption:** MainActivity is started
- **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 3. Wait for the session to end.
 4. Navigate to "level" button.
 5. Click on the "level" button.
- **Expected result:** The level displayed is equal to $x + 1$

- **ID:** 8.3
- **Title:** Don't increase level after 15min session
- **Precondition:** The user must have already chosen session time of 15 minutes, "time to level up" is greater than 15, level is equal to x
- **Assumption:** MainActivity is started
- **Test steps:**
 1. Navigate to "START" button.
 2. Click on the "START" button.
 3. Wait for the session to end.
 4. Navigate to "level" button.
 5. Click on the "level" button.
- **Expected result:** The level displayed is equal to $x + 1$