

System and Unit Test Report

Product Name: Dining Slugs

Team Name: Dining Slug

Date: December 2, 2018

System Test Scenarios:

- Sprint 1
 - User Story 1: *"As a user, I want to know what is on the menu so that I know what the dining hall is serving without having to go there."*
 - Scenario 1:
 - Press one of 5 dining hall labeled buttons
 - Press one of the meal type (breakfast, lunch, dinner, late night) buttons
 - The user should see the menu for that dining hall for that meal type
 - User Story 2: *"As a user I would like to be able to search for food items within the U.I."*
 - Scenario 1:
 - Press the search bar in the top
 - Type the food item you want to see in the search box
 - The query will output filtered results based on input
- Sprint 2
 - User Story 1: *"As a user I would like to access the website and see what the dining hall is serving."*
 - Scenario 1:
 - Press one of 5 dining hall labeled buttons
 - Press one of the meal type (breakfast, lunch, dinner, late night) buttons
 - The user should see the menu for that dining hall for that meal type and was able to reach the location using the U.I.
 - User Story 2: *"As a user I would like to be able to search for food items within the U.I so I can know if a dining hall is serving something I like quickly."*
 - Scenario 1:
 - Press the search bar in the top
 - Type the food item you want to see in the search box
 - If any dining hall is serving the food item, the user can see it in the drop down list

- Sprint 3
 - User Story 1: *"As a user I would like to be able to use the search bar so that I can quickly find out what the dining halls are serving."*
 - Scenario 1:
 - Press the search bar in the top
 - Type the food item you want to see in the search box
 - If any dining hall is serving the food item, the user can see it in the drop down list
 - User Story 2: *"As a user I would like to see the ratings for the food items so that I can decide what I should or should not eat."*
 - Scenario 1:
 - Press one of 5 dining hall labeled buttons
 - Press one of the meal type (breakfast, lunch, dinner, late night) buttons
 - The user should see the rating for the food item underneath the name of the food item
 - User Story 3: *"As a user I would like to see how busy a dining hall is so that I can avoid waiting in long lines."*
 - Scenario 1:
 - On the home screen, look at the label for the corresponding dining hall
 - In the middle of the button, the user should see how busy the dining hall is
 - User Story 4: *"As a user I would like to see an attractive home page so that I can easily navigate through the website."*
 - Scenario 1:
 - On the home page, the user should see only 5 buttons and 1 form (search bar)
 - The user can find information on the dining hall and click each button to quickly navigate to that dining hall's menu
 - The user can press the search bar and type in a food item to see if it exists
- Sprint 4
 - User Story 1: *"As a user, I would like to see accurate ratings for each food item so that have an idea of how good the food is"*
 - Scenario 1:
 - Press one of 5 dining hall labeled buttons
 - Press one of the meal type (breakfast, lunch, dinner, late night) buttons

- The user should see the rating for the food item underneath the name of the food item
- Scenario 2:
 - Press one of 5 dining hall labeled buttons
 - Press one of the meal type (breakfast, lunch, dinner, late night) buttons
 - User presses the amount of stars they would like to rate the food item
 - The number of ratings updates by 1 and the overrating is adjusted to the new rating
- User Story 2: *"As a user, I would like to see a page for each food item so that I can see the nutrition information and the ratings."*
 - Scenario 1:
 - Press one of 5 dining hall labeled buttons
 - Press one of the meal type (breakfast, lunch, dinner, late night) buttons
 - The user presses the food item they want more details about
 - The user should see the nutritional info, the dining hall the food is served in, and the rating for that food item
- User Story 3: *"As a user I would like to see a finalized design on the web page with no errors."*
 - Scenario 1:
 - On the website the user should see a finalized design that was agreed upon by the team.
 - The user should be able to intuitively understand the design
 - The user learns the navigation with no previous visits.