TeamHub Scenarios

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## Registration

**Objective**

Verify that the TeamHub registration process works correctly for email/password sign-up, external authentication, and the post-registration role selection wizard.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A valid email address for testing (e.g., testuser@example.com).
* Access to external authentication accounts (e.g., Google, Apple).
* Test environment cleared of any existing account with the test email.

**Test Case 1: Registration with Email and Password**

1. **Navigate to Login Page**
   * Open the TeamHub application in a web browser.
   * Verify the login page loads and displays the "Sign Up" button.
2. **Access Registration Form**
   * Click the "Sign Up" button.
   * Verify the registration form appears with fields for email and password.
3. **Enter Valid Credentials**
   * Input a valid email (e.g., testuser@example.com).
   * Input a password meeting requirements (e.g., 8+ characters, mix of letters, numbers, symbols like "Test123!").
   * Verify the "Sign Up with Email" button becomes active.
4. **Submit Registration**
   * Click "Sign Up with Email."
   * Verify a confirmation message appears: "Verification email sent!"
   * Check the test email inbox for the verification link.
5. **Verify Email**
   * Open the verification email and click the link.
   * Verify the link redirects to TeamHub and confirms the account (e.g., redirects to login or wizard).
6. **Error Handling (Optional)**
   * Attempt registration with an already-used email.
   * Verify an error message appears (e.g., "Email already in use").
   * Attempt registration with an invalid password (e.g., "abc").
   * Verify an error message appears (e.g., "Password must be at least 8 characters").

**Test Case 2: Registration with External Authentication**

1. **Access External Auth Options**
   * Navigate to the registration page via the "Sign Up" button.
   * Verify external authentication buttons (e.g., Google, Apple) are visible.
2. **Sign Up with Google**
   * Click the "Sign Up with Google" button.
   * Log in with a test Google account (e.g., testuser@gmail.com).
   * Authorize TeamHub to access the account.
   * Verify redirection back to TeamHub with the account created.
3. **Sign Up with Apple (Optional)**
   * Repeat the process for Apple authentication if supported.
   * Verify successful account creation and redirection.
4. **Error Handling (Optional)**
   * Attempt external auth with a cancelled authorization.
   * Verify the app returns to the registration page with no account created.

**Test Case 3: Post-Registration Role Selection Wizard**

1. **Access Wizard**
   * Complete registration via email or external auth.
   * Verify the role selection wizard appears post-registration.
2. **Select Single Role**
   * Select "Coach/Manager" from the multi-select list.
   * Click "Next."
   * Verify the app proceeds to the dashboard with coach-specific features enabled.
3. **Select Multiple Roles**
   * Repeat registration with a new email or external auth.
   * Select both "Coach/Manager" and "Parent/Guardian."
   * Click "Next."
   * Verify the dashboard reflects both roles (e.g., access to team scheduling and player updates).
4. **No Selection (Optional)**
   * Attempt to click "Next" without selecting a role.
   * Verify an error or prompt appears (e.g., "Please select at least one role").

**Expected Outcomes**

* Email registration completes with valid credentials and email verification.
* External authentication creates an account without manual email/password input.
* Role selection wizard correctly assigns user roles and tailors the dashboard.
* Error messages display appropriately for invalid inputs or actions.

**Notes**

* Record any deviations (e.g., UI glitches, missing error messages) with screenshots.
* Test across browsers (Chrome, Firefox, Safari) to ensure compatibility.
* If the app supports mobile, repeat key steps on iOS/Android.
* Update placeholders (e.g., URLs, email addresses) with your test environment details.

## Create Team

**Objective**

Verify that the TeamHub team creation process works correctly for users who selected "Coach/Manager" in the registration wizard. This includes validating the club unique code input, successful team creation under an existing club, and error handling for invalid codes.

**Prerequisites**

* A TeamHub account registered as a Coach/Manager (use the registration process from previous tests if needed).
* Access to the TeamHub application (URL: [insert application URL]).
* At least one pre-created club with a known unique 8-character alphanumeric code (e.g., "ABC123XY" for a valid club).
* An invalid club code for testing (e.g., "INVALID1").
* Test environment with clubs manually created and assigned codes.

**Test Case 1: Successful Team Creation with Valid Club Code**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using credentials for a Coach/Manager account.
   * Verify the dashboard loads with coach-specific features (e.g., team management options).
2. **Navigate to Team Creation Page**
   * From the dashboard, locate and click the "Create Team" or equivalent button (e.g., under "Teams" menu).
   * Verify the team creation form appears, including a field for the club unique code.
3. **Enter Valid Club Code and Team Details**
   * Input the valid 8-character club code (e.g., "ABC123XY").
   * Fill in other required team details (e.g., team name like "Youth Soccer Team", age group, sport type – assume standard fields if not specified).
   * Verify the form validates inputs (e.g., no errors on valid data).
4. **Submit Team Creation**
   * Click the "Create Team" or "Submit" button.
   * Verify a success message appears (e.g., "Team created successfully under club [Club Name]").
   * Confirm the team is listed in the dashboard or club-associated teams, and is linked to the correct club.

**Test Case 2: Team Creation with Invalid Club Code**

1. **Log In and Navigate**
   * Repeat steps 1-2 from Test Case 1 to reach the team creation form.
2. **Enter Invalid Club Code**
   * Input an invalid 8-character code (e.g., "INVALID1").
   * Fill in other required team details as in Test Case 1.
3. **Submit and Verify Error**
   * Click the "Create Team" or "Submit" button.
   * Verify an error message appears: "A club with code [INVALID1] can not be found."
   * Confirm no team is created, and the form remains editable for corrections.

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Invalid Code Format**
   * Attempt to input a code shorter than 8 characters (e.g., "ABC12").
   * Verify form validation prevents submission or shows an error (e.g., "Code must be 8 alphanumeric characters").
2. **Non-Alphanumeric Code**
   * Input a code with special characters (e.g., "ABC123!@").
   * Verify an error for invalid format.
3. **Empty Code Field**
   * Leave the club code field blank.
   * Attempt submission and verify a required field error.
4. **Case Sensitivity (If Applicable)**
   * If codes are case-sensitive, test with mixed case (e.g., "AbC123Xy" vs. "abc123xy").
   * Verify behavior matches expected (success or error based on club data).

**Expected Outcomes**

* Valid club code results in team creation under the specified club.
* Invalid club code triggers the exact error message without creating a team.
* Form validations handle input errors appropriately.
* No unauthorized access or creation for non-Coach/Manager users (test by attempting with a Parent/Guardian account if available).

**Notes**

* Record any deviations (e.g., UI issues, unexpected errors) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure clubs are pre-created manually in the test environment before running these tests.
* Update placeholders (e.g., URLs, codes, field names) with your actual app details.
* If additional team fields are required (e.g., team logo, description), incorporate them into the steps as needed.

## Parent/Guardian Registration and Player Association

**Objective**

Verify the registration process for a Parent/Guardian in TeamHub and the subsequent process of adding one or more players to teams using unique 8-character alphanumeric team codes. Validate successful player association and error handling for invalid team codes.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A valid email address for testing Parent/Guardian registration (e.g., parenttest@example.com).
* At least two pre-created teams with known 8-character alphanumeric codes (e.g., "TEAM123X" and "TEAM456Y").
* An invalid team code for testing (e.g., "INVALID2").
* Test environment with clubs and teams manually created, and teams assigned unique codes.
* No existing account for the test email.

**Test Case 1: Parent/Guardian Registration**

1. **Navigate to Login Page**
   * Open the TeamHub application in a web browser.
   * Verify the login page loads and displays the "Sign Up" button.
2. **Access Registration Form**
   * Click the "Sign Up" button.
   * Verify the registration form appears with fields for email and password.
3. **Enter Valid Credentials**
   * Input a valid email (e.g., parenttest@example.com).
   * Input a password meeting requirements (e.g., 8+ characters, mix of letters, numbers, symbols like "Parent456!").
   * Verify the "Sign Up with Email" button becomes active.
4. **Submit Registration**
   * Click "Sign Up with Email."
   * Verify a confirmation message appears: "Verification email sent!"
   * Check the test email inbox for the verification link.
5. **Verify Email**
   * Open the verification email and click the link.
   * Verify the link redirects to TeamHub and confirms the account.
6. **Complete Role Selection Wizard**
   * After verification, verify the role selection wizard appears.
   * Select "Parent/Guardian" from the multi-select list (do not select "Coach/Manager").
   * Click "Next."
   * Verify the dashboard loads with parent-specific features (e.g., player management options).
7. **Error Handling (Optional)**
   * Attempt registration with an already-used email.
   * Verify an error message appears (e.g., "Email already in use").
   * Attempt with an invalid password (e.g., "abc").
   * Verify an error message appears (e.g., "Password must be at least 8 characters").

**Test Case 2: Adding Players to Teams**

1. **Log In as Parent/Guardian**
   * Log in with the Parent/Guardian account credentials.
   * Verify the dashboard loads with access to player management (e.g., "Add Player" button or menu).
2. **Navigate to Add Player Form**
   * Click the "Add Player" or equivalent button.
   * Verify the form appears with fields for player name, date of birth, and team code.
3. **Add First Player with Valid Team Code**
   * Input player details:
     + Name: e.g., "John Smith"
     + Date of Birth: e.g., "01/15/2015" (use correct format, e.g., MM/DD/YYYY).
     + Team Code: Valid code "TEAM123X".
   * Click "Submit" or "Add Player."
   * Verify a success message appears (e.g., "Player John Smith added to team").
   * Confirm the player is listed in the parent’s dashboard and associated with the correct team.
4. **Add Second Player to a Different Team**
   * Return to the "Add Player" form.
   * Input new player details:
     + Name: e.g., "Emma Smith"
     + Date of Birth: e.g., "03/22/2013".
     + Team Code: Valid code "TEAM456Y".
   * Click "Submit" or "Add Player."
   * Verify a success message and confirm Emma is associated with the second team.
5. **Add Player with Invalid Team Code**
   * Return to the "Add Player" form.
   * Input player details:
     + Name: e.g., "Alex Brown"
     + Date of Birth: e.g., "07/10/2014".
     + Team Code: Invalid code "INVALID2".
   * Click "Submit" or "Add Player."
   * Verify an error message appears: "No team found with code INVALID2."
   * Confirm no player is added.

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Invalid Team Code Format**
   * Input a team code shorter than 8 characters (e.g., "TEAM12").
   * Verify form validation prevents submission or shows an error (e.g., "Code must be 8 alphanumeric characters").
2. **Non-Alphanumeric Team Code**
   * Input a code with special characters (e.g., "TEAM12!@").
   * Verify an error for invalid format.
3. **Empty or Missing Fields**
   * Attempt submission with empty name, date of birth, or team code.
   * Verify required field errors appear for each missing field.
4. **Invalid Date of Birth**
   * Input an invalid date (e.g., "13/45/2010" or future date like "01/01/2026").
   * Verify an error for invalid date format or range.
5. **Multiple Players, Same Team**
   * Add another player with the same team code as the first (e.g., "TEAM123X").
   * Verify the player is added successfully to the same team.

**Expected Outcomes**

* Parent/Guardian registration completes successfully with email verification and role selection.
* Players are correctly associated with teams when valid 8-character team codes are provided.
* Invalid team codes trigger the exact error message: "No team found with code [code]."
* Form validations handle incorrect inputs appropriately.
* Multiple players can be added, and players can be associated with different teams.

## Add Fixture as a Manager

**TeamHub Event Creation and Parent Dashboard View Manual Testing Steps**

**Objective**

Verify that a Coach/Manager can create an event (match, friendly, training, tournament, or social event) for a team, and that Parent/Guardian users can view the event on their dashboard. Validate event creation with required and optional fields and ensure correct visibility for parents.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team already created (e.g., team with code "TEAM123X").
* A Parent/Guardian account with at least one player associated with the team (e.g., "John Smith" on "TEAM123X").
* Test environment with clubs and teams manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Event Creation by Coach/Manager**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials.
   * Verify the dashboard loads with team management features (e.g., team list, event creation options).
2. **Navigate to Event Creation**
   * From the dashboard, select the team (e.g., "TEAM123X") or navigate to the team management section.
   * Click the "Add Event" or equivalent button.
   * Verify the event creation form appears with fields for event type, name, location, date and time, opponent (optional), and additional information.
3. **Create Event with All Fields**
   * Fill in the event details:
     + Event Type: Select "Match" from a dropdown (options: Match, Friendly, Training, Tournament, Social Event).
     + Name: e.g., "League Game vs. Rivals".
     + Location: e.g., "City Stadium, 123 Main St".
     + Date and Time: e.g., "09/20/2025 10:00 AM" (use correct format, e.g., MM/DD/YYYY HH:MM).
     + Opponent: e.g., "Rival FC".
     + Additional Information: e.g., "Bring water and shin guards."
   * Click "Create Event" or "Submit."
   * Verify a success message appears (e.g., "Event created successfully").
   * Confirm the event is listed in the team’s event calendar or dashboard.
4. **Create Event without Optional Opponent Field**
   * Return to the "Add Event" form.
   * Fill in:
     + Event Type: Select "Training".
     + Name: e.g., "Weekly Practice".
     + Location: e.g., "Training Field A".
     + Date and Time: e.g., "09/22/2025 4:00 PM".
     + Opponent: Leave blank.
     + Additional Information: e.g., "Focus on passing drills."
   * Click "Create Event" or "Submit."
   * Verify a success message and confirm the event is listed without an opponent.

**Test Case 2: Parent/Guardian Viewing Events**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials (with a player on "TEAM123X").
   * Verify the dashboard loads with parent-specific features (e.g., player and team event visibility).
2. **Check Dashboard for Events**
   * Navigate to the dashboard or team section for the player’s team (e.g., "TEAM123X").
   * Verify both events ("League Game vs. Rivals" and "Weekly Practice") appear in the event list or calendar.
   * Confirm event details are displayed correctly:
     + Name, location, date, time, opponent (if provided), and additional information.
3. **Verify Event Accessibility**
   * Click on each event to view details (if applicable).
   * Verify all fields match the input from Test Case 1 (e.g., "Match" shows opponent "Rival FC", "Training" shows no opponent).
   * Confirm the Parent/Guardian cannot edit or delete the event (read-only access).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Missing Required Fields**
   * As Coach/Manager, attempt to submit an event without:
     + Name, location, or date/time.
   * Verify form validation prevents submission and shows errors (e.g., "Name is required", "Date and time are required").
2. **Invalid Date/Time**
   * Input a past date (e.g., "09/01/2024") or invalid format (e.g., "13/45/2025").
   * Verify an error appears (e.g., "Date must be in the future" or "Invalid date format").
3. **Event Type Validation**
   * Verify the event type dropdown only allows valid options (Match, Friendly, Training, Tournament, Social Event).
   * Attempt submission with no event type selected (if possible).
   * Verify an error for missing event type.
4. **Parent/Guardian Dashboard for Non-Associated Team**
   * Log in with a Parent/Guardian account not associated with "TEAM123X".
   * Verify the events for "TEAM123X" do not appear on their dashboard.

**Expected Outcomes**

* Coach/Manager can create events with required fields (name, location, date/time, event type) and optional fields (opponent, additional information).
* Events appear correctly on the Parent/Guardian dashboard for associated teams.
* Parent/Guardian users have read-only access to event details.
* Form validations handle missing or invalid inputs appropriately.
* Events are only visible to parents of players associated with the team.

**Notes**

* Record deviations (e.g., UI glitches, incorrect event details) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and associated player exist in the test environment.
* Update placeholders (e.g., URLs, team codes, field formats) with actual app details.
* Verify that non-Coach/Manager accounts (e.g., Parent/Guardian) cannot access the event creation feature.

## Event Availability

**Objective**

Verify that a Parent/Guardian can mark a player’s availability for events in TeamHub and that a Coach/Manager can view the availability status for each event. Validate the availability marking process and visibility of statuses.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X") and at least two events created (e.g., "League Game vs. Rivals" and "Weekly Practice").
* A Parent/Guardian account with at least two players associated with the team (e.g., "John Smith" and "Emma Smith" on "TEAM123X").
* Test environment with clubs, teams, and events manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Parent/Guardian Marking Player Availability**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a web browser.
   * Log in using Parent/Guardian account credentials (with players "John Smith" and "Emma Smith" on "TEAM123X").
   * Verify the dashboard loads with parent-specific features (e.g., player and team event visibility).
2. **Navigate to Event List**
   * Navigate to the dashboard or team section for "TEAM123X."
   * Verify the events (e.g., "League Game vs. Rivals" and "Weekly Practice") are listed with player management options.
3. **Mark Availability for First Player**
   * Select the "League Game vs. Rivals" event.
   * For "John Smith," locate the availability option (e.g., dropdown or toggle with options like "Available," "Not Available").
   * Set availability to "Available."
   * Click "Save" or "Submit" (or equivalent).
   * Verify a confirmation message appears (e.g., "Availability updated for John Smith").
   * Confirm the event now shows "John Smith" as "Available."
4. **Mark Different Availability for Second Player**
   * For the same event ("League Game vs. Rivals"), set "Emma Smith" availability to "Not Available."
   * Click "Save" or "Submit."
   * Verify a confirmation message and confirm "Emma Smith" is marked as "Not Available."
5. **Mark Availability for Second Event**
   * Select the "Weekly Practice" event.
   * Set "John Smith" to "Not Available" and "Emma Smith" to "Available."
   * Click "Save" or "Submit."
   * Verify confirmation and correct availability statuses for both players.

**Test Case 2: Coach/Manager Viewing Player Availability**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a new browser session.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features.
2. **Navigate to Event Details**
   * Navigate to the team’s event list or calendar for "TEAM123X."
   * Select the "League Game vs. Rivals" event.
   * Verify the event details page shows player availability:
     + "John Smith" marked as "Available."
     + "Emma Smith" marked as "Not Available."
   * Confirm the display is clear (e.g., list, table, or icons showing availability status).
3. **Check Second Event**
   * Select the "Weekly Practice" event.
   * Verify the availability shows:
     + "John Smith" marked as "Not Available."
     + "Emma Smith" marked as "Available."
   * Confirm all players on the team are listed with their respective statuses.
4. **Verify Read-Only Access for Manager**
   * Attempt to edit availability as the Coach/Manager.
   * Verify the Coach/Manager cannot modify player availability (read-only access).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **No Availability Set by Parent**
   * For a new event (e.g., create a "Social Event" as Coach/Manager if needed), do not set availability for any player.
   * As Coach/Manager, check the event.
   * Verify players show a default or undefined status (e.g., "Pending" or blank).
2. **Multiple Updates by Parent**
   * As Parent/Guardian, change "John Smith" availability for "League Game vs. Rivals" from "Available" to "Not Available."
   * Verify the update is saved and reflected in the Coach/Manager view.
3. **Non-Associated Player**
   * Log in with a Parent/Guardian account with a player not on "TEAM123X."
   * Verify they cannot see or mark availability for "TEAM123X" events.
4. **Form Validation**
   * As Parent/Guardian, attempt to save availability without selecting an option (if possible).
   * Verify an error or default behavior (e.g., "Please select availability").

**Expected Outcomes**

* Parent/Guardian can mark each player’s availability ("Available" or "Not Available") for each event.
* Coach/Manager can view accurate availability statuses for all players in team events.
* Availability changes are saved and reflected immediately in the Manager’s view.
* Parent/Guardian cannot mark availability for non-associated teams; Manager cannot edit availability.
* Validations prevent invalid submissions.

**Notes**

* Record deviations (e.g., UI issues, incorrect status display) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and events exist, with players associated in the test environment.
* Update placeholders (e.g., URLs, team codes, event names) with actual app details.
* Verify that only Parent/Guardian accounts can set availability, and Coach/Manager accounts have read-only access.

## Edit Event

**Objective**

Verify that a Coach/Manager can edit an existing event (fixture) in TeamHub and that updates are immediately reflected on the Parent/Guardian dashboard, with recently updated events visible.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X") and at least one event created (e.g., "League Game vs. Rivals").
* A Parent/Guardian account with at least one player associated with the team (e.g., "John Smith" on "TEAM123X").
* Test environment with clubs, teams, and events manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Coach/Manager Editing an Event**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features (e.g., event list or calendar).
2. **Navigate to Event Editing**
   * Navigate to the team’s event list or calendar for "TEAM123X."
   * Locate the event "League Game vs. Rivals" (with original details, e.g., Name: "League Game vs. Rivals," Location: "City Stadium, 123 Main St," Date/Time: "09/20/2025 10:00 AM," Opponent: "Rival FC," Additional Information: "Bring water and shin guards").
   * Click an "Edit" or equivalent button for the event.
   * Verify the event edit form appears with pre-filled current details.
3. **Update Event Details**
   * Modify the event details:
     + Change Name to: "League Game vs. Rivals (Rescheduled)".
     + Change Location to: "North Park, 456 Oak Ave".
     + Change Date/Time to: "09/21/2025 2:00 PM".
     + Change Opponent to: "United FC".
     + Change Additional Information to: "Arrive 30 minutes early for warm-up."
   * Click "Save" or "Update Event."
   * Verify a success message appears (e.g., "Event updated successfully").
   * Confirm the updated event details are reflected in the team’s event list or calendar.
4. **Edit Event with Minimal Changes**
   * Select the same event again and edit only one field:
     + Change Additional Information to: "Wear team jerseys."
   * Click "Save" or "Update Event."
   * Verify a success message and confirm the updated detail is saved.

**Test Case 2: Parent/Guardian Viewing Updated Events**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials (with a player on "TEAM123X").
   * Verify the dashboard loads with parent-specific features (e.g., team event visibility).
2. **Check Dashboard for Updated Event**
   * Navigate to the dashboard or team section for "TEAM123X."
   * Verify the updated event "League Game vs. Rivals (Rescheduled)" appears in the event list or calendar.
   * Confirm the updated details are displayed:
     + Name: "League Game vs. Rivals (Rescheduled)".
     + Location: "North Park, 456 Oak Ave".
     + Date/Time: "09/21/2025 2:00 PM".
     + Opponent: "United FC".
     + Additional Information: "Wear team jerseys."
   * Verify the event is marked as recently updated (e.g., highlighted, timestamped, or labeled as "Updated").
3. **Verify Immediate Update**
   * Immediately after the Coach/Manager edits (from step 3 or 4), refresh the Parent/Guardian dashboard.
   * Confirm the changes are visible without delay (e.g., within seconds of the update).
4. **Check Read-Only Access**
   * Attempt to edit the event as the Parent/Guardian.
   * Verify the Parent/Guardian cannot modify the event (read-only access).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Missing Required Fields**
   * As Coach/Manager, attempt to save the event with a required field blank (e.g., remove Name or Date/Time).
   * Verify form validation prevents submission and shows errors (e.g., "Name is required").
2. **Invalid Date/Time**
   * Input an invalid date (e.g., "13/45/2025") or past date (e.g., "09/01/2024").
   * Verify an error appears (e.g., "Date must be in the future" or "Invalid date format").
3. **No Changes Made**
   * Open the edit form and click "Save" without changing any fields.
   * Verify the system either saves without error or indicates no changes were made.
4. **Non-Associated Parent/Guardian**
   * Log in with a Parent/Guardian account not associated with "TEAM123X."
   * Verify the updated event does not appear on their dashboard.

**Expected Outcomes**

* Coach/Manager can edit all event fields (name, location, date/time, opponent, additional information).
* Updated event details are immediately visible on the Parent/Guardian dashboard for associated teams.
* Recently updated events are highlighted or marked on the Parent/Guardian dashboard.
* Parent/Guardian users have read-only access to events.
* Form validations prevent invalid submissions during editing.

**Notes**

* Record deviations (e.g., delays in updates, UI issues) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and event exist, with players associated in the test environment.
* Update placeholders (e.g., URLs, team codes, event names) with actual app details.
* Verify that only Coach/Manager accounts can edit events, and updates are instantly propagated.

## Match Results

**Objective**

Verify that a Coach/Manager can input the result for a completed match or friendly event in TeamHub, select whether the result is published team-wide or club-wide, and confirm that the result appears correctly on the dashboards of relevant users (Parent/Guardian or other club members).

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X" in a club with code "CLUB456Z").
* At least one completed match or friendly event (e.g., "League Game vs. United FC" with date/time in the past, e.g., 09/03/2025 2:00 PM).
* A Parent/Guardian account with a player associated with "TEAM123X" (e.g., "John Smith").
* Another Parent/Guardian account with a player in a different team within the same club (e.g., "TEAM789Y" in "CLUB456Z").
* Test environment with clubs, teams, and events manually created, and team/club codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Coach/Manager Inputting and Publishing Match Result (Team-Wide)**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features (e.g., event list or calendar).
2. **Navigate to Event for Result Entry**
   * Navigate to the team’s event list or calendar for "TEAM123X."
   * Locate the completed event "League Game vs. United FC" (ensure date/time is in the past, e.g., 09/03/2025 2:00 PM).
   * Click an "Enter Result" or equivalent button for the event.
   * Verify the result entry form appears with fields for the match result and publication options.
3. **Enter Result and Select Team-Wide Publication**
   * Input the match result (e.g., Score: "TEAM123X 3 - 1 United FC").
   * Select publication option: "Team" (for team-wide visibility).
   * Optionally add additional details (e.g., "Player X scored twice").
   * Click "Save" or "Publish Result."
   * Verify a success message appears (e.g., "Result published successfully").
   * Confirm the result is saved and associated with the event in the team’s event list.

**Test Case 2: Coach/Manager Inputting and Publishing Match Result (Club-Wide)**

1. **Enter Result for Another Event**
   * Navigate to another completed event (e.g., "Friendly vs. City Strikers" on 09/02/2025).
   * Click "Enter Result" or equivalent.
   * Input the result (e.g., Score: "TEAM123X 2 - 2 City Strikers").
   * Select publication option: "Club" (for club-wide visibility).
   * Optionally add details (e.g., "Exciting draw with last-minute goal").
   * Click "Save" or "Publish Result."
   * Verify a success message and confirm the result is saved.

**Test Case 3: Parent/Guardian Viewing Team-Wide Result**

1. **Log In as Parent/Guardian (Associated with TEAM123X)**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials with a player on "TEAM123X" (e.g., "John Smith").
   * Verify the dashboard loads with parent-specific features (e.g., match results section).
2. **Check Dashboard for Team-Wide Result**
   * Navigate to the dashboard or "Match Results" section for "TEAM123X."
   * Verify the "League Game vs. United FC" result appears (e.g., "TEAM123X 3 - 1 United FC").
   * Confirm additional details (if entered) are visible.
   * Verify the "Friendly vs. City Strikers" result (club-wide) is also visible, as the user is part of the club.
3. **Verify Non-Associated Team**
   * Log in with a Parent/Guardian account with a player in "TEAM789Y" (same club, different team).
   * Verify the "Friendly vs. City Strikers" result (club-wide) appears in their "Match Results" section.
   * Confirm the "League Game vs. United FC" result (team-wide) does not appear, as their player is not on "TEAM123X."

**Test Case 4: Edge Cases and Validations (Optional)**

1. **Missing Result Details**
   * As Coach/Manager, attempt to submit a result without a score.
   * Verify form validation prevents submission (e.g., "Score is required").
2. **Invalid Result Format**
   * Input an invalid score (e.g., "abc - def").
   * Verify an error appears (e.g., "Invalid score format").
3. **No Publication Option Selected**
   * Attempt to save a result without selecting "Team" or "Club."
   * Verify an error or default behavior (e.g., "Please select publication option").
4. **Non-Completed Event**
   * Attempt to enter a result for a future event (e.g., date 09/05/2025).
   * Verify the system prevents result entry (e.g., "Results can only be entered for completed events").
5. **Non-Club Member Access**
   * Log in with a Parent/Guardian account not associated with "CLUB456Z."
   * Verify neither the team-wide nor club-wide results appear on their dashboard.

**Expected Outcomes**

* Coach/Manager can input and publish match results for completed match or friendly events, selecting team-wide or club-wide visibility.
* Team-wide results appear only on dashboards of users with players in the team (e.g., "TEAM123X").
* Club-wide results appear on dashboards of all users in the club (e.g., "CLUB456Z").
* Results are immediately visible in the "Match Results" section of relevant dashboards.
* Validations prevent invalid result submissions.
* Non-relevant users (outside the team or club) cannot see the results.

**Notes**

* Record deviations (e.g., UI issues, delayed updates) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X"), club ("CLUB456Z"), and completed events exist in the test environment.
* Update placeholders (e.g., URLs, team/club codes, event names) with actual app details.
* Verify that only Coach/Manager accounts can enter results, and Parent/Guardian accounts have read-only access.

## Manager Posts

**Objective**

Verify that a Coach/Manager can create a free text post (up to 1000 characters) in TeamHub that appears in the "Recent Posts" section of the dashboard for users with players in the team. Confirm that Parent/Guardian users can mark the post as read, changing its status from unread to read.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X").
* A Parent/Guardian account with at least one player associated with the team (e.g., "John Smith" on "TEAM123X").
* Test environment with clubs, teams, and players manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Coach/Manager Creating a Post**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features (e.g., team options, post creation).
2. **Navigate to Post Creation**
   * Navigate to the team’s management section for "TEAM123X."
   * Locate and click the "Create Post" or equivalent button (e.g., in a "Recent Posts" or "Announcements" section).
   * Verify the post creation form appears with a text input field (supporting up to 1000 characters).
3. **Create Post with Valid Text**
   * Input a message (e.g., "Reminder: Practice tomorrow at 4 PM. Bring water and wear team jerseys. Contact me with any questions!").
   * Verify the character count is within the 1000-character limit (e.g., ~90 characters in this example).
   * Click "Submit" or "Post."
   * Verify a success message appears (e.g., "Post created successfully").
   * Confirm the post appears in the team’s "Recent Posts" section on the Coach/Manager dashboard.
4. **Create Post at Character Limit**
   * Create another post with a 1000-character message (e.g., generate a lorem ipsum text or repeat a phrase to reach exactly 1000 characters).
   * Click "Submit" or "Post."
   * Verify the post is created successfully and appears in the "Recent Posts" section.

**Test Case 2: Parent/Guardian Viewing and Marking Post as Read**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials with a player on "TEAM123X" (e.g., "John Smith").
   * Verify the dashboard loads with parent-specific features (e.g., "Recent Posts" section).
2. **Verify Post Visibility**
   * Navigate to the dashboard or team section for "TEAM123X."
   * Verify both posts (e.g., the reminder and 1000-character post) appear in the "Recent Posts" section.
   * Confirm the posts are marked as "Unread" (e.g., highlighted, bolded, or with an unread indicator).
3. **Mark Post as Read**
   * For the first post (e.g., "Reminder: Practice tomorrow..."), locate and click a "Mark as Read" or equivalent button/link.
   * Verify the post’s status changes to "Read" (e.g., highlight removed, status updated to "Read").
   * Confirm the second post remains "Unread."
4. **Mark Second Post as Read**
   * Click "Mark as Read" for the 1000-character post.
   * Verify the status changes to "Read" and is updated visually on the dashboard.

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Exceeding Character Limit**
   * As Coach/Manager, attempt to submit a post with 1001 characters.
   * Verify an error appears (e.g., "Post exceeds 1000-character limit") and submission is prevented.
2. **Empty Post**
   * Attempt to submit a post with no text.
   * Verify an error appears (e.g., "Post content is required") or submission is blocked.
3. **Non-Associated Parent/Guardian**
   * Log in with a Parent/Guardian account with a player not on "TEAM123X" (e.g., on "TEAM789Y").
   * Verify the posts for "TEAM123X" do not appear in their "Recent Posts" section.
4. **Multiple Players in Team**
   * Log in with a Parent/Guardian account with multiple players in "TEAM123X" (e.g., "John Smith" and "Emma Smith").
   * Verify the posts appear once in the dashboard (not duplicated per player).
   * Mark a post as read and confirm the status applies for the account, not per player.
5. **Read Status Persistence**
   * Log out and log back in as the Parent/Guardian.
   * Verify the marked "Read" posts retain their status, and unread posts remain unchanged.

**Expected Outcomes**

* Coach/Manager can create posts up to 1000 characters, which appear in the "Recent Posts" section for team-associated users.
* Parent/Guardian users with players in the team see posts marked as "Unread" initially.
* Parent/Guardian can mark posts as "Read," updating the status visually and persistently.
* Posts are only visible to users with players in the team ("TEAM123X").
* Validations prevent invalid post submissions (e.g., exceeding character limit or empty posts).

**Notes**

* Record deviations (e.g., UI issues, incorrect read status) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and associated players exist in the test environment.
* Update placeholders (e.g., URLs, team codes, post content) with actual app details.
* Verify that only Coach/Manager accounts can create posts, and only Parent/Guardian accounts with team-associated players can view/mark them.

## Player awards

**Objective**

Verify that a Coach/Manager can assign awards to a player in their team in TeamHub, selecting from predefined award types (Golden Goal, Most Improved Player, Manager's Player, Player's Player, Other with free text) and that the Parent/Guardian of the awarded player can view the award in the "Player Stats" section of their dashboard.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* A Coach/Manager account with a team created (e.g., team with code "TEAM123X").
* A Parent/Guardian account with at least one player associated with the team (e.g., "John Smith" on "TEAM123X").
* Test environment with clubs, teams, and players manually created, and team codes assigned.
* Both accounts (Coach/Manager and Parent/Guardian) are registered and verified.

**Test Case 1: Coach/Manager Assigning Awards**

1. **Log In as Coach/Manager**
   * Open the TeamHub application in a web browser.
   * Log in using Coach/Manager account credentials for "TEAM123X."
   * Verify the dashboard loads with team management features (e.g., player management or awards section).
2. **Navigate to Award Assignment**
   * Navigate to the team’s player management or awards section for "TEAM123X."
   * Locate and click the "Assign Award" or equivalent button.
   * Verify the award assignment form appears with a player selection dropdown, award type options, and a free text field for "Other."
3. **Assign Predefined Award**
   * Select the player "John Smith" from the player dropdown.
   * Choose the award type "Golden Goal" from the options (Golden Goal, Most Improved Player, Manager's Player, Player's Player, Other).
   * Click "Submit" or "Assign Award."
   * Verify a success message appears (e.g., "Award assigned to John Smith").
   * Confirm the award is listed in the team’s awards or player profile section.
4. **Assign Custom "Other" Award**
   * Return to the award assignment form.
   * Select "John Smith" again.
   * Choose the "Other" award type.
   * Enter a free text description (e.g., "Outstanding Team Spirit").
   * Click "Submit" or "Assign Award."
   * Verify a success message and confirm the custom award is listed.

**Test Case 2: Parent/Guardian Viewing Awards**

1. **Log In as Parent/Guardian**
   * Open the TeamHub application in a new browser session.
   * Log in using Parent/Guardian account credentials with "John Smith" on "TEAM123X."
   * Verify the dashboard loads with parent-specific features (e.g., "Player Stats" section).
2. **Check Player Stats for Awards**
   * Navigate to the dashboard or "Player Stats" section for "John Smith."
   * Verify both awards appear:
     + "Golden Goal" with associated details (e.g., date assigned or event context if applicable).
     + "Other: Outstanding Team Spirit" with the custom description.
   * Confirm the awards are clearly displayed (e.g., in a list or table format).
3. **Verify Read-Only Access**
   * Attempt to edit or delete the awards as the Parent/Guardian.
   * Verify the Parent/Guardian cannot modify the awards (read-only access).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Missing Required Fields**
   * As Coach/Manager, attempt to submit an award without selecting a player or award type.
   * Verify form validation prevents submission (e.g., "Player is required" or "Award type is required").
2. **Empty "Other" Description**
   * Select "Other" award type without entering a free text description.
   * Verify an error appears (e.g., "Description is required for Other award").
3. **Non-Associated Parent/Guardian**
   * Log in with a Parent/Guardian account with a player not on "TEAM123X" (e.g., on "TEAM789Y").
   * Verify the awards for "John Smith" do not appear in their "Player Stats" section.
4. **Multiple Awards for Same Player**
   * As Coach/Manager, assign another award to "John Smith" (e.g., "Player's Player").
   * Verify all awards ("Golden Goal," "Other: Outstanding Team Spirit," "Player's Player") are listed in the Parent/Guardian’s "Player Stats" section.
5. **Non-Team Player**
   * As Coach/Manager, attempt to assign an award to a player not on "TEAM123X."
   * Verify the player does not appear in the selection dropdown or submission is blocked.

**Expected Outcomes**

* Coach/Manager can assign predefined awards (Golden Goal, Most Improved Player, Manager's Player, Player's Player) and custom "Other" awards with free text.
* Awards are immediately visible in the "Player Stats" section of the Parent/Guardian dashboard for the associated player.
* Parent/Guardian users have read-only access to awards.
* Only players on the manager’s team ("TEAM123X") can be assigned awards.
* Validations prevent invalid award submissions (e.g., missing player or empty "Other" description).

**Notes**

* Record deviations (e.g., UI issues, incorrect award display) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X") and player ("John Smith") exist in the test environment.
* Update placeholders (e.g., URLs, team codes, player names) with actual app details.
* Verify that only Coach/Manager accounts can assign awards, and only Parent/Guardian accounts with associated players can view them.

## Kit Management

**Objective**

Verify that a Team Manager can submit a request for new players or needed kit using a free text field in TeamHub, and that these requests are displayed on all Team Managers' dashboards with details of the user who submitted the request.

**Prerequisites**

* Access to the TeamHub application (URL: [insert application URL]).
* Two Team Manager accounts (e.g., Manager A for team "TEAM123X" and Manager B for team "TEAM789Y" in the same club "CLUB456Z").
* Test environment with clubs, teams, and managers manually created, and team/club codes assigned.
* Both Manager accounts are registered, verified, and have the "Coach/Manager" role selected.
* A Parent/Guardian account (optional, to verify non-managers cannot access requests).

**Test Case 1: Team Manager Submitting a Request**

1. **Log In as Team Manager A**
   * Open the TeamHub application in a web browser.
   * Log in using Manager A’s credentials for "TEAM123X" (e.g., email: managerA@example.com).
   * Verify the dashboard loads with team management features (e.g., team options, request submission).
2. **Navigate to Request Submission**
   * Navigate to the team management or requests section for "TEAM123X."
   * Locate and click the "Submit Request" or equivalent button (e.g., for new players or kit).
   * Verify the request form appears with a free text field and an option to specify request type (e.g., New Players or Kit).
3. **Submit New Players Request**
   * Select request type: "New Players."
   * Enter a free text description (e.g., "Seeking two U14 strikers with experience for upcoming season. Contact me for trials.").
   * Click "Submit" or "Send Request."
   * Verify a success message appears (e.g., "Request submitted successfully").
   * Confirm the request is listed in Manager A’s dashboard or requests section.
4. **Submit Kit Request**
   * Return to the request form.
   * Select request type: "Kit."
   * Enter a free text description (e.g., "Need 15 new jerseys, size M, for TEAM123X. Current stock is worn out.").
   * Click "Submit" or "Send Request."
   * Verify a success message and confirm the request is listed.

**Test Case 2: Viewing Requests on All Team Managers' Dashboards**

1. **Log In as Team Manager B**
   * Open the TeamHub application in a new browser session.
   * Log in using Manager B’s credentials for "TEAM789Y" (e.g., email: managerB@example.com).
   * Verify the dashboard loads with team management features.
2. **Check Dashboard for Requests**
   * Navigate to the dashboard or a dedicated "Requests" section.
   * Verify both requests from Manager A appear:
     + New Players: "Seeking two U14 strikers with experience for upcoming season. Contact me for trials."
     + Kit: "Need 15 new jerseys, size M, for TEAM123X. Current stock is worn out."
   * Confirm user details for Manager A are displayed with each request (e.g., Name: "Manager A," Email: "managerA@example.com," Team: "TEAM123X").
   * Verify the requests are clearly distinguishable (e.g., labeled by type or team).
3. **Log In as Team Manager A (Self-Check)**
   * Log back in as Manager A.
   * Verify both requests appear on their dashboard with the same user details (self-referenced).

**Test Case 3: Edge Cases and Validations (Optional)**

1. **Empty Free Text Field**
   * As Manager A, attempt to submit a request without entering text in the free text field.
   * Verify an error appears (e.g., "Request description is required") and submission is blocked.
2. **Missing Request Type**
   * Attempt to submit a request without selecting "New Players" or "Kit."
   * Verify an error appears (e.g., "Request type is required") or submission is prevented.
3. **Long Free Text Input**
   * Enter a description exceeding any character limit (if applicable, e.g., 1000 characters).
   * Verify an error or truncation occurs as per app design.
4. **Non-Manager Access**
   * Log in with a Parent/Guardian account (e.g., with a player on "TEAM123X").
   * Verify the requests do not appear on their dashboard or in any accessible section.
5. **Multiple Managers Viewing**
   * Create a third Manager account for another team in "CLUB456Z" (e.g., "TEAM456Z").
   * Log in and verify both requests from Manager A are visible with correct user details.

**Expected Outcomes**

* Team Manager can submit requests for new players or kit using a free text field, specifying the request type.
* Submitted requests appear immediately on all Team Managers’ dashboards in the club ("CLUB456Z").
* Each request includes user details (e.g., name, email, team) of the submitting manager (e.g., Manager A).
* Non-managers (e.g., Parent/Guardian) cannot view requests.
* Validations prevent invalid submissions (e.g., empty text or missing type).

**Notes**

* Record deviations (e.g., UI issues, missing user details) with screenshots and logs.
* Test across browsers (Chrome, Firefox, Safari) and devices (desktop, mobile) for compatibility.
* Ensure the team ("TEAM123X"), club ("CLUB456Z"), and other teams exist in the test environment.
* Update placeholders (e.g., URLs, team/club codes, email addresses) with actual app details.
* Verify that only Team Manager accounts can submit and view requests, and user details are consistently displayed.