

Team 13 Test Plan (BlackBox Focus)

BoilerCheck

Team Members:

Kinshuk Juneja, Nadeem Mahmood, Jeremiah Murphy, Michael Reed, Jacob Richwine, Zhandos Suleimenov

Problem Statement:

As the enrollment at Purdue continues to increase, it is becoming harder to find a non-crowded place to meet with your group, study for classes, or a dining court that isn't packed. Existing programs only cover labs or other subsets of buildings; ours will encompass multiple categories of buildings. Our program, the BoilerCheck Android app, will allow users to check-in and report conditions at popular buildings around campus. Users will also be able to view current statistics of the building before making a decision on where to go.

Test Cases

- A. Location List 001, List Dining Courts, Severity 1
- B. Tap Dining Courts button on main screen
- C. List of Purdue dining courts is displayed with heading "Dining Courts"

- A. Location List 002, List Recreation Locations, Severity 1
- B. Tap Recreation button on main screen
- C. List of recreation locations on campus displayed with heading "Recreation"

- A. Location List 003, List Study Locations, Severity 1
- B. Tap Study button on main screen
- C. List of Purdue buildings with known study spots displayed with heading "Study Locations"

- A. Location List 004, Exit Dining Courts list, Severity 2
- B.
 - 1. Tap Dining Courts button on main screen
 - 2. Tap back button on phone
- C. Main screen with Dining Courts, Recreation, and Study buttons is displayed.

- A. Location List 005, Exit Recreation Locations list, Severity 2
- B.
 - 1. Tap Recreation button on main screen

- 2. Tap back button on phone
- C. Main screen with Dining Courts, Recreation, and Study buttons is displayed.

- A. Location List 006, Exit Study Locations list, Severity 2
- B. 1. Tap Study button on main screen
2. Tap back button on phone
- C. Main screen with Dining Courts, Recreation, and Study buttons is displayed.

- A. Launching app 001, When the app is launched,Severity 1
- B. Launch the app
- C. Expected result is displaying prompt to login or create a new account

- A. Launching app 002, Reopen App after it has been launched and closed, Severity 2
- B. Launch the app
- C. Expected result is displaying previous location in the app

- A. Pausing app 001, App functions after being interrupted, Severity 3
- B. Launch the app
Receive a phone call while using the app
- C. Expected result is after call ends, app resumes to previous location

- A. Installing app 001, Installation of App,Severity 1
- B. Install the app
- C. Expected result is displaying an icon in app menu on the phone

- A. Uninstalling app 001, UnInstallation of App,Severity 1
- B. Uninstall the app
- C. Expected result is removal of the app icon from the phone's currently installed apps

- A. Account Creation 001, Account Creation, Severity 1
- B. Click the Create an Account link on the login page
- C. The Account creation page should appear

- A. Account Creation 002, Valid Email and Password, Severity 1
- B. A purdue.edu email is entered in the email text box and a valid password is entered into the password text box with the matching password entered into the confirm password box. Create Account is clicked.
- C. The main page should appear with a dialog box saying "Account created successfully"

A. Account Creation 003, Invalid Email, Severity 1

B. An Invalid Email, an email with spaces, special characters, a non purdue.edu email, or nothing is entered into the email text box.

C. A dialog box appears saying “The email that you entered is invalid. Please enter a purdue.edu email address”

A. Account Creation 004, Invalid Password, Severity 1

B. An Invalid password, a password with spaces, a password that is too short or too long is entered into the password text box.

C. A dialog box appears saying “The password that you entered is invalid. Please enter a valid password”

A. Account Creation 005, Invalid Confirmation Password, Severity 2

B. The entry in the confirmation password text box does not match the entry in the password text box

C. A dialog box appears saying “The confirmation password does not match the password that was entered. Please try again.”

A. Account Creation 006, Duplicate Account, Severity 1

B. The purdue.edu email used in the email text box has already created an account.

C. A dialog box appears that says “There is already an account associated with the email address. Please enter a different email address”

A. Login 001, Valid Login, Severity 1

B. A purdue.edu email with an associated account is entered into the email text box on the login page and its password is entered into the password text box. The login button is clicked.

C. The user is taken to the main page with a dialog box saying “Login successful”

A. Login 002, Invalid Login, Severity 1

B. An email that does not have an account or the wrong password for the given email are entered.

C. A dialog box appears saying “Invalid email or password. Please try again.”

A. Login 003, Logout, Severity 2

B. The user presses the logout button on the main screen/the nav bar (?)

C. The user is logged out, their location is taken off the app, and they are taken back to the login page.

A. Filter 001, Filter, Severity 1

- B. The user presses the filter button
- C. The filter choice dropdown appears

- A. Filter 002, Filter, Severity 1
- B. The user presses the filter button, then chooses a particular filter
- C. The list of buildings is filtered by the filter criteria

- A. Filter 003, Filter, Severity 1
- B. The user presses the filter button, then chooses a particular filter, then chooses the same filter again to remove the filter
- C. The list is no longer filtered

- A. Notification 001, Check-in, Severity 2
- B. The user checks into a building, gets a confirmation message, confirms and leaves the app
- C. When the user is at the building the user gets a notification confirming the check-in

- A. Notification 002, Check-out, Severity 2
- B. The user leaves the location previously checked into
- C. The user gets a notification that they have been checked out

- A. Report 001, Report Bugs, Severity 1
- B. The user clicks on the settings icon on the upper right corner and chooses “Report Bugs”. Then, the user types in the report message in the appeared dialog and clicks “send” button.
- C. The message “Your Report Has Been Sent” is displayed.

- A. Status D01, Correct Status is Displayed(Dining), Severity 1
- B. Tap Dining Courts
 - Tap Building
 - View Current Capacity
- C. Screen Displays Current Capacity for selected Dining Location

- A. Status D02, Correct Status is Displayed(Dining), Severity 3
- B. Tap Dining Courts
 - Tap Building
 - View Total Capacity
- C. Screen Displays Total Capacity for selected Dining Location

- A. Status D03, Correct Distance is Displayed(Dining), Severity 2
- B. Tap Dining Courts
 - Tap Building

View Distance

C. Screen displays Distance for selected Dining Location

A.Status D04, Capacity Increment Status is Displayed(Dining), Severity 1

B.Tap Dining Courts

Tap Building

View Current Capacity(Make a note)

Move to building

Go Back to Main Screen

Tap Building

View Current Capacity

C.Screen Displays Incremented Capacity by 1

A.Status D05, Distance Update Status is Displayed(Dining), Severity 2

B.Tap Dining Courts

Tap Building

View Distance

Move to building

View Distance

C. Screen Displays Distance Updates as User Moves

A.Status D06, Capacity Decrement Status is Displayed(Dining) Severity 1

B.Tap Dining Courts

Tap Building

Move to target building

View Current Capacity(Make Note)

Leave Building

View Current Capacity

C.Screen Displays Decrements Capacity by 1

A.Status D07, Checkout (Dining) Severity 1

B.Have phone on person

Move to target building

Receive Notification you have checked in

Leave Building

C.Screen Displays notification of your current checkout location

A.Status R01, Correct Status is Displayed(Recreation), Severity 1

B.Tap Recreation

- Tap Building
- View Current Capacity
- C.Screen Displays Current Capacity for selected Recreation Location

- A.Status R02, Correct Status is Displayed(Recreation), Severity 3
- B.Tap Recreation
 - Tap Building
 - View Total Capacity
- C,Screen Displays Total Capacity for selected Recreation Location

- A. Status R03, Correct Distance is Displayed(Recreation), Severity 2
- B.Tap Recreation
 - Tap Building
 - View Distance
- C. Screen displays Distance for selected Recreation Location

- A.Status R04, Capacity Increment Status is Displayed(Recreation), Severity 1
- B.Tap Recreation
 - Tap Building
 - View Current Capacity(Make a note)
 - Move to building
 - View Current Capacity
- C.Screen Displays Incremented Capacity by 1

- A.Status R05, Distance Update Status is Displayed(Recreation), Severity 2
- B.Tap Recreation
 - Tap Building
 - View Distance
 - Move to building
 - View Distance
- C. Screen Displays Distance Updates as User Moves

- A.Status R06, Capacity Decrement Status is Displayed(Recreation) Severity 1
- B.Tap Recreation
 - Tap Building
 - Move to target building
 - View Current Capacity(Make Note)
 - Leave Building
 - View Current Capacity

C.Screen Displays Decrements Capacity by 1

A.Status R07, Checkout (Recreation) Severity 1

B.Have phone on person

Move to target building

Receive Notification you have checked in

Leave Building

C.Screen Displays notification of your current checkout location

A.Status S01, Correct Status is Displayed(Study), Severity 1

B.Tap Study

Tap Building

View Current Capacity

C.Screen Displays Current Capacity for selected Study Location

A.Status S02, Correct Status is Displayed(Study), Severity 3

B.Tap Study

Tap Building

View Total Capacity

C.Screen Displays Total Capacity for selected Study Location

A. Status S03, Correct Distance is Displayed(Study), Severity 2

B.Tap Study

Tap Building

View Distance

C. Screen displays Distance for selected Study Location

A.Status S04, Capacity Increment Status is Displayed(Study), Severity 1

B.Tap Study

Tap Building

View Current Capacity(Make a note)

Move to building

View Current Capacity

C.Screen Displays Incremented Capacity by 1

A.Status S05, Distance Update Status is Displayed(Study), Severity 2

B.Tap Study

Tap Building

View Distance

Move to building

View Distance

C. Screen Displays Distance Updates as User Moves

A. Status S06, Capacity Decrement Status is Displayed (Study) Severity 1

B. Tap Study

Tap Building

Move to target building

View Current Capacity (Make Note)

Leave Building

View Current Capacity

C. Screen Displays Decrements Capacity by 1

A. Status S07, Checkout (Study) Severity 1

B. Have phone on person

Move to target building

Receive Notification you have checked in

Leave Building

C. Screen Displays notification of your current checkout location

A. Distance D01, Accurate Distance at Building Severity 3

B. Tap a building you are currently in

View Distance to building

C. Screen Displays Distance to building as 0

A. Distance D02, Accurate Distance Too Far Away Severity 3

B. Currently be > 2 Miles away from building

View current distance to building

C. Screen Displays Distance to building as Too Far Away