

Acceptance Test “DeliverMe” (Prototype Known Problems, System Testing, Unit Test Documentation)

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v1.0

Jeffrey Chan (PO)

Avery Sio

Daniel Tjandra

Brian Wan

Hasaan Javed

Justin Lau (Scrum Master)

Prototype Known Problems

- **Issue:** Clicking on requester task doesn't show where the location of the user
 - **Description:** When a user clicks a task in the requester column. It is supposed to show the location of the user who requested it.
 - **Possible fix:** need to link the task to a onclick function that would read the location of the user from our database and feeds it to Google map.
- **Issue:** Google API maps current location takes awhile to load
 - **Description:** Upon logging in, Google API maps will prompt you for permission to determine your location. Once one accepts it, it may take 10-20 seconds to load. One can still add deliveries and choose a location, and upon clicking a task under delivers, it will show you a path from San Francisco (map default location) to the destination customer wants package to be delivered.
 - **Possible fix:** Load current location first before enabling user to make any additional changes. Also, it can be a Google GPS API issue.
- **Issue:** Settings is a profile page that is not editable
 - **Description:** our setting page doesn't allow user to change their information. The page was supposed to let user change their username, password, and possibly email.
 - **Possible fix:** add a button that brings up another page that lets user change their information.
- **Issue:** User cannot direct message other users
 - **Description:** All the users share the same chatlog.
 - **Possible fix:** Create different “room” for conversations using a new url and table entry.

- **Issue:** User gets kicked out of DeliverMe once user logs into wallet
 - **Description:** After complete logging into venmo in wallet, the user is kicked out of DeliverMe and is redirected to venmo.com
 - **Possible fix:** Implement a venmo api instead of placing an iframe

System Testing

Sprint 1:

User Story 1:

- As a casual user, I want an aesthetically pleasing interface so that I can easily navigate the website regardless of my computer literacy.
- 1) Start DeliverMe app
 - 2) User should be able to see most of the functions and main aspects of the project on the front screen. However a few functions however require additional pages like the messaging, sign in and sign up functions.

User Story 2:

- As a new user, I want to be given the opportunity to view a tutorial so that I can fully utilize the application.
- 1) Start DeliverMe app
 - 2) User should be able to see a tutorial button at the top right next to where their username is located
 - 3) Upon clicking it, the user should be able to see slideshow popup that can be viewed for a quick outline of the app and its basic functions

Sprint 2:

User Story 1:

- As a non-regular user, I want to be able to see real-time updates around me so that I can find the right “partner” for my request quickly and easily.
- 1) Start DeliverMe app
 - 2) User should be able to see navbar and two side columns
 - 3) There should be a google map app that shows the location of the user

User story 2:

- As a user, I want to be able to login and access my account to set up my profile so that I can more easily communicate with my “partner.”
- 4) Start DeliverMe app

- 5) User is able to login from the right hand button.
 - 6) Tested using username: test and password: test123
 - 7) There should be a google map app that shows the location of the use.
 - 8) User should be able to access their profile by clicking their name and select settings
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Sprint 3:

User story 1:

- As a buyer, I want to be able to see driver activity on a map so that I can issue a request to the nearest driver and get my items as quickly as possible.
- 1) Start DeliverMe app
 - 2) Click on one of the available item on the delivery side
 - 3) Google map app should update and show the route of the driver

User Story 2:

- As a driver, I want the website to have a wallet application so that payment for my services will be ensured
- 1) Start DeliverMe app
 - 2) Click on the wallet button
 - 3) It leads to an iframe from venmo
 - 4) User can log in to venmo and send money to driver
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Sprint 4:

User story 1:

- As a consumer, I want the website to be reliable and tested so that I can trust my money with it.
- 1) Start DeliverMe app and log in
 - 2) On the header bar at the top, clicke the Wallet button
 - 3) This will lead to a Venmo iframe where you can sign in and Venmo the person you are working with.

User Story 2:

- As a student, I want the website to be easily accessible on multiple platforms so that I can make some extra money whenever I need it.
- 1) Is not fully tested for mobile, it should be scaleable for the screen when opened on a phone

Unit Testing Documentation

Index:

Y = yes

N = no

P = no, but passable, comment why or how it is passable

Function/Features	Input	Output	Pass: Y/N/ P	Test type/ Tester/ Comments:
Main Component Modules				
Navigation Bar: A bar people always see	(Nothing)	Should always exist in browser, whenever in Application (no matter the route)	Y	Manually Tested: Justin
	“Logout” button (icon click)	Returns user to main page logged out	Y	
	1) User is “logged in” 2)	Opens main page and user logged in	Y	
	1) User is not “logged in” 2) “Digital Butler” Button (icon click)	Shows main page but logged out	Y	
Login: Allow access to main page after authentication, allows retrying if failure to login	1) Correct Username 2) Click Login Button	1) Successful login, route to the main page	Y	Manually Tested: Jeffrey, Avery
	1) Failed Username 2) Click Login Button	1) Wrong username 2) Fails to route and failure message	Y	

Request/Deliver Buttons: Buttons to initiate form for posting	1) Button click on request or deliver side	1) Pops up form for user to fill for request	Y	Manually Tested: Daniel
Request/Deliver Forms: Forms that add a users post to corresponding columns on main page	1) User enters information on the form 2) Clicks the submit button	1) Form is entered and saved to DB while also shown on the corresponding column	Y	Manually Tested: Justin
Home Button: Sends user back to home page	1) User clicks home button on the navigation bar	1) User is redirected to home page	Y	Manually Tested: Justin
Wallet Button: Sends user to a wallet for transactions	1) User clicks wallet	1) user sent to an iframe of Venmo for transactions	Y	Manually Tested: Justin
Chat Log Button: Button that leads to the chat log	1) User clicks on chat log button on navigation bar	1) User sent to a chat page to talk to another user	Y	Manually Tested: Avery
DeliverMe Logo Button: User is sent to main page	1) User clicks on logo button	1) User is sent to main page	Y	Manually Tested: Brian

Sign in Button: User is sent to a sign in page	1) User clicks on sign in button on top right	1) User sent to sign in page	Y	Manually Tested: Brian
Sign up Button: User is sent to another page with a form for signing up	1) User clicks sign up button	1) User is sent to another page with a sign up form	Y	Manually Tested: Hasaan
Log Out Button: User is logged out and sent to main page	1) User clicks log out button when logged in	1) User sent to main page and is logged out	Y	Manually Tested: Brian
Form entry for Sign Up: Form with credentials user must enter to sign up	1) User fills out form and presses submit	1) Users info is logged in the database and is logged in	Y	Manually Test: Daniel
Form Entry for Sign In: Form that requests username and password to log into the website	1) User fills out form and presses submit	1) User is logged in with correct information from their respective portion of database 2) if fails to authenticate, is not logged in and error message given	Y	Manually Test: Daniel
Settings Button: Sends user to their profile	1) Click settings under the user's name on top right	1) sends user to their respective user page	Y	Manually Test: Justin

Edditable Settings Page: Edit Button that lets profile be changed	1) User presses Edit Button	1) User is not able to edit settings or profile information	N	Manually Test: Jeffrey
Maps: Map shows up on main page	1) User opens page	1) Maps is presented in middle of page	Y	Manually Test: Jeffrey, Brian
Maps with user information: Shows a route of the listing chosen	1) User clicks another users listing and the map is filled out	1) User is shown a path in relation to listing selected	Y	Manually Test: Jeffrey, Brian
Chat Functionality: User can see other users' messages	1) User opens chatlog when user is logged in	1) User is able to see other people's messages	Y	Manually Test: Avery
Chat Functionality: User can post messages	1) User types message and press enter in chatbox	1) User is able to see the message is populated in the chatlog	Y	Manually Test: Avery