

System and Unit Test Report, Vittles, Team Alumnus, June 4th

- A. User Story 1 from Sprint 1: As a user I want to create a vittles account to hold information of my “swipe history”.
 - a. Scenario-Based Testing:
 - i. Name = <Logan Rogers>
 - ii. Password = <vittles101>
 - iii. Password Confirmation = <vittles101>
 - iv. Press Login
 - v. User should see verification message that account is now active
 - 1. Unit test: No Unit test but looks optimal from front end design.
- B. User Story 2 from Sprint 1: As a user I want to swipe to select the restaurant of my choosing
 - a. Scenario-Based Testing:
 - i. See a picture of a restaurant
 - ii. Possible description of the restaurant
 - iii. Two buttons indicating if you like the restaurant or not
 - iv. If you like the restaurant
 - 1. Unit test: No Unit test but looks optimal from front end design.
- C. User Story 3 from Sprint 2: As a user I want to find the nearest restaurant within my location.
 - a. Scenario-Based Testing:
 - i. After logging in, the user should have a random picture of a restaurant near their location.
 - ii. Press Like/Dislike
 - iii. After pressing like or dislike, the user should expect another restaurant within their location to start the voting process again.
 - 1. Unit test: No Unit test but looks optimal from front end design.
- D. User Story 4 from Sprint 2: As a user I want to make a group vote
 - a. Scenario-Based Testing:
 - i. Give an option to do a group decision to decide on the best restaurant
 - 1. Unit test: No Unit test but looks optimal from front end design.

- E. User Story 5 from Sprint 3: As a user I want to create a search filter instead of a random restaurant.
 - a. Scenario-Based Testing:
 - i. Term indicates anything you want from a restaurant
 - ii. Location you want to provide other than your current location
 - iii. Radius on how far you wish to provide current location or new location.
 - 1. Unit test: No Unit test but looks optimal from front end design.