**Pickup Sports Android Application**

**Test Plan**

**Justin Shiflett, Kelsey Hacker, Wyatt Campbell, and Mark Davis**

**May 11, 2017**

**Table of Contents**

**Introduction \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3**

**Constraints \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3**

**Approach\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3**

**Roles \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3**

**References \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3**

**Test Case ID TC01 “Login” \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_5**

**Test Case ID TC02 “Find an Event”\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 6**

**Test Case ID TC03 “Create Event” \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7**

**Test Case ID TC04 “Edit an Event” \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 7**

**Test Case ID TC05 “Locating Events With GPS Turned Off” \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8**

**Test Case ID TC06 “View Joined Events” \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 8**

**Introduction**

This application will be extensively tested to ensure quality and performance for the users. Our goal is to locate any existing bugs in the code and correct them.

**Constraints**

Constraints include limited use of android programming software and limited number of android devices to use for testing. App will tested on Android version 6.0 and below. No programmers with extensive knowledge on Android development will be available.

**Test Items & Environment**

All bug checking will be done with Android studio on a Windows machine. Testing the app will be done on an LG K3 smartphone (6.0 Marshmallow), a Moto G smartphone (6.0 Marshmallow) and a BLU R1 HD smartphone (6.0 Marshmallow).

**Approach**

The type of testing we are using for this mobile application is manual black box testing. Black box testing is used to test the input/output behavior of each test case.

**Roles**

Kelsey Hecker: Lead coder of the team, in charge of manipulating the different class so that they are arranged in a logic manner and have complete functionality.

Wyatt Campbell: In charge of SQL database integration.

Mark Davis: Assistant developer overseeing Google Maps implementation.

Justin Shiflett: Will be completing the unit testing and collaborating with Kelsey to fix any bugs found.

**References**

The Requirements Analysis Document (RAD) is available on the mobile application website. https://docs.google.com/document/d/1ywKHvsJNQQD-EI5qnw9EfiMtBtIdsJzEEOFCM43p15M/

**Test Cases**

**Test Case ID TC01 “Login”**

**Summary** Verify a user can login and register a new username and password. If the user tries to input a username that is not unique in the database, an error will pop up as “username already exists”.

**Prerequisite** The application is on the Login screen

**Instructions** Perform the following actions.

**Test Data and Expected Results**

1.   Enter “Justin” in the Username field and “JustinRocks” in the password field and press the Login button.

RESULT: System should log the user in and display the Main screen.

2.   Enter “Justin” in the Username field and “JustinDoesntRock” in the Password field, then press the Login button.

RESULT: System should display an error message stating the password is incorrect and clears the fields.

**Test Case ID TC02 “Find an event”**

**Summary** Verify that the Google Maps markers work to display event information correctly.

**Prerequisite** User “Justin” is logged into the app and has either Wi-Fi or Data on, and is logged into google.

**Instructions** Perform the following actions.

**Test Data and Expected Results**

1.  From the main screen click “Find Events”.

RESULT: The screen should display Google Maps. Any nearby events will be marked with a marker.

2.  Tap on one of the displayed markers

RESULT: The app loads the event class, sport, time, date, and location are all displayed to the screen.

3.  Click the back button

RESULT: App will return to the Google Maps screen.

4.  Click the back button

RESULT: The app will return to the main screen.

**Test Case ID TC03 “Create Event”**

**Summary** Verify the user is able to create an event.

**Prerequisite** User “Justin” is logged on and the application is displaying the main screen.

**Instructions** Click on Create Event.

**Test Data and Expected Result**

1.   Click on Create Event button. Leave all fields blank and press Save.

RESULT: An error message should appear that states that one or all fields are empty.

2.   Enter “2 hand touch” in the name field, 4:00pm in the time field, 5/25/2017 in the date field, select football from the sport menu, and enter “420 E. College St” in the location field. Then click save.

RESULT: The activity will be created and a pin will be added to the map at your desired location for others to find. The app will return to the main screen after clicking save.

3. Click on Create Event button. Create two different events with the same latitude and longitude.

4. Click on Find Events

RESULT: When the event is viewed in the Find Events activity, the two different events create will be projected in a listview under the same latitude and longitude.

**Test Case ID TC04 “My Event”**

**Summary** Verify that users are able to edit events after creating them.

**Prerequisite** Main screen is displayed, user “Justin” is logged on, and has created an event.

**Instructions** Perform the following steps.

**Test Data and Expected Results**

1. Click the My Events button on the main screen.

RESULTS: A list of the user’s created events will appear.

2.   Click the event that the user desires to edit.

RESULT: The screen will now display a screen with the event’s details.

 3.   Click on the Edit button.

        RESULT: The user is now taken to an edit activity where the event’s fields can be

                  edited

  4. Make the desired change to the activity. For this example, user “Justin” will change his

      2 hand touch event’s location from “park” to “school” and click save.

      RESULT: The event will be updated and the app will return to the event details.

**Test Case ID TC05 “Locating Activities With GPS Turned off”**

**Summary** Verify that app will not automatically display map position while GPS is turned off.

**Prerequisite** Main screen is displayed, user “Justin” is logged on, and GPS services are disabled on the device.

**Instructions** Perform the following actions.

**Test Data and Expected Results**

1.   Click the Find Events button.

RESULT: Google Maps will prompt user to enable GPS services.

2.   Agree to enable GPS services

RESULT: Google Maps will display.

3.   Disagree to enable GPS services

RESULT: Google Maps will not display.

**Test Case ID TC06 “View joined events”**

**Summary** Verify that users can view a list of events they have joined.

**Prerequisite** The Main screen is displayed with “Justin” logged on and the user has recently joined an active event.

**Instructions** Perform the following actions.

**Test Data and Expected Results**

1.   Click the Joined Events button

RESULT: The app will display a screen with a list of the current user’s joined events.

2.   Click on the event you want more information about.

RESULT:  The app will display a screen with the event’s information including name, location, time, date and sport.

3.   Click the back button.

RESULT:  The app will display the list of events again.

4.     Click the back button.

RESULT: The app will return to the main screen.