Product name: Don't Dine Alone
Team name: Granddaddy of All Teams
Date: 5/31/18

System and Unit Test Report

System Test Scenarios:

Stories:
  A. User story 1 from sprint 1: As a user, I want a basic interactive UI / login screen, so that I know where to start.
  B.   User story 2 from sprint 1: As a user, I want to be able to login with my ucsc email address, so I only link with other UCSC students.

Scenario:
  1. Start the Don't Dine Alone app
  2. If you aren't currently registered click the register button (otherwise proceed to step e.)
      a. Enter a UCSC email address, password, and password confirmation then click register.
      b. User should not be able to register with a non-UCSC email address.
      c. User should not be able to register if passwords don't match.
      d. Otherwise, user should be brought back to the login screen with a message telling them to check their email to confirm registration.
      e. Confirm registration in the email, then in the app enter the email and password you just registered and click login.
      f. User should be brought to Welcome page.

Stories:
User story 1 from sprint 2: As a user, I want a welcome page so that the app can be more appealing to me.

Scenario:
  1.   (While on the Welcome page) User should see text showing all online users (if other users are currently online).
  2. User should see buttons for Edit Profile, Log Out, Preferences, and Start Matching.
  3. Edit Profile button should bring the user to the Edit Profile page.
  4. Logout button should log the user out and bring them back to the login page.
  5. Preferences button should open a pop-up for selecting preferences.
  6. Start Matching should change color and bring the user to the next activity when a match is found.

Stories:
User story 2 from sprint 2: As a user, I want a profile so that I will be unique.

Scenario:
1. (From the Welcome page) Click the Edit Profile button.
2. Enter a Display Name, Gender, Spirit Animal, the press OK.
3. User should be brought back to the welcome page, they should now see "Welcome [their name]. Their profile information should now be located in the database.

Stories:
User story 3 from sprint 2: As a user, I want to manually select which dining hall I would like to eat at, so that I can choose anyplace I want to eat on campus.
User story 3 from sprint 2: As a user, I want to have preferences so that I can have more choice in who I group with.
Scenario:
1. (From the Lobby Page) Click the Preferences button.
2. Checkbox your preferred dining halls.
   a. If you press none, you will be asked again to make a selection.
3. User should then see that their preferences have been saved.

Stories:
User story 1 from sprint 4 (pushed back from story 2: sprint 2, and story 1: sprint 3): As a user, I want to be able to match with other users so I can meet new people.
User story 3 from sprint 3: As a user, I want to confirm my matches, so I can verify when I match with someone.
User story 4 from sprint 3: As a user, I want messaging, so I can contact the people I am dining with.
Scenario:
To be continued.
1.
2.
3.
4. Once you have been matched, from the chat window, you will be in a chat with the other people in your group.
5.

Stories:
User story 2 from sprint 4: As a user, I want to receive push notifications so I know when I have a match.
Scenario:
1. For matching notifications:
   a. (From the Welcome page) click Start Matching then exit the app.
   b. Have a user on another phone start matching.

      c. Once they match with you you should receive a push notification saying you've matched.
2. For message notifications:
      a. Once you are matched and in a chat exit the app.
      b. Have the user you are matched with enter a message in the chat.
      c. You should receive a push notification saying you've received a message, clicking it should bring you back to the chat.

Stories:
User story 3 from sprint 4: As a user, I want to be able to report via email, so I can report abuses.
Scenario:
To be continued.

Unit Tests: