

Overall Test Plan

First, we will test whether or not the user can access the application. Then we will test the main functionalities that the app relies on such as the camera features, geolocation, and joining a session. These tests will be done individually in a controlled environment and will seek to test both normal and abnormal cases. Then these tests will be done in a production environment with legitimate user data. In our specific instance, testing in a production environment may involve multiple team members executing the test cases at the same time.

Test case Descriptions

LI1.1	Sign in with an existing account
LI1.2	This test will ensure users with accounts can sign in
LI1.3	User will sign in with an account that has already been setup
LI1.4	Username, Password, and login press
LI1.5	User will be signed in
LI1.6	Normal
LI1.7	Blackbox
LI1.8	Functional
LI1.9	Unit
LI1.10	Results: Passed

LI2.1	Sign in with a new account (account creation)
LI2.2	This test will ensure users can make new accounts
LI2.3	User will create a new account and login with that account
LI2.4	Username and Password and email
LI2.5	User will be signed in

LI2.6	Boundary
LI2.7	Blackbox
LI2.8	Functional
LI2.9	Unit
LI2.10	Results: Passed

LI3.1	Logout
LI3.2	The purpose of this test is to make sure the logout functionality works as intended
LI3.3	The user will press a button to logout of their account after this the user will be prompted with a screen where they can login again.
LI3.4	Pressing a button
LI3.5	Login page to be shown
LI3.6	Normal
LI3.7	Blackbox
LI3.8	Functional
LI3.9	Unit
LI3.10	Results: Passes

SE1.1	Joining a session with picture
SE1.2	This test will ensure the camera and start session work together

SE1.3	User will select the picture option on the game screen, take a picture, and select use
SE1.4	Picture and pressing picture option, take picture, and use
SE1.5	A session will be started with an opponent that can see the picture
SE1.6	Normal
SE1.7	Blackbox
SE1.8	Functional
SE1.9	Integration
SE1.10	Results: Passed

SE2.1	Joining a session with description
SE2.2	This test will ensure the description and start session work together
SE2.3	User will select the description option on the game screen, enter a description, and select use
SE2.4	Description and pressing description option, entering text, and use
SE2.5	A session will be started with an opponent that can see the description
SE2.6	Normal
SE2.7	Blackbox
SE2.8	Functional
SE2.9	Integration
SE2.10	Results: Passed

AC1.1	Account saves when edits are made to it.
AC1.2	This test will ensure the user's changes to their account are properly saved
AC1.3	User will make changes to their account and then click save changes
AC1.4	Changing data fields, pressing a button
AC1.5	Changed data in data fields is properly stored in the user's account
AC1.6	Normal
AC1.7	Blackbox
AC1.8	Functional
AC1.9	Integration
AC1.10	Results: Passed

CA1.1	Test Camera functionality
CA1.2	This test ensures the camera option functions properly
CA1.3	User will select the camera option and take a picture and discard then take another picture and save
CA1.4	Pressing camera option, take picture, discard, take picture, and use
CA1.5	The camera will take a picture, display the picture, remove the picture, display the camera, take the picture, and use the picture for the game
CA1.6	Abnormal
CA1.7	Blackbox
CA1.8	Functional

CA1.9	Unit
CA1.10	Results: Passed

GL1.1	Test geolocation functionality
GL1.2	Testing if the geolocation function on the application is accurate based on each user location
GL1.3	Whenever a user is ready to find a matching partner, the longitude and latitude are accurate to where the user is
GL1.4	User looking for a partner through the app
GL1.5	Longitude and latitude coordinates
GL1.6	Normal
GL1.7	Blackbox
GL1.8	Functional
GL1.9	Unit
GL1.10	Results: Passes

UP1.1	Test the user pairing functionality
UP1.2	This test will ensure that two users are properly paired together on their respective devices
UP1.3	To test this feature, two user devices must be in close proximity to each other and attempt to find a match
UP1.4	Two devices nearby, clicking the find match button
UP1.5	The two devices should be paired together
UP1.6	Normal
UP1.7	Blackbox

UP1.8	Functional
UP1.9	Integration
UP1.10	Results: Passed

NW1.1	Testing that the networking is encrypted
NW1.2	The purpose of this test is to make sure that the data of the customers is safe and anonymous
NW1.3	To tests this we will try to intercept the packages with a package sniffer like wireshark to see if the data is in plain text or if it is encrypted.
NW1.4	User using the app and causing some network traffic
NW1.5	Packages that are encrypted
NW1.6	Normal
NW1.7	Blackbox
NW1.8	Security
NW1.9	Unit
NW1.10	Results: Passed

	Normal/Abnormal/ Boundary	Blackbox/ Whitebox	Functional/Performance /Security	Unit/Integration
LT1	Normal	Blackbox	Functional	Unit
LT2	Boundary	Blackbox	Functional	Unit
LT3	Normal	Blackbox	Functional	Unit
SE1	Normal	Blackbox	Functional	Integration
SE2	Normal	Blackbox	Functional	Integration

AC1	Normal	Blackbox	Functional	Integration
CA1	Abnormal	Blackbox	Functional	Unit
GL1	Normal	Blackbox	Functional	Unit
UP1	Normal	Blackbox	Functional	Integration
NW1	Normal	Blackbox	Security	Unit