

1. Open the app with a fresh install and no current user signed in.
 - a. Click Sign Up
 - i. Verify user is taken to Sign Up page.
 - b. Click Sign Up without entering information.
 - i. Verify error messages indicate required fields.
 - c. Enter invalid parameters
 - i. Verify error messages indicate invalid inputs.
 - d. Enter valid Sign Up credentials without selecting "Professor" check box.
 - i. Verify user lands on Sign In page and is told a verification email was sent.
 - ii. Verify user cannot sign in without verifying email.
 - e. Check entered email inbox for verification email and verify your account.
 - i. Verify that user is able to sign in.
 - ii. Verify color scheme is green to reflect student side.
 - f. Repeat step d with the "Professor" checkbox selected.
 - i. Verify that user is able to sign in.
 - ii. Verify color scheme is blue to reflect professor side.
2. Student Side
 - a. Verify there are no broken UI elements.
 - b. Select the Logout button in the top right corner.
 - i. Verify user is logged out.
 - ii. Verify user can log back in.
 - c. Select the Question Mark icon in the top right.
 - i. Verify user is shown a help page on how to navigate the app.
 - ii. Hit back to return to My Classes.
 - d. Select Add a Class
 - i. Verify user is brought to Add Class screen.
 - ii. Click Add Class with no inputs.
 1. Verify user is shown errors stating invalid inputs.
 - iii. Enter a valid class code and pin.
 1. Verify user is brought to My Classes page and the added class appears in their list view.
 - iv. Select the class from the listview.
 1. Verify user is brought to class page.
 2. Verify any announcements added by the professor are visible.
 - v. Select Check In.
 1. Verify user is brought to check in page.
 2. Select Check In with no inputs.
 - a. Verify user receives error message stating input is invalid.
 3. Input valid check in code while outside the location boundary.
 - a. Verify user cannot check in because they are too far away.
 4. Move into location boundary and input incorrect code.
 - a. Verify user cannot check in because the code is wrong.
 5. While within the location boundary, check in with the correct code.

- a. Verify user lands back on class page and checks in successfully.
- vi. Return to My Classes page.
- vii. Swipe left on class in listview.
 - 1. Verify can swipe left to expose trash can icon.
 - 2. Verify selecting the trash can icon will delete the class from their account.

3. Professor Side

- a. Verify there are no broken UI elements.
- b. Select the Logout button in the top right corner.
 - i. Verify user is logged out.
 - ii. Verify user can log back in.
- a. Select the Question Mark.
 - i. Verify user is shown a help page on how to navigate the app.
- b. Select Create a Class.
 - i. Verify user is brought to Create a Class page.
 - ii. Click Create Class without any input.
 - 1. Verify error messages indicate inputs are required.
 - iii. Give very short inputs and click Create Class
 - 1. Verify error messages indicate inputs are too short.
 - iv. Give valid inputs and click Create Class
 - 1. Verify user is brought to My Classes page and the created class appears in their list view.
 - v. Select the class in the list view.
 - 1. Verify user is brought to calendar view.
 - vi. Select a day in the calendar and click Select Day.
 - 1. Verify user is brought to a screen title with the date of the selected day.
 - 2. Verify the buttons are: "Set Attendance Day," "Present Students," "Absent Students," "Set Location," and "Announcements."
 - vii. Select Set Attendance Day.
 - 1. Verify user is able to input Attendance Code.
 - 2. Verify attendance code is saved in database.
 - viii. Select Present Students
 - 1. Verify this page has a header but the contents are empty, since no one has checked in for the created day.
 - 2. Check in with an enrolled student account and verify they show up in the list as present.
 - ix. Select Absent Students
 - 1. Verify there is a list view of all students enrolled in the class once a day code has been set.
 - x. Set Location

1. Verify the user is able to see their own location and has the map zoom in on the user's location.
2. Verify the marker and boundary circle displays on the map properly.
3. Verify that multiple markers and boundary circles are not created on the map.
4. Verify that the "add location" button exists.
5. Verify that pressing the "add location" button, when a marker is not set, causes a toast to notify the user to select a location on the map.
6. Verify that the "add location" functionality makes changes in the database and sends the user back to the day page.

xi. Announcements

1. Verify that the announcements are displaying the date and content of the announcement.
2. Verify that the "create announcement" button exists and goes to the create announcement page.
3. Verify that the announcement can be typed in the textview and sends it to the database.
4. Verify that the announcement sent in step 3, displays in the announcement listview after refreshing the listview by re-entering the listview activity.