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Test ID	Test Carried Out	Expected Result	Actual Result	Errors Fixed	Comments
UT1.0	In MainActivity, click on maps button	App moves to MapsActivity	App moves to maps activity as expected	-	Used robotium to simulate button clicks and to assert activities.
MUT7.2	In MainActivity trigger click on settings icon	App moves to SettingsActivity	App moves to SettingsActivity as expected	-	Used robotium to simulate button click and asert activities. Test was failing initially, but then had to get robotium to scroll in horizontal scroll bar so it could access the settings button
MUT2.0	Launch in createAccount, get robotium to input a new user into EditTexts and assert that "signed in as:" TextView in next activity displays correct username.	User is logged in and TextView in MainActivity displayed username input in createAccount.	User is logged in and TextView in MainActivity displayed username input in createAccount.	-	Robotium used to input details in EditTexts.
MUT2.2	Trigger press on leaderboards button when in Main Activity.	App moves to Leaderboards Activity	App moves to LeaderboardsActivit y as expected.	-	Used robotium
MUT3.0	Zoom into area	sPOI only set to	FAIL :sPOI appears	FIX: Added a zoom	User UIAutomator

	around POI	appear when zoomed in close enough.	at highest level but disappears when map moved, and then reappears when zoomed to threshold level.	level check when sPOIs are first drawn so that they would not appear initially.	to simulate zooming in and to click on sPOI marker, and robotium to assert correct activities called.
MUT6.0	Scan a QR code for a hidden location.	App moves to hPOI presentation activity and Toast "Hidden location discovered!" is displayed.	App moves to hPOI presentation activity and Toast "Hidden location discovered!" is displayed.	-	Using robotium to check activities and awaitility to wait until a QR scan is done before running assertion.
MUT6.1	Scan a QR code for a hidden location.	App displays celebration animation.	App displays celebration animation.		Added some text in animation screen for debugging and used robotium to ensure this text appears hence verifying the animation also plays.
MIT3.0	Tap on progress bar	App moves to progress activity	App moves to progress activity	-	Used robotium for View clicking and activity assertion.
MIT6.0	Scan a hPOI QR code.	Content screen shows and animation plays	Content screen shows and animation plays		Using robotium for activity assertion and awaitility for QR code waiting
MIT9.0	Click on a POI and view content screen, then go back and click on one of the POI's	Content screen for POI is shown, app then moves back to map, content screen for sPOI	Content screen for POI is shown, app then moves back to map, content screen for sPOI		Used UIAutomator for marker clicking and robotium for activity assertions.

	sPOIs and view content screen (with both already unlocked)	shown when it is clicked on.	shown when it is clicked on.		
MIT12.0	Scan a QR code, click on each content type button and assert that app moves to corresponding media playing activity	App moves to hPOI Presentation Activity, moves to Video Activity when video button pressed, moves to Image Activity when image button pressed, moves to Audio Activity when audio button pressed.	App moves to hPOI Presentation Activity, moves to Video Activity when video button pressed, moves to Image Activity when image button pressed, moves to Audio Activity when audio button pressed.		Used robotium to cycle through activities and assert Views are present, and awaitility to wait for QR scans.
MIT16.0	Tap on a locked POI, then tap on an unlocked POI.	Locked POI shows its title, but doesnt show its content, unlocked POI shows its content.	FAIL: The test fails on the assertion of the title of the locked POI appearing. However this turned out to be a problem with the test fucntions used being unable to see the infoWindow of a marker. PASS: The test was rewritten such that it would test if the app stays in MapsActivity when a locked POI is pressed, it did so	FIX: Problem with test code, not application code.	Used UIAutomator to click on map markers and robotium to assert activities.

			and passed the test. It was observed visually that the infoWindow of the marker was indeed shown.		
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Signature:

Date: 30/05/18