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Test ID	Test Carried Out	Expected Result	Actual Result	Errors Fixed	Comments
MST1.0	Open newly installed app.	App loads to EmailPasswordActivity (login)	**FAIL:**Loads to MainActvity	**FIX:** Changed the AndroidManifest.xml such that EmailPasswordActivity is defined as the launcher activity.	Once the launcher activity was chnaged in the manifest the correct activity was lauched on opening.
MST1.1	Tap settings button	App moves to settings screen.	App moves to settings screen.	-	-
MST1.2	Tap unlock bar.	App moves to screen showing unlocked locations.	ProgressTableActivity is launched ans displays correct values for user's unlocks.	-	-
MST1.3	Tap on leaderboard button.	App moves to leaderboard screen.	Leaderboard loads showing all public users data in a scrollable table.	-	User will only appear in the leaderboard if they have set their data to be public in the settings.
MST1.4	Press back button in a sub-activity that originates from MainActivity.	Return to MainActivity.	App returns to MainActivity when back in pressed in MapsActivity, SettingsActivity, QRActivity and LeaderboardsActivity.	-	Other activities display different behaviour on back pressed: -EmailPassword leaves the app. -createAccount returns to EmailPassword.

					-PresentationActivities return to the map. -ProgressTable returns to the map. These are all desired behaviours.
MST1.5	Close app in any activity.	If app is reopened it is still in this activity.	if app is closed with home button and reopened it reopens in the activity it was in when it was closed.		
MST1.6	Kill app in activity and reopen.	App reopens in launcher activity (EmailPassword)	If the app killed while in any activity it loads back to the login screen when opened again.		
MST2.0	Open app and look at map.	Businesses and POIs are visible with correct icons.	Businesses have correct business type icons and POI icons have correct lock status.		
MST3.0	Scan any (locked) location's QR code.	POI icon is unlocked. Map shows current location and sPOIs when zoomed in on POI. Content becomes visible and can be played. Sound effect and animation plays	When code is scanned a tick animation plays in time with a reward sound effect, and the app moves to a screen with presentation buttons and text. The buttons for video, audio and images perform their expected functions. If	-	All unlocking and content behaviour is as expected.

			the map is returned to after unlocking the POI, when zooming in close enough, the POIs sPOIs now appear on the map.		
MST3.1	Scan a hPOI QR code.	Hidden location is unlocked and icon becomes visible on map. Content becomes visible and can be played. Notification of hidden location flashes up on screen. Sound effect and animation plays.	When code is scanned the app moves to the presentation activity and the content can be accessed and interacted with. Toast appears with text "Hidden location discovered". Sound effect plays in time with animation upon unlocking. New icon is now visible on map.	-	hPOI unlocks as expected.
MST3.2	Turn off GPS and open app.	User is notified of their GPS status.	Message reading "Your GPS seems to be disabled, do you want to enable it?" with a yes/no choice appears.	-	IF user presses yes, they are taken to their phones settings and can enable GPS.
MST3.3	Click on a locked POI. Click on an unlocked POI.	Locked POI just shows name in marker infoWindow. Unlocked POI shows content.	Locked POI just shows name in marker infoWindow. Unlocked POI shows content.	.	
MST3.4	Click on any sPOI	Locked sPOI just shows name in	Locked sPOI just shows name in		

		marker infoWindow. Unlocked sPOI shows content.	marker infoWindow. Unlocked sPOI shows content.		
MST4.0	Enter settings menu and disable animations. Unlock a location.	Animation shouldn't play on unlocking.	When a valid new QR code is scanned with the animations turned off, the animation does not play.		Uses the apps SharedPreferneces to decide if animations should play.

Signature:

Date: 05/06/18