# **“GreenDash”**

# **About:**

GreenDash is an on-demand landscaping service app—like DoorDash or Uber Eats, but for your yard! Users can hire landscapers nearby to mow lawns, prune bushes, trim trees, and tackle other small outdoor jobs quickly and easily. I created GreenDash because I have a background in horticulture and sometimes you need a quick outdoor fix without waiting weeks for a big landscaping company. I want to make outdoor care fast, flexible, and accessible for busy homeowners, renters, and small business owners nationwide.

## **Goals for Testing:**

* Make sure all buttons, forms, and links work perfectly.
* Ensure landscapers and customers can sign up, login, and book services without glitches.
* Test map functionality (finding nearby landscapers).
* Confirmation payment system is smooth and secure.
* Make sure appointment scheduling, status updates, and notifications work.
* Ensure the app doesn’t freeze, crash, or have major slowdowns.
* Verify the app looks good on different devices (phones, tablets).

## **Scope of Testing:**

**Parts we test:**

* User registration and login (both customer and landscaper)
* Browsing available services
* Booking a job and confirming a landscaper
* GPS and map-based locating
* Payment and tipping system
* Push notifications (job confirmed, landscaper arriving, job complete)
* In-app messaging between customer and landscaper
* Rating and feedback system
* Mobile responsiveness (phones and tablets, iOS and Android)
* Background verification process for landscapers
* Full backend database performance under heavy loads

## **Testing Methods:**

* Manual testing: Clicking through every button, screen, and form.
* Exploratory testing: Randomly trying different actions to find unexpected bugs.
* Peer testing: Friends and family will act as customers and landscapers to test different workflows.
* Device testing: Checking on both iPhone and Android devices.
* Bug Reporting: Using a shared Google Doc to track bugs and weird behaviors.

## **Testing Materials Needed:**

* 2 smartphones (one iPhone, one Android)
* 1 tablet
* Internet connection (Wi-Fi and cellular)
* A Google Doc or Trello board to record bugs
* Notepad and pen for quick notes
* Test accounts (one customer, one landscaper)

## **Testing Schedule:**

* **Start Date:** Friday afternoon
* **End Date:** Sunday night
* **Total Time Needed:** About 6–8 hours total (broken into 2–3 testing sessions)

## **Testing Outcome:**

* A list of all bugs, crashes, or weird behaviors found.
* Suggestions for design or usability improvements.
* A "Pass/Fail" report for each tested feature.
* A clearer idea of how close the app is to being launch-ready

## **Roles:**

* **Me:** Main tester, responsible for most of the testing and writing the final bug report.
* **James:** Customer role — tests booking a landscaper.

Landscaper role — tests accepting and completing jobs.

Helps test notifications and messaging features.

## **What Could Go Wrong (and How We'll Fix It):**

* **The app crashes:** Reboot device, reinstall app, report what led to crash.
* **Can’t log in or register:** Double-check test accounts; reset passwords if needed.
* **Maps don't load:** Test Wi-Fi vs. cellular; check app permissions for location access.
* **Payment errors:** Use dummy credit cards from the payment testing environment.
* **Testers cancel last-minute:** Have a backup plan (do solo testing if needed).

## **Signature to Begin Testing**

**Signed by: Spider-Man 🕷️**