Test plan

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Version History

Version	Date	Author(s)	Changes	State
1	2022-11-25	Lucas Jacobs		In progress

Contents

User Acceptance Tests

Id	Test description	Step #	Test steps	Expected Results	User stories
1	Verify that a standard user can see the home page where they can find a travel buddy.	1	The standard user opens the application.	App has to be successfully loaded. A screen pops up where he/she can log in.	US-11
		2	User logins in with valid credentials.	The notification shows 'logged in'. Redirecting to the home page where he/she can find a travel buddy.	
2	Verify the Like option for a potential travel buddy.	1	The standard user is logged in and sees the home page.	The application has been successfully loaded. The home page is shown with a potential user who can be liked or skipped.	US-01, US-10
		2	The user presses the like button on the shown person.	The application should show a notification to the person that has been liked. A new person is shown to the user if there is one matching the criteria of his settings.	
3	Verify the notification system that a user received when someone liked his profile.	1	The user with a standard role has opened the application and is logged in.	The application has loaded successfully and the user sees the home page.	US-01, US-04
		2	Another user liked this person.	A notification has been sent to the user that he can view the buddy page.	
		3	The user navigates to the buddy page.	The buddy page displays the current chats that are open, the matches, and the notifications for potential buddies.	
4	Verify that a user can set his preferences to find a travel buddy to his/her liking	1	The user is logged in as a standard user and goes to the settings page.	The application has started successfully. The settings page shows his account information: personal information, preferences, and filter options of how he/she	US-03

				wants to see his/her travel buddies.	
		2	The user sets his preferences to his/her liking.	The application will save the preferences and will apply them to the persons that he/she can see on the page where he/she can find a potential travel buddy.	
5	Verify that the delete operation works when you want to remove a friend	1	The user is logged in and has a match with someone. Goes to the buddy page.	The application has started correctly. The buddy page shows the current chats that are open, the matches, and the notifications for potential buddies.	US-04, US-05
		2	The user presses the button ‘remove friend’.	The buddy page will remove the friend and will update the page without his/her friend.	
6	Verify that the send-a-message operation works for a chat between two users	1	The user with a standard role has logged in and goes to the buddy page.	The application has launched successfully. The buddy page shows the current chats that are open, the matches, and the notifications for potential buddies.	US-06
		2	The user clicks a chat that he/she started with a matched travel buddy.	The application will show a page with the chat with that specific person.	
		3	The user sends a message to the other user.	The page will update with the delivered message. The other person can now see the message and reply.	
7	Verify that a standard user can update his profile information	1	The user is logged in and sees the settings page	The application has successfully launched. The settings page shows, preferences, own personal information, and filter options of how he/she wants to see his/her travel buddies.	US-07

		2	The user changes his own information and presses the update personal information button	The application saves the new information and refreshes the page so that newly updated info is shown.	

Test strategy

Unit testing

For the unit testing, I will only test the logic layer. The main reason for this is that I made my own logic and it needs to be tested properly so it works as it is intended to. Furthermore, the data layer will not be tested because it is already been thoroughly tested by the company that created the logic for the database. Therefore, when testing the logic layer I will mock the database, so the test is really focussed on one thing. Finally, the pattern that I am going to use for my unit tests is the AAA pattern, which stands for Arrange, Act, and Assert.

Integration testing

For the front end, we want to make sure everything works together. Therefore integration tests are good. With this, we want to make sure every unit in our application is working with each other as intended. Also for the back end we want to make sure somethings are doing things as intended.