

System and Unit Test Report
FitTrak
Trainers
11/30/2019

- User Story 3 from **Sprint 1**: As a user, I want to have a functional user interface that allows me to be able to use all the features of the app
- User Story 1 from **Sprint 2**: As a user, I want to be able to create an account and be able to log in anytime in the future with that same account
- User Story 3 from **Sprint 2**: As a user (Client), I want to be able to see all available trainers, along with their specializations, and register with the one I want, as well as viewing my assigned workouts and appointments
- User Story 1 from **Sprint 3**: As a user, I want a polished trainer/client experience that I can access on web or Android
- User Story 1 from **Sprint 4**: As a team member I want to seamlessly connect the user and the trainer.
- **SCENARIO:**
 - Start FitTrak Android app
 - Click “register”
 - Fill out the fields to create a new user account
 - The fields are the following:
 - First Name
 - Last Name
 - Email
 - Password
 - Interests
 - Upon successful user registration, user will be redirected to a Landing Page
 - Click “view available trainers”
 - Scroll through the list of available trainers
 - To view more info about a trainer, click the information button on the right
 - User will be redirected to the trainer’s profile, which includes their age and years of experience. If the user wishes to sign up with that trainer, click “sign up with this trainer”
 - To view any appointments that were assigned by the user’s trainer, click “view appointments”
 - To view any workouts that were assigned by the user’s trainer, click “view workouts”
 - If there were any workouts assigned, view the details of the workout by clicking the information button on the right of the workout item
 - Logging into the database, you can see that all the data is being written/read in the correct areas, maintaining consistency across all platforms.
 - Connection between client and trainer is seamless because any appointments or workouts scheduled by the trainer can be easily seen by the client