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TEST PLAN AND TEST RESULTS

*Application: **CHVOTES***

DATE: 12/05/2020
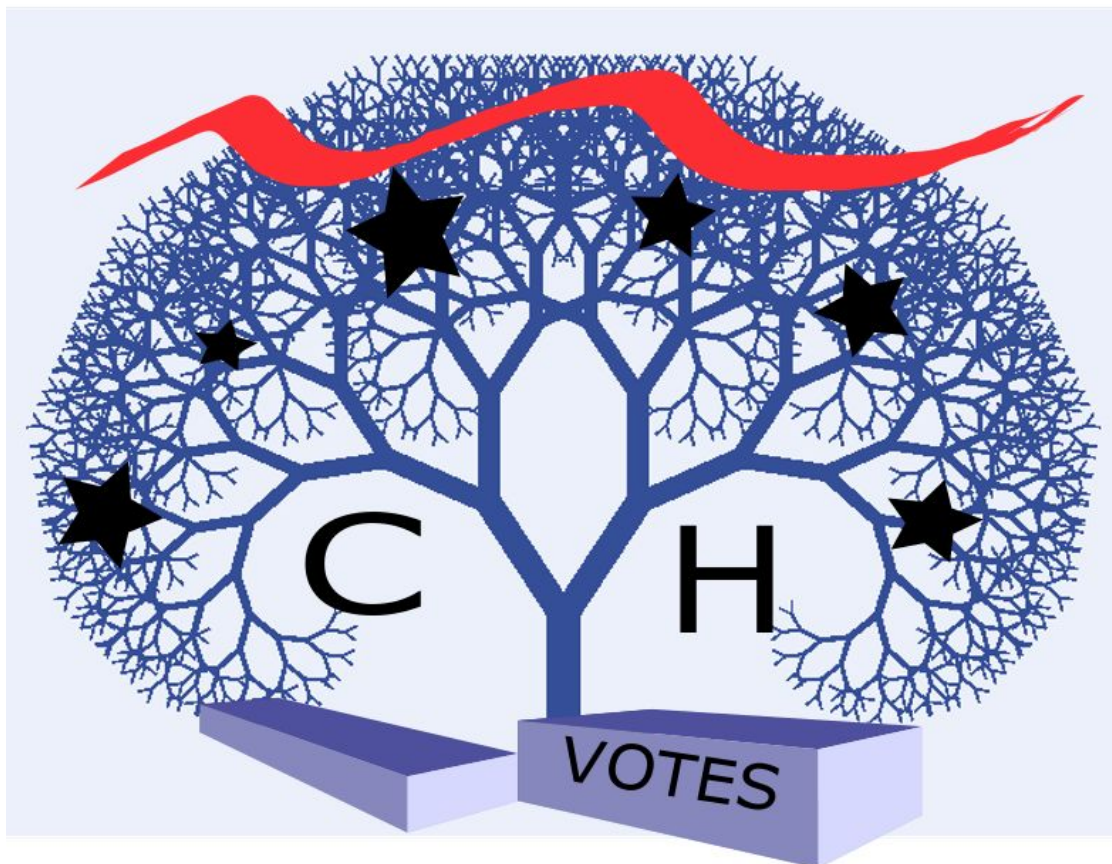
1. Test Case Creating a Social project

1.1 Use Case: Creating a Social project

Description of the use case:

Primary Actor: Registered User

Stakeholders and Goals:
- Administrator: He/She accepts or denies the project when the registered user presents it.
- Registered Users: Either a group representative or any registered user can propose a project filling a form.

Success guarantee (Post-conditions):
The project has been correctly created and accepted by the administrator, from this point forward the registered users are able to vote. When the threshold is surpassed the creator of the project can either present the project to the city hall or keep it receiving votes.

Extensions (Alternative paths):
- The name of the project has been already used for another project
  > The user will be notified that the name has already been taken and he will have to chose another one.
- If the project does not receive votes in 1 month, it gets automatically deleted

Special Requirements:

- Undefined time until the admin logs in and accept or denies the project
- Undefined time to obtain the votes (considering the 1 month period of no votes, then the project will expire and will no longer be able to receive votes)
- Undefined time until the creator of the project sends the project to the city hall (once surpassed the threshold)
- Undefined time to receive the response from the city hall.

Path to be tested:

Main Path: (pepe) SignIn -> Projects -> Create Project -> Social -> Fill form -> Create -> SignOut -> (admin) SignIn -> Projects -> Accept Project.

Alternative Paths: (pepe) SignIn -> Projects -> Create Project -> Social -> Fill form -> Create -> The name of the project has been already used for another

project, the user will be notified that the name has already been taken and he will have to chose another one.

(pepe) SignIn -> Projects -> Create Project -> Social -> Fill form -> Create -> SignOut -> (admin) SignIn -> Projects -> Reject Project.

(pepe) SignIn -> Projects -> Create Project -> Social -> Fill form (Leaving blank one or more fields) -> Create -> Notification error (Invalid attributes for a project)

(pepe) SignIn -> Error signing In.

1.2. Test case design

Preconditions:
The user ("pepe") has signed up correctly into the application with username ("pepe") and a password ("123").

Scenario:

1. The application shows the login window.

2. The registered user "pepe", signs in the application with the username "pepe" and the password "123", and clicks on the "SignIn" button.

3. A notification with the message "Welcome pepe" will show up. Pepe clicks in the "Aceptar" button.

4. Pepe is shown a tabbed pane with projects, groups, and settings. He clicks into the "Projects" pane.

5. The "Projects" window is shown to the user.

6. The user clicks the "Create Project" button.

7. The application shows the "Create project" window.

8. The user selects from the combobox the type "Social", then introduces a project name, description, budget, aim (National or International), a social group and a group (In case the owner of the project is wanted to be a group. This field should be left untouched if the project is wanted to be created individually). Then the user clicks the "Create button" to send the project for acceptance.

9. A notification with the message "Project waiting to be accepted" will show up. Pepe clicks in the "Aceptar" button. Then the user is automatically redirected to the "Projects" pane again.

10. The user moves to the "Settings" pane and clicks the "SignOut" button.

11. The application shows the signIn window.

12. The administrator signs in with the credentials "admin", "admin". Then clicks the "SignIn" button.

13. A notification with the message "Admin signed In" will show up. The admin clicks in the "Aceptar" button.

14. The admin is shown a tabbed pane with projects, users, and settings. He clicks into the "Projects" pane.

15. The pepe's project is waiting to be accepted. The admin clicks into the project's name ("Skate Park"), writes a reason ("Very good idea!") and then clicks the "accept" button.

16. A notification with the message "You have accepted project Skate Park" will show up. The admin clicks in the "Aceptar" button. The project "Skate Park" is now included into the application.

1.3. Test execution result

Screenshots and comments:

Social ▼

Project Name:	Skate Park
Description:	Amazing Skate Park
Budget:	10000
Aim:	**NATIONAL** ▼
SocialGroup:	Teens
Group:	Select ▼

[Create] [Home]

ⓘ **Application**
Project Waiting to be Accepted
2020-05-04

[Aceptar]

| Groups | Projects | **Settings** |

Current Password:	
New Password:	
Repeat New Password:	

[Change Password] [SignOut]

The test execution has been developed with a successful result. The steps were followed as indicated previously and the result was exactly as expected.

For future implementations we could add a list of social groups to choose from.

2. Test Case Ask Affinity report

2.1 Use Case: Ask Affinity report

Primary Actor: Register User

Stakeholders and Goals:
- Register User: The users can request an affinity report between two groups following the formula:
(number of projects of group 1 supported by group 2 + number of projects of group 2 supported by group 1) / number of project of the application

Extensions (Alternative paths):
- The user asks for an affinity report of 1 or more than 2 groups
  - The user will be notified that the he can only request affinity reports for two groups.

Success guarantee (Post-conditions):
The user requests the affinity report and it is automatically generated and delivered to the user.

Path to be tested:

Main Path: (domingo) SignIn -> Groups Pane -> MyGroups -> Affinity Report-> Select Groups -> Ask Report -> Notification with the result.

Alternative Paths: (domingo) SignIn -> Groups-> MyGroups -> Affinity Report-> Select Groups -> Ask Report -> The user has not selected 2 groups

(domingo) SignIn -> Error signing In.

2.2. Test case design

Preconditions:

The user ("domingo") has signed up correctly into the application with a username ("domingo") and a password ("123") and has to belong to the groups that are involved in the Affinity Report , in this case "cats" and "dogs".

Scenario:

1. The application shows the login window.

2. The registered user "domingo", signs in the application with the username "domingo" and the password "123", and clicks on the "SignIn" button.

3. A notification with the message "Wellcome domingo" will show up. domingo clicks in the "Aceptar" button

4. "domingo" is shown a tabbed pane with projects, groups, and settings. He clicks into the "Groups" pane.

5. The "Groups" window is shown to domingo.

6. The user clicks the "MyGroups" on the combobox .

7. The application shows the "MyGroups" window.

8. The user clicks the "Affinity Report" button.

9. The Affinity Report window is shown to the user

10. A window with two combobox is shown to the user for the selection of the groups involved in the report. The user selects the name of the first group ("Cats"), the name of the second group ("Dogs") and then clicks the "Ask Report" button.

11. A notification with the message "The affinity between group Cats and Dogs is 66.66%" will show up. domingo clicks in the "Aceptar"button.
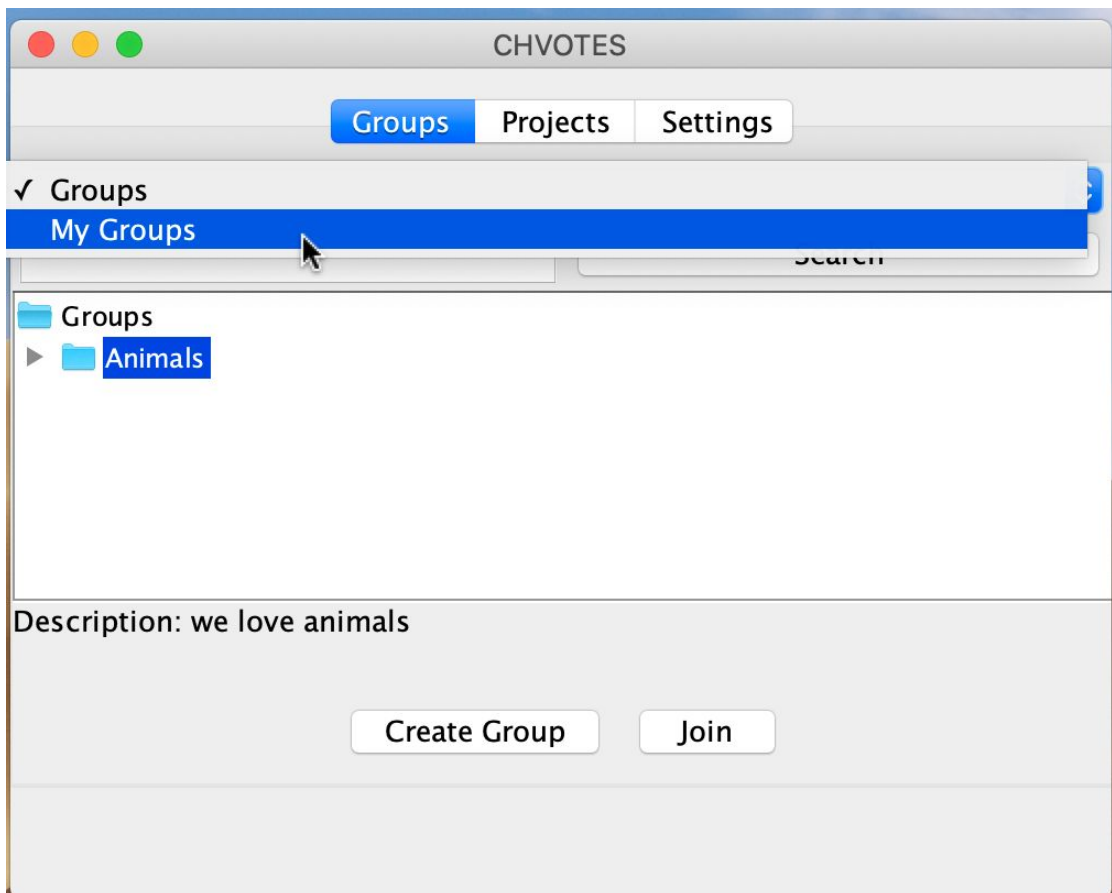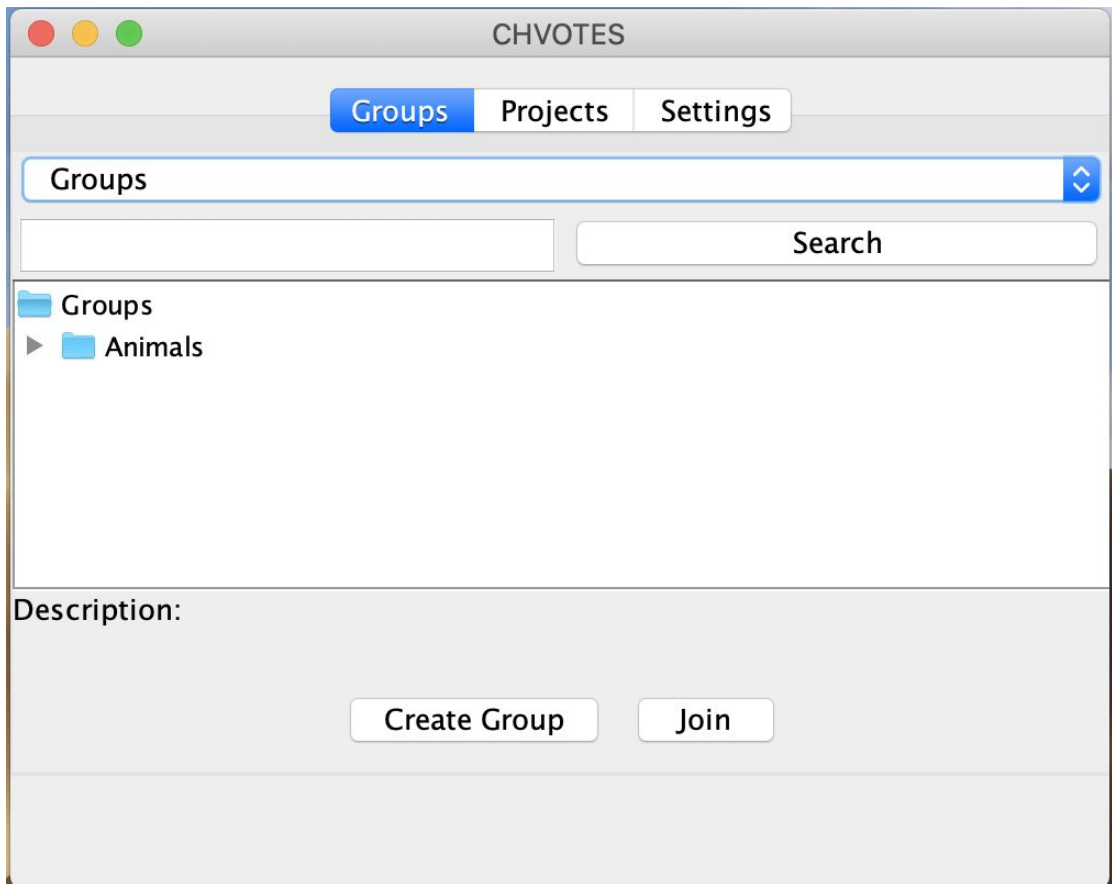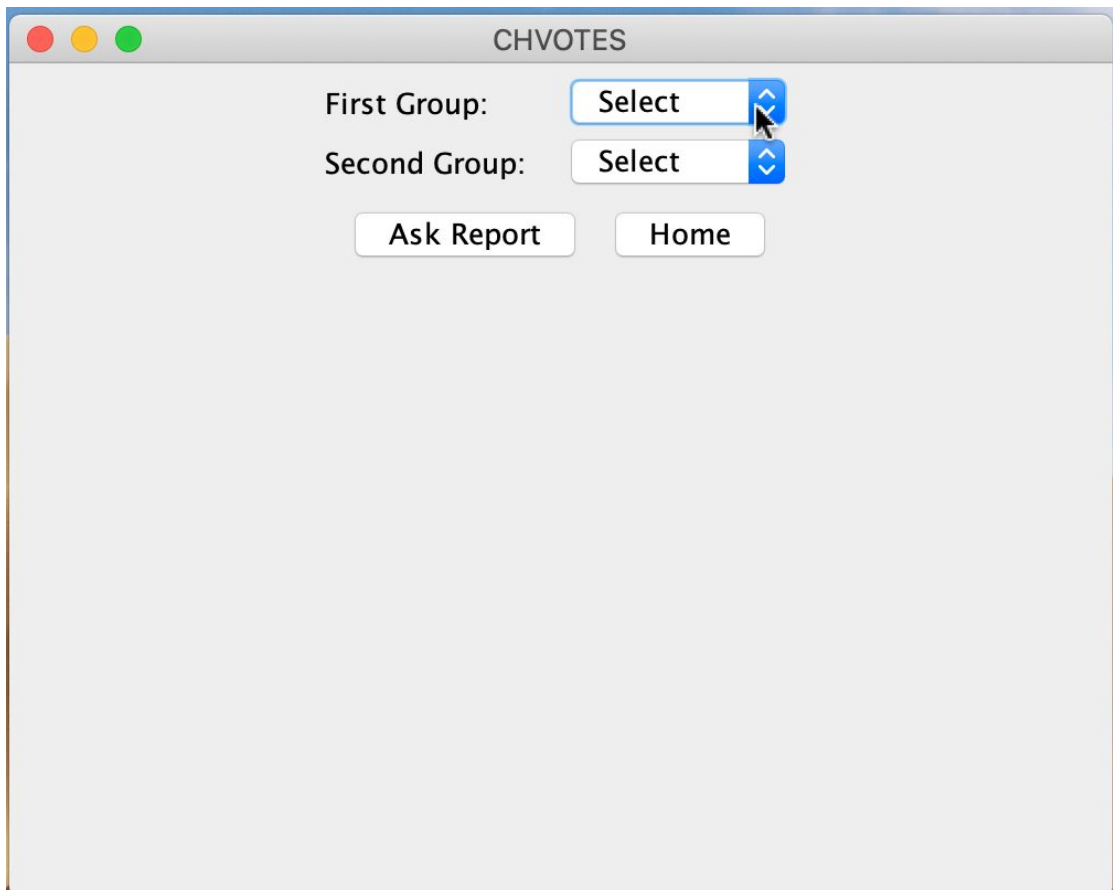
2.3. Test execution result
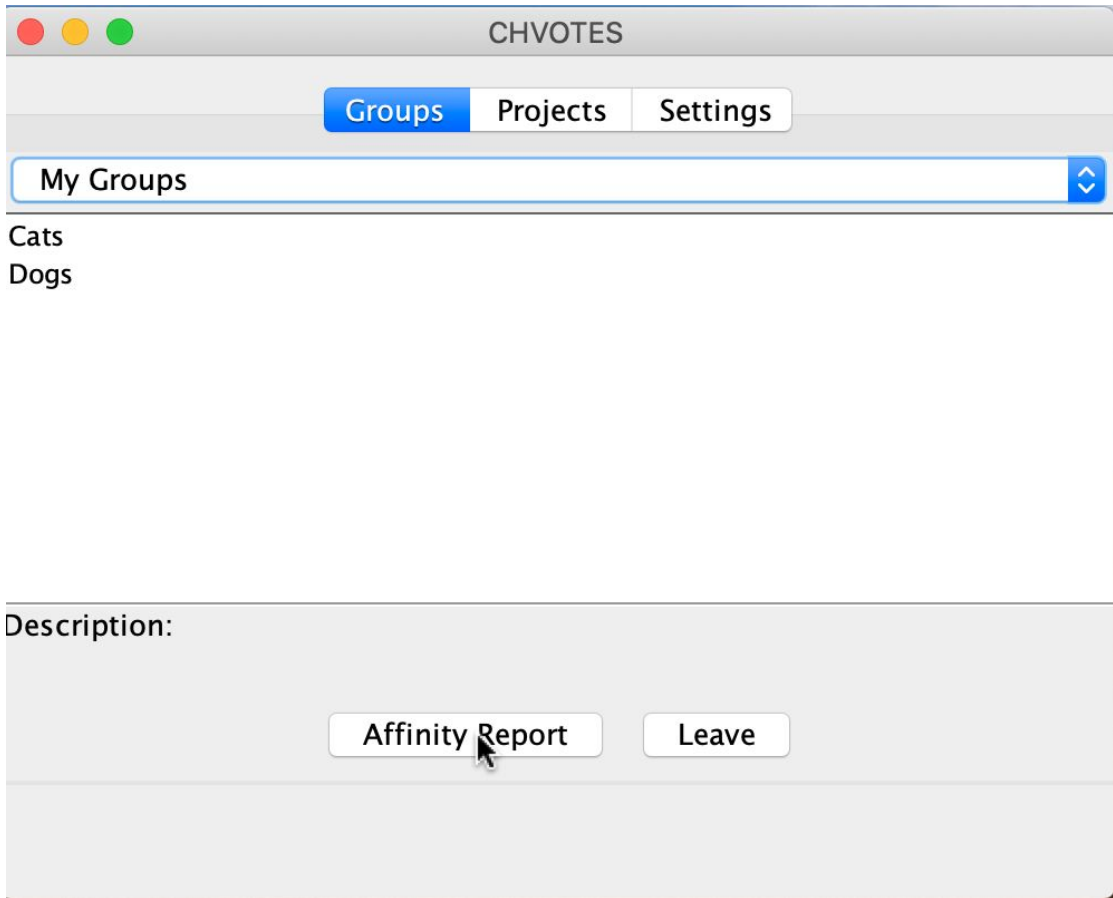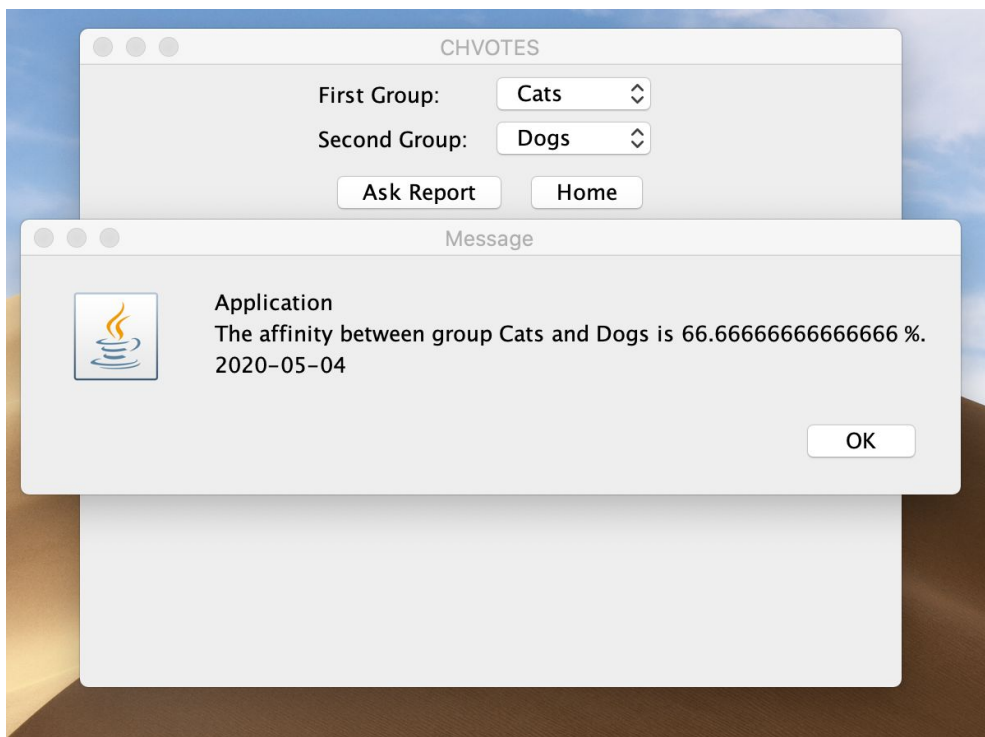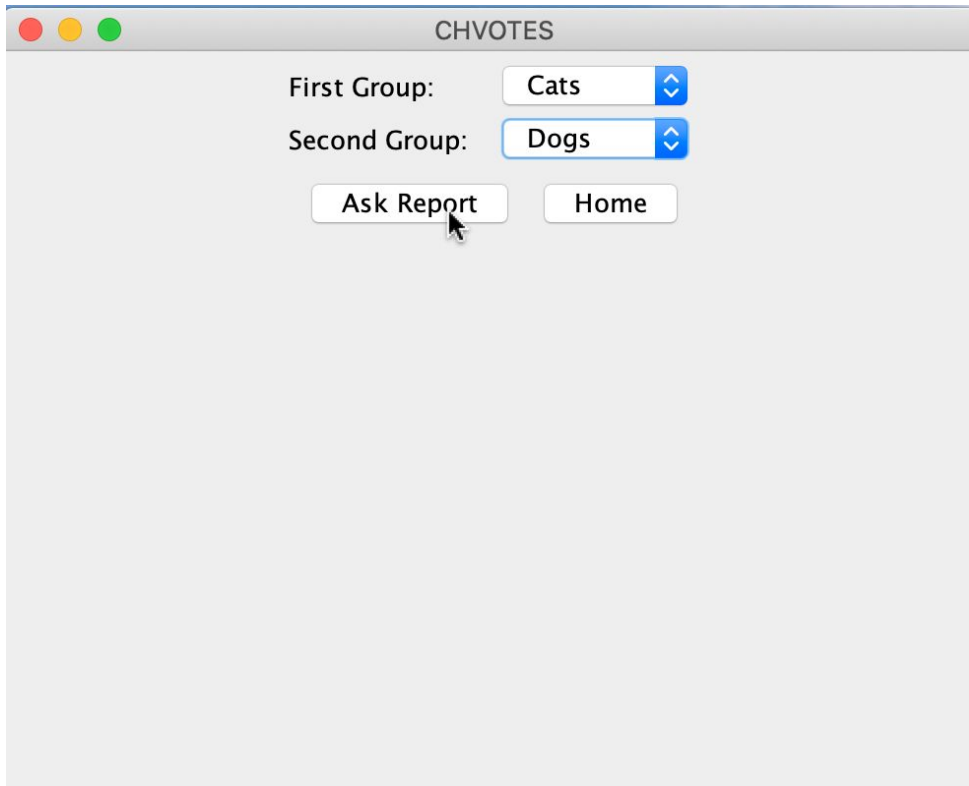
The test execution has been developed with a successful result. The steps were followed as indicated previously and the result was exactly as expected.

For future implementations we could add the possibility to ask for affinity reports between more than two groups.