

Test Plan and Report

SportsFinder, 3/11/25

- **User Authentication**

- SignUp Page

- Positive test: Create an account

- Expected Output: When a user enters a new email and password, it will store the email and password in the database and redirect them to the preferences page
 - Functionality is as expected: User enters new email and password in the signup page, the firebase is updated with the attributes, and the user is redirected to the preferences page

- Negative test: Create an account with a registered email

- Expected Output: When a user enters a registered email and password, they will get a message saying the email is already in use and won't be able to sign up
 - Functionality is as expected: User entered a registered email and password and got a message saying the email is already in use and was not redirected anywhere

- Negative test: Create an account with invalid email format

- Expected Output: When a user enters a registered email and password, they will get a message saying the email is already in use and won't be able to sign up
 - Functionality is as expected: User entered a registered email and password and got a message saying the email is already in use and was not redirected anywhere

- Negative test: Create an account without email input filled

- Expected Output: User should receive a message saying invalid email format
 - Functionality is as expected: User received message saying invalid email format

- Negative test: Create an account without matching passwords

- Expected Output: User should receive a message saying passwords do not match
 - Functionality is as expected: User recieved message saying passwords do not match

- Preferences Page

- Positive test: Fill in all user preferences

- Expected Output: User will be able to press save see all their attributes displayed in the profile page
 - Functionality is as expected: User pressed save and can see their attributes in the profile page as saved in the preferences page

- Negative Test: User does not fill in all preferences

- Expected Output: The user should not be able to press the save button if all attributes are not filled in
- Functionality is as expected: The user was not able to press the save button when not all preferences were filled in

○ Login Page

- Positive test: Login with account
 - Expected Output: User should be able to login with the account info they entered in the sign up page
 - Functionality is as expected: User was able to login with account info entered in the sign up page
- Negative test: Login without password
 - Expected Output: User should receive a message saying that something went wrong and to try again
 - Functionality is as expected: User tried to log in without a password and received a message saying something went wrong
- Negative test: Login without registered email
 - Expected Output: User should receive a message saying incorrect email or password and to try again
 - Functionality is as expected: User received a message saying incorrect email or password and to try again
- Negative test: Login without any inputs
 - Expected Output: User should receive a message saying invalid email format
 - Functionality is as expected: User received a message saying invalid email format

● Tabs

○ Profile Page

- Positive Test - Change user's attributes in current session
 - Expected output: When user changes attributes, the app should reflect those changes in the profile page in this current session
 - Functionality is as expected: user attributes changes in profile page when they are changed
- Positive Test - Change user's attributes after restarting application
 - Expected output: When user changes attributes, the app should reflect those changes in the profile page after the app is restarted
 - Functionality is as expected: When user changes attributes, the profile page reflects those changes even after the application is restarted.
- Positive Test - Account Deletion
 - Expected output - When "Delete Account" button is clicked, the user's account should be removed from the Firebase and the user should not be able to login to the application

- Functionality is as expected: When a user deletes an account, account is deleted off the Firebase and the user can not longer login with that account.
- Positive Test - Logout Button
 - Expected Output - When “Logout” button is clicked, the user should be redirected to the login page and be forced to log back into the application.
 - Functionality is as expected: When user clicks on the “Logout” button, the user is brought to the login page.
- Positive Test - Update Password
 - Expected output: When the “Update Password” button is clicked, the user’s password should change and the old password should no longer be usable.
 - Functionality is as expected: When a user changes password, their password changes in the Firebase and their old password can no longer be used.
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- Map Page
 - Pop ups -
 - Positive Test - Pop up should show details when game is created
 - Expected output: When a game is created, when the game marker is clicked, there should be a popup that displays game information
 - Functionality is as expected: Pop up displays game info
 - Positive Test - Pop up should be clickable and allow user to join game
 - Expected output: Once a pop up for a game is displayed, the pop up should be clickable and allow the user to join or leave that specific game.
 - Functionality is as expected
 - Creating games
 - Positive Test - Create a game with all inputs filled in.
 - Expected output: Creates a marker on the map at that specific location with those attributes as specified in the inputs
 - Functionality as expected
 - Negative Test - Create a game with only two inputs filled in.
 - Expected output: Does not allow user to create a game, notifies user
 - Functionality as expected: Does not allow user to create games and notifies user
 - Negative Test - Create a game with no inputs filled in.

- Expected output: Does not allow user to create a game, notifies user
 - Functionality as expected
- Positive Test - Go back to current location button
 - Expected output: When the button is clicked, the map should move back to user's current location.
 - Actual output: Functionality passes as expected: regardless of where the map was, map moves to user's current location when the button is pressed.
- My Event Page
 - Changing current game
 - Positive Test - Extending time to a game when "Add Time" button is pressed
 - Expected Output: Time and duration for the users game is changed to reflect input
 - Functionality as expected: Time and duration for game is reflected in the callout
 - Negative Test - Extending time to a game when the user hasn't created a game yet
 - Expected Output: Should notify user that they have not created a game
 - Functionality as expected: User is notified that they currently dont have a game
 - Negative Test - Ends game without creating a game
 - Expected Output: Should notify user that they have not created a game
 - Functionality as expected: User is notified that they currently dont have a game
 - Positive Test - Ends game with a created game
 - Expected Output: Should end game successfully from the map and firebase
 - Functionality as expected: Game deleted from map and deleted from firebase
- Database and Cloud Function
 - Removing Expired Games
 - Positive Test - expired games are deleted from the "coordinates" collection with the other games left unchanged
 - Negative Test - Expired games are left in the database or non-expired games are removed as a result of the cloud function being called