Unit Testing

1. Landing page
   a. Login
      i. Username: (test for non-empty and correct email format)
      ii. Password: (test for non-empty and 6 characters length)
   b. Signup (test fields and button)
      i. First Name (test for non-empty)
      ii. Last Name (test for non-empty)
      iii. Age (test for non-empty and must be numeric, less than 99)
      iv. Email (test for non-empty, format abcd@xyz.com)
      v. Password (test for non-empty, at least 6 characters long)
      vi. Signup(button) – test: user successfully navigates to SetupBucketList page
2. SetupBucketList (page)
   a. Add Item field (test: accepts string , text)
   b. Add button (test: bucketlist item successfully added to the firebase for correct user)
   c. Next button: (test: user navigates to SetupCalendar page)
3. SetupCalendar (page)
   a. Next button: (test: user navigates to SetupLocation page)
4. SetupLocation (page)
   a. Next button: ((test: user navigates to Home page, views Recommendations)
5. Home page: (test: Refresh Recommendations should show a list based on added bucketlist items)
   a. Profile (button)
      i. Logout button – test that user successfully logs out and navigates successfully to the landing page
      ii. Delete Account button – test that user successfully deletes the user account and navigates successfully to the landing page
   b. MyBucketList (bottom) – test that user click → user navigates to MyBucketList page and views the bucketlist (fetch from firebase database)
      i. Add field – check for text / strings entry
      ii. Add button – click → bucketlist item added to bucketlist (firebase) and displays on screen
   c. WishList (bottom) – test that user click → user navigates to WishList page (blank)
   d. Calendar (bottom) - test that user click → user navigates to Calendar page (blank)
   e. My Memories (bottom) - test that user click → user navigates to My Memories page (blank)