

Android Test Cases							
App Installation & First Launch							
Test Case ID	Title	Scenario	Steps	Expected Result	Actual Result	Severity	Priority
AND_01	Verify that the application can be successfully installed and launched from Google Play Store	User installs app from Play Store	1. Open Google Play Store on Android device. 2. Search for the application name. 3. Tap on Install button. 4. Wait for installation to complete. 5. Tap Open to launch the app.	The application should install without any errors and should launch successfully, displaying the onboarding screen on first launch.	To be executed	Critical	High
AND_02	Verify that onboarding flow is displayed on first launch after fresh installation	First time app launch	1. Install the app on a fresh device or after clearing app data. 2. Launch the application.	The application should start with the first onboarding screen and guide the user through the onboarding flow.	To be executed	Major	High
Onboarding Flow							
Test Case ID	Title	Scenario	Steps	Expected Result	Actual Result	Severity	Priority
AND_03	Verify that user can navigate through onboarding screens using swipe gestures	User navigates onboarding	1. Launch the application. 2. On onboarding screen 1, swipe left. 3. Repeat swipe for screen 2 and screen 3.	User should be able to smoothly navigate through all onboarding screens using swipe gestures without lag or UI issues.	To be executed	Major	Medium
AND_04	Verify that user can skip onboarding and proceed directly to login	User skips onboarding	1. Launch the application. 2. Tap on Skip button on any onboarding screen.	User should be redirected directly to the Login screen, and onboarding should be marked as completed.	To be executed	Major	Medium
AND_05	Verify that onboarding state is retained when app is sent to background	App lifecycle during onboarding	1. Launch the app and stay on onboarding screen 2. 2. Press Home button to send app to background. 3. Reopen the app.	The application should resume from the same onboarding screen where the user left off.	To be executed	Major	Medium
Permission Handling							
Test Case ID	Title	Scenario	Steps	Expected Result	Actual Result	Severity	Priority
AND_06	Verify that push notification permission is granted when user selects Allow	User allows push permission	1. Launch the application. 2. When push permission prompt appears, tap Allow.	Application should successfully register for push notifications and store the permission status as allowed.	To be executed	Major	High
AND_07	Verify that application behaves correctly when user denies push notification permission	User denies push permission	1. Launch the application. 2. When permission prompt appears, tap Deny.	Application should continue functioning normally without crashes, and should not attempt to send notifications.	To be executed	Major	High
AND_08	Verify that permission can be requested again when user selects Ask Later	User postpones permission	1. Launch app. 2. Tap Ask Later on permission prompt. 3. Navigate to relevant feature later.	Application should show permission prompt again at an appropriate time.	To be executed	Minor	Medium
Network & App Lifecycle							
Test Case ID	Title	Scenario	Steps to Reproduce	Expected Result	Actual Result	Severity	Priority
AND_09	Verify that login behaves correctly under poor network conditions	User logs in with weak network	1. Enable slow network mode or turn on airplane mode. 2. Attempt to login.	Application should show loading indicator or meaningful error message without freezing or crashing.	To be executed	Major	High
AND_10	Verify that application state is handled correctly after app is killed	App killed and relaunched	1. Login successfully. 2. Kill the app from recent apps list. 3. Relaunch the app.	Application should either restore user session or redirect to Login screen as per design.	To be executed	Critical	High

AND_11	Verify that UI layout remains stable after screen rotation	Device orientation change	1. Open Profile screen. 2. Rotate device from portrait to landscape.	UI should adjust correctly without losing entered data or breaking layout.	To be executed	Minor	Medium
iOS Test Cases							
App Installation & First Launch (iOS)							
Test Case ID	Title	Scenario	Steps to Reproduce	Expected Result	Actual Result	Severity	Priority
IOS_01	Verify that the application can be installed and launched from Apple App Store	User installs app from App Store	1. Open App Store on iOS device. 2. Search for the application. 3. Tap Install. 4. Launch the app after installation.	Application should install successfully and open the onboarding screen on first launch.	To be executed	Critical	High
IOS_02	Verify that onboarding flow starts correctly on first launch	First time app launch	1. Install the app freshly. 2. Launch the app.	User should see the first onboarding screen and be guided through the flow.	To be executed	Major	High
Permission Handling							
Test Case ID	Title	Scenario	Steps to Reproduce	Expected Result	Actual Result	Severity	Priority
IOS_03	Verify that iOS system permission popup is displayed for push notifications	iOS permission prompt	1. Launch the app for first time. 2. Observe the permission dialog.	Native iOS system permission popup should be displayed to the user.	To be executed	Major	High
IOS_04	Verify that application continues normally after denying push permission	User denies permission	1. Tap Don't Allow on permission popup.	App should not crash and should continue functioning without notifications.	To be executed	Major	High
IOS_05	Verify that user can enable push notifications from iOS Settings	User enables permission from settings	1. Deny permission initially. 2. Go to iOS Settings then App then Notifications. 3. Enable notifications.	Application should start receiving push notifications.	To be executed	Major	Medium
App Lifecycle & Device Variations							
Test Case ID	Title	Scenario	Steps to Reproduce	Expected Result	Actual Result	Severity	Priority
IOS_06	Verify that application resumes correctly from background	App sent to background	1. Login to app. 2. Press Home to send app to background. 3. Reopen the app.	App should resume from last state without data loss.	To be executed	Major	High
IOS_07	Verify that application launches correctly after force close	App force closed	1. Force close the app. 2. Reopen from home screen.	App should launch normally without crash or blank screen.	To be executed	Critical	High
IOS_08	Verify that UI adapts properly on small screen devices	Small screen device usage	1. Open app on small device (e.g. iPhone SE). 2. Navigate through Profile screen.	UI elements should fit properly without overlapping or truncation.	To be executed	Minor	Medium
IOS_09	Verify that orientation behavior follows supported rules	Device orientation change	1. Rotate device orientation.	App should follow defined orientation rules without UI break.	To be executed	Minor	Low
A short explanation of real device vs emulator testing strategy							
		Emulator / Simulator Testing					
		Purpose	Early-stage and continuous testing				
		Used for	Basic functional testing (login, onboarding, profile flows)				
			UI validation and layout checks				
			Regression testing after new builds				
			Testing across multiple OS versions quickly				

		Advantages	Fast execution				
			Easy setup and configuration				
			Cost-effective				
			Supports parallel testing on different OS versions				
		Real Device Testing					
		Purpose	Pre-release and production validation				
		Used for	Push notification testing				
			Network interruption scenarios				
			App lifecycle events (background, kill, resume)				
			Performance and responsiveness checks				
			Device-specific and hardware-related issues				
		Advantages	Real hardware behavior				
			Accurate OS restrictions and permissions				
			Real network conditions				
			Closest to real user experience				
		Final Testing Strategy	Emulators are used for early functional coverage and quick feedback, while real devices are mandatory before release to validate critical features and ensure real-world reliability and production readiness.				