Test Plan

for UMaine Connect by Maineframe (Group 2)

Use Case Testing

Use case testing for use case models.

1. Use Case: Login Actors: General User

Requirements: None associated

Main Scenario:

1. The User clicks "login" 2. The User clicks "email"

- 3. The User enters an email address
- 4. The User clicks "password" 5. The user enters a password
- 6. The user clicks "login to account"

6a1 The user successfully logs in

6a2 the user unsuccessfully logs in, error message shown

Test Scenario:

- 1. The user inputs a String, "validemail@gmail.com", for email
- 2. The user inputs a String, "ValidPassword1!", for password
- 3. The user inputs String, "invalidemail" for email
- 4. The user inputs a String, "G" for password
- 5. The user inputs a String, "" (whitespace) for username6. The user inputs a String, "" (whitespace) for password
- 7. The user inputs a String, "1" for username
- 8. The user inputs a String, "3" for password

Test Coverage:

Main and alternative scenarios: 2

Test Coverage: all scenarios are covered

2. Use Case: Create Event on the Map

Actors: General User

Requirements: REQ-4, REQ-5, REQ-7

Main Scenario:

- 1. The user clicks the point on the map where they would like to place their event
- 2. The system places a marker on the map where the user clicked
- 3. The system displays an editable form to the user where they can enter their event details
- 4. The user types in the event details
- 5. The user clicks "post"
- 6. The system adds the event to the database and displays it on the map

Alternatives:

- 5a. The user clicks "post", but has not entered anything for one or more event detail fields 5a1. The system displays an error informing the user the form is incomplete, then returns the user to editing the event details (go to step 3)
- 5b. The user clicks "post", but one or more of their event detail inputs is in the wrong format (cannot be coerced to a string)
- 5b1. The system displays an error informing the user some inputs are ill-formatted, then returns the user to editing the event details (go to step 3)

Test Situations:

- 1. The user clicks somewhere on the map, adds all event details, and then posts the event (main/successful scenario)
- 2. The user leaves one or more event detail fields blank
- 3. The user enters something that can't be coerced to a string for one or more of the event detail fields
- 4. The user leaves one or more fields blank AND enters ill-formatted input for one or more fields

Test Coverage:

100%.

3. Use Case: Create an Account

Actors: General User

Requirements: REQ-8, REQ-10

Main Scenario:

- 1. User clicks the "sign up" button on the login page.
- 2. System opens the signup window.
- 3. User inputs username, email, password, and password confirmation.
- 4. User clicks the sign up button in the signup window.
- 5. System tells the user signup was successful
- 6. System closes the signup window

Alternatives:

- 1a. User clicks the "sign up with Google" button on the login page
- 2a. System takes the user to the Google-specific account creation page.

5a. System displays an error for an invalid email or password and prompts the user to enter their information again (continue from step 3).

Test Scenario:

- 9. The user clicks the sign in button
- 10. User inputs "Poppy" for username
- 11. User inputs"Catnip!!!" for password
- 12. User reinputs password
- 13. User clicks signup

Test Coverage:

100%.

4. Use Case: View Event on the Map

Actors: General User

Requirements: REQ-1, REQ-2, REQ-3

Main Scenario:

- 1. The user views the Google Map and sees the points.
- 2. The user clicks on a point that they may be interested in.
- 3. The system displays information based on that event.
- 4. The user reads the information

Test Scenario:

The user views the google map

The user clicks on event #2343

The user reads the displayed information

Test Coverage:

100%

5. Use Case: View Friends List

Actors: General User Requirements: REQ-13

Main Scenario:

- 1. User clicks the "friends" button on the home page.
- 2. System displays a dropdown menu from the friends button.
- 3. User clicks the "friends list" option from the dropdown.
- 4. System verifies that the user is logged in and opens the friends list page.

Alternatives:

4a. The user is not currently logged in.

4a1. The system displays a noauth page with a link to the login page.

Test Scenario:

- 1. The user is logged in and successfully views the friends list (main/successful scenario)
- 2. The user is not logged in and attempts to view the friends list

Test Coverage:

100%.

6. Use Case: View Static Pages

Actors: General User

Requirements: None associated

Main Scenario:

- 1. User connects to the UMaine Connect website.
- 2. Website displays the landing page.
- 3. User clicks on any of the buttons on the landing page.

When the user clicks on a button, it links to the corresponding page:

- a) Privacy Policy
- b) Terms and Conditions
- c) About
- d) Login
- e) Contact
- f) Account
- g) Friends.

Test Scenario:

- 1. The user clicks on the Privacy Policy button
- 2. The user clicks on the Terms and Conditions button
- 3. The user clicks on the About button
- 4. The user clicks on the Login button
- 5. The user clicks on the Contact button
- 6. The user clicks on the Account button
- 7. The user clicks on the Friends button

Test Coverage:

100%. All of these pages are static and accessible by both logged-in and logged-out users.

7. Use Case: Logout Actors: General User

Requirements: None associated

Main Scenario:

- 1. User clicks the logout button on the account page.
- 2. System logs the user out of their account.
- 3. System displays a message informing the user that they have been successfully logged out.

Test Situations:

1. The user visits the account page and clicks the logout button (main/successful scenario)

Test Coverage:

100%.

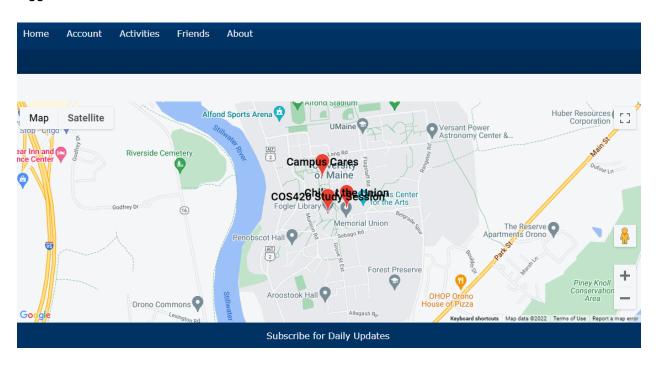
UI Testing

Because our application is predominantly HTML and our database operations are handled by external APIs, we are currently unable to carry out thorough unit testing. In the future, we would like to perform unit tests on the components of our event system, such as creating and modifying event details, viewing events in their various representations across the site, and sorting and filtering the event list. For this deliverable, we have elected to perform UI testing to see if the UI elements we have been developing work as intended.

Test Scenario: Can the map be used to view events?

Test Coverage: View the map, move the map, switch to terrain mode, toggle labels. **100%**

Map was successfully able to be viewed, moved, switched to terrain mode and labels toggled

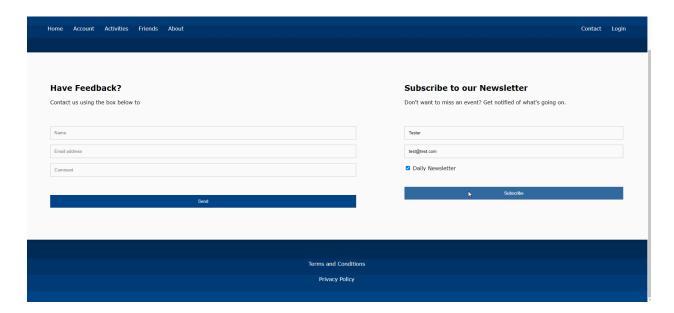


Test Scenario: Can you subscribe to the newsletter?

Test Coverage: Filling in information for the username and email address of the user to be signed up.

100%

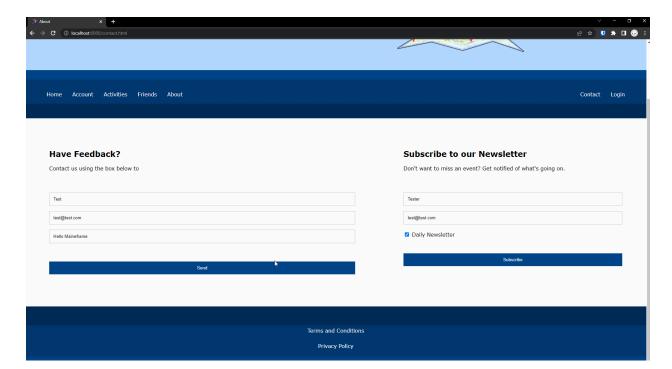
This did not function properly and instead downloaded a php file. We were however able to type in the text boxes.



Test Scenario: Can you give feedback to the development team?

Test Coverage: Fill out the name, email address, comments, and open the default email program on the user's device. 100%

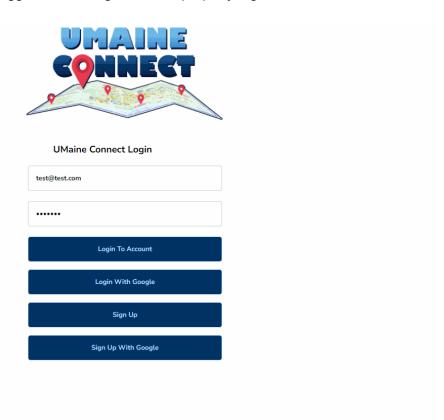
We were able to fill out the name, email address, comments and open the default email program on the user's device. We do need to change how the data is sent to the email program, there are things such as name = "name" that shouldn't be in the body of the email. The comment that was typed should be the only thing in the body by default.



Test Scenario: Can the user log in and out?

Test Coverage: Fill out username, password, have the system authenticate the user, allow the user to logout. 100%

Successfully able to fill out the username and password. The system properly authenticates the user and tells them they are logged in. The logout button properly logs out the user.



Test Scenario: Can you clear search filters?

Test Coverage: Fill out the event name, number of attendees, and tag. Remove these previously filled fields by selecting the "Clear search parameters" button.

Successful in being able to fill out each event filter field. The clear search parameters button properly clears each field back to the default.

