Test Case Design

My testing strategy is very heavily based on Scenario-Based Test-Case Design. I plan on testing my project incrementally as I create new functionality for it. I also plan on testing many different situations that may occur from the user's actions. I expect to find many situations that might break the program and cause it to break in some way. Hopefully, as I test it I will find as many of these problems as possible and mitigate any future problems that might occur. My focus will be on what the user might do, rather than what the product actually does.

Functionality Tested	Inputs	Expected Output	Actual Output
Creating new food(developer)	Food name/nutrition facts	Food shows and works on site	
Database(developer)	Food storage/insert/delete	Food being held in database	
Recipe Display	Add/Remove food	Show food in recipe	
Add Food to recipe	Click on a certain ingredient	Food shows up in recipe	
Remove Food from recipe	Click 'x' on food	Food is removed from recipe	
Calculate if recipe is healthy	Click 'calculate	Displays correct nutritional info and gives feedback on whether their recipe is healthy	
Observe Usability	User will use site and I will observe their actions/decisions	User will be able to use site well and without much external help	
Create new food	Wrong datatypes are entered when creating a new food	Error message pops up	