

CS 40800: Phase 2 test plan

Gymbuddy

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Legend:

[Identification Number]

A. [Descriptive Title], [Severity Level]

B. [Specific Instructions]

C. [Expected Outcome]

Severity Levels:

Level 1: Critical to the success of the software

Level 2: Important but not critical to the success of the software

Level 3: A level 3 bug will not affect the basic functionality of the software

Create Account 001:

- A. "Create Account" Button -- Level 1
- B. Click the "Create Account" Button
- C. The User should be directed to a "C" page

Create Account 002:

- A. Submit valid "Sign Up" information -- Level 1
- B. Valid name, Valid email, Valid Password and Valid Phone number are submitted
- C. User information is saved in the user database. The user is then directed to the Main Page.

Create Account 003:

- A. Password is not populated (null value) -- Level 2
- B. The form is submitted with no password but the name is valid, email is valid, phone number is valid
- C. The user should be notified with an error message and should be prompted to enter a password. The account should not be allowed to be created.

Create Account 004:

- A. Email is not populated (null value) -- Level 2
- B. The form is submitted with no email but the name is valid, password is valid, phone number is valid
- C. The user should be notified with an error message and should be prompted to enter an email. The account should not be allowed to be created.

Create Account 005:

- A. Name is not populated (null value) -- Level 2
- B. The form is submitted with no name but the email is valid, phone number is valid and password is valid
- C. The user should be notified with an error message and should be prompted to enter a name. The account should not be allowed to be created.

Create Account 006:

- A. Phone number is not populated (null value) -- Level 2
- B. The form is submitted with no phone number but name is valid, email is valid and password is valid
- C. The user should be notified with an error message and should be prompted to enter valid phone number. The account should not be allowed to be created.

Create Account 007:

- A. Password does not have 8 or more characters -- Level 3
- B. If the password string entered is "QWERT", the password does not have enough characters and is therefore invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new password. The account should not be allowed to be created.

Create Account 008:

- A. Confirm password-- Level 2
- B. If the confirm password field does not match the entered password, display an error message
- C. User should be notified with an error message that the 2 fields do not match

Create Account 009:

- A. Invalid Email Id -- Level 1
- B. If the email Id entered does not have an "@" and a "." it is invalid.
- C. The user should be notified with an error message and should be prompted to re-enter a new email ID. The account should not be allowed to be created.

Create Account 010:

- A. Duplicate Email Id -- Level 1
- B. If the email Id has already created an account.
- C. The user should be notified with an error message and should be prompted to re-enter a new email ID, which has not been used yet. The account should not be allowed to be created.

Create Account 011:

- A. Duplicate Name Id -- Level 1
- B. Account has been created already under the name.
- C. The user should be notified with an error message and should be prompted to re-enter a new name, which has not been used yet. The account should not be allowed to be created.

Login 001:

- A. "Username" field-- Level 1
- B. Entering null value in the username field with a valid password
- C. The user should be prompted to enter a valid username

Login 002:

- A. "Username" field - Level 1
- B. Entering a single character with a valid password
- C. The user should be prompted to enter a username with more characters

Login 003:

- A. "Password" field -- Level 1
- B. Entering a null password with a valid username
- C. The user should be prompted to enter a valid password

Login 004:

- D. "Password" field -- Level 1
- E. Entering less than 6 alphanumeric characters for the password
- F. The user should be prompted to enter a larger password

Login 005:

- A. Incorrect Password -- Level 1
- B. User enters the an email with an account but wrong password and then press's the "Login" button.
- C. The User should be notified with an error message indicating the password is incorrect.

Login 006:

- A. "Password" field -- Level 1
- B. Entering more than 32 characters as a valid password
- C. The user should be prompted about the size restraints of the password

Login 007:

- A. Click the "Logout" button -- Level 3
- B. User clicks the "Logout" button.
- C. The User should be logged out of application and sent back to Login/Create Account page

Create Event 001:

- A. Click the Create event button -- Level 3
- B. User clicks the "Create Event" Button
- C. User should be sent to "Create Event" page

Create Event 002:

- A. Set event date -- Level 2
- B. User sets date to the date of the event
- C. The date should be set to the date of the event

Create Event 003:

- A. Redirect after created event -- Level 1
- B. User should successfully create an event
- C. User should be redirected back to the "See Deals" page

Create Event 004:

- A. Create an Event with a set date and location-- Level 3
- B. User should set a date and location for the event
- C. User profile should display a new event on 'Current Deals' page

Create Events 005:

- A. User creates an event -- Level 2
- B. User creates their own private event
- C. The private event should be displayed in the Private events bar

Create Events 006:

- A. User deletes an event they created -- Level 2
- B. User clicks to delete an event they created
- C. The event is removed from the private tab

Create Events 007:

- A. User adds an event with an invalid name -- Level 2
- B. User enters a null value for the name of the event
- C. User is prompted to have a valid name for the event

Create Events 008:

- A. User adds an event with the same name as a previously added event -- Level 2
- B. User enters an event with the same name as a previously created event
- C. User is prompted to use a different name as name already exists

Create Events 009:

- A. Invite a friend -- Level 3
- B. User creates an event and clicks on invite a friend
- C. User should be prompted to an application on the Android System to email a friend about the event

Create Events 010:

- A. Create a new event -- Level 3
- B. User creates an event
- C. Population of the event should be initialized to zero.

Create Events 011 :

- A. Invite a friend -- Level 3
- B. User creates an event and clicks on invite a friend
- C. User should be prompted to an application on the Android System to email a friend about the event

Deals 001:

- A. Manager creates a new deal --Level 1
- B. Manager enters deal information and add users.
- C. Add user should see the new deal.

Deals 002:

- A. Manager creates multiple deals -- Level 2
- B. Manager enters multiple deals separated by newline.
- C. Multiple events should be created on database.

RSVP 001:

- A. RSVP for event -- Level 3
- B. User RSVPs for an event
- C. The user should be added to the RSVP list and the event should be added to the correct section

RSVP 002:

- A. Cancel RSVP -- Level 2
- B. User cancels RSVP for event
- C. The user should be removed from the RSVP list

RSVP 003:

- A. User profile should display RSVP'd events -- Level 2
- B. User should click on "User Profile"
- C. User should see a list of RSVP'd events and deals

RSVP 004:

- A. RSVP for event -- Level 3
- B. User RSVP's for an event
- C. The user should be added to the attendee list that the manager/creator can see

RSVP 005:

- A. Multiple RSVP -- Level 2
- B. User should click on a previously RSVP'd event
- C. RSVP'd event should not be displayed multiple times on the user's list

Events 001

- A. Events should sorted based on the location they are at -- Level 2
- B. User should be on the events page
- C. User should see a list of current deals that managers have made.

Events 002

- A. User generated events should show up on the Private events sections -- Level 2
- B. User should click on the private events page.
- C. User should see a list of private events that the users have created.

Events 003

- A. User generated events should show up on the Private events sections -- Level 2
- B. User should click on the private events page.
- C. User should see a list of private events that the users have created.

Directions 001

- A. Directions to the event from the user's location -- Level 2
- B. User clicks on the directions to the event
- C. User should be getting directions to the event from their current location

Directions 002

- A. Cancelling directions to the event -- Level 2
- B. User cancels the directions to the event
- C. User should be redirected to the page with the event

Directions 003

- A. Getting user location when User doesn't allow location sharing -- Level 2
- B. User doesn't give permission to get the GPS location of the phone
- C. User should be prompted again to allow the use of location to use the feature

Chat/See Deals 001:

- A. Clicks on Chat/See Deals -- Level 3
- B. User clicks on Chat/See Deals button
- C. User is redirected to the Chat/See Deals page

Chat/ See Deals 002:

- A. Set name for Chat box -- Level 3
- B. User sets a name to be displayed in the chat box.
- C. User's nickname is displayed in the chat box for other users.

Chat/See Deals 003:

- A. Send message -- Level 3
- B. User sends a message in the chat box
- C. All users in chat box should see the new message

Chat/ See Deals 004:

- A. Position of sent message -- Level 1
- B. User sends a message in the chat box

- C. User's new message should be at the bottom of the chat box.

Chat/See Deals 005:

- A. Click on event -- Level 3
- B. User clicks on event in Chat/See Deals .
- C. User should see a popup for Getting directions to the event

Chat/See Deals 006:

- A. Correct Sent message -- Level 3
- B. User types a message and sends it
- C. User's message is displayed correctly in the chat box.

Manager login 001:

- A. Manager logs in -- Level 3
- B. User logs in using a Manager login
- C. Manager should be redirected to the "Current Deals" page

Manager login 002:

- A. Click on event -- Level 2
- B. User logs in using a Manager login and clicks on Ok on an event
- C. Manager should be redirected to the "Current Deals" page

Manager Create Event 001:

- A. Create an event -- Level 3
- B. User creates an event with a blank event name field and inserts text for the remaining of the text fields
- C. User should be prompted to insert a name for the event

Manager Create Event 002:

- A. Create an event -- Level 3
- B. User creates an event with blank event date field and inserts text for the remaining of the text fields
- C. User should be prompted to insert a date for the events

Manager Invite Friend 001:

- D. Invite a friend -- Level 3
- E. User creates an event and clicks on invite a friend
- F. User should be prompted to an application on the Android System to email a friend about the event

Manager Publish Event 002:

- A. Publish Event -- Level 2
- B. User clicks on "Publish an event" upon creation of an event
- C. User's event should be displayed in the "Current Deals" page

Manager Weekly Events 003:

- A. Weekly events -- Level 2
- B. Manager clicks on the "Weekly button"
- C. Manager should see the event is recurring every week