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User Acceptance Test Cases for P!ckup

Login/Register

Step	Test Step/Input	Expected Results	Actual Results	Requirements Validated	Pass/Fail
1	Attempt login without registering	Access denied/please register			
2	Register with invalid email/password	Input not valid			
3	Register with valid email/password	Route to register page			
4	Complete registry	Route to home page with user info available for display			
5	Logout	Route to login page/access to the rest of the app disabled			
6	Attempt login after registering	Route to homepage with user info available for display			

Maps

Step	Test Step/Input	Expected Results	Actual Results	Requirements Validated	Pass/Fail
1	Access Map through Homepage	Display of CU Boulder Campus along with available fields/games			
2	See the Field Button	Zooms/moves map back to focus on campus or Static			
3	Select field/game	Route or display action to enter game/start game			
4	Select types of game to be displayed	Moves map to the location of game being played depending on the choice of game. Soccer = blue marker, football = yellow marker			
5	Attempt to navigate to another page and back	Reset map on reload/re-route to map			

Start/End Game

Step	Test Step/Input	Expected Results	Actual Results	Requirements Validated	Pass/Fail
1	Attempt to start game in random location	Inform user that this is not a valid game location and to select from provided			
2	Start game from given locations	Game initiated at location map displays active games accordingly			
3	Attempt to view games that they have started	Display in user info			
4	End game	Resets game availability, clears map, and goes back to home page			