**Design Verification Plan**

**Team 4**

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# **Introducti**on

This document describes the verification and validation processes that will enable the Development Team to determine if the software application functions as intended and according to the defined User Requirements Specification.

# **Purpose and Scope**

The verification will be done by testing against the User and System Requirements outlined at the beginning of the project. These tests will be performed by all members of the Development Team. Traceability will be established by having a concrete system in place to record all changes that have taken place and then relating them to the specific requirement.

# **References**

The following table lists other documents referenced by this document.

|  |
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| **Document** |
| [User Requirement](https://docs.google.com/document/d/1qsHdhHfwmcli0elhMsHqZwBFqKCWyFZ-jYDW4YCgw3o/edit) |
| [System Requirement](https://docs.google.com/document/d/1I2XW7cvrFb3mnxxsablPjxRjBXNhHIpGP0EqhbfbFyQ/edit) |
| [Design & Architecture Comparisons](http://drive.google.com/open?id=16duHKGFutGOdbl3W7cHkAlh2spLRIqfuGlpSq_EscHI) |
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# **Definitions, Acronyms, Abbreviations**

|  |  |
| --- | --- |
| **Term** | **Definition** |
| NFC : Near Field Communication | This technology lets smartphones and other enabled devices communicate with other devices that also contain a NFC tag. Therefore by bumping phones with another person you are able to share information via this process which .involves one device acting as a reader, interrogator, or an active device to create a radio frequency current that communicates with another NFC compatible device or a small NFC tag holding the information the reader wants. This creates the ability to establish peer-to-peer communication through the two active devices. |
| Android Activity | An activity is a single, focused thing that the user can do. Almost all activities interact with the user, so the Activity class takes care of creating a window for you in which you can place your UI with [setContentView(View)](http://developer.android.com/reference/android/app/Activity.html#setContentView(android.view.View)). While activities are often presented to the user as full-screen windows, they can also be used in other ways: as floating windows (via a theme with [windowIsFloating](http://developer.android.com/reference/android/R.attr.html#windowIsFloating) set) or embedded inside of another activity (using [ActivityGroup](http://developer.android.com/reference/android/app/ActivityGroup.html)) |
| Android | Android is a mobile operating system based on linux created by Google |

# **Entrance Criteria**

The following items will be completed prior to the start of verification testing:

# 

|  |  |  |
| --- | --- | --- |
| **SYS #.#.#** | **Item** | **Description** |
| SYS 2.2.1 | NFC Functionality | Basic NFC communication |
| SYS 2.5.3 | Contact Swap Functionality | Basic Contact includes Name, Phone Number, Email and Profile picture for contact swapping |
| SYS 2.3.1 | Basic User Interface | Main Page,Swap Page and different Setting Pages |
| SYS 4.3.1.1 | Privacy Toggling | The user will have the ability to choose what information will be exchanged |
| SYS 2.6.1 | Block List | A list of blocked contacts that no longer able to initiate contact swap |
| SYS 4.5.1 | Logging | The user will be provided with a toggle menu for sharable fields. |
| SYS 2.7.1 | Profile Photo Capture | After a contact swap transaction is completed, the user will have the ability to immediately capture a photo for use as a new profile picture |
| SYS 2.5.1 | Contact Storage | the ability to access and modify the contacts stored on a phone. |
| SYS 4.3.1 | Personal information editing | The privacy setting will contain editable fields that you wish to share with others. |
| SYS 4.3.1 | Social Media Interaction | The user will have the ability to exchange social media information |
| SYS 4.4.1 | Theming | The user will have the ability to customize the theme of the application |

# **Test Cases and Methods**

The team will create and execute System Requirements Verification test cases constructed from the System Requirements. The format of the test cases will be as follows:

|  |  |  |
| --- | --- | --- |
| **Test Case** | **Description** | **Steps** |
| Name of Test Case | High Level Description | 1. Foo 2. Bar 3. Baz    1. Sub Foo    2. Sub Bar    3. ... 4. Quux 5. ... |

The results of the verification will be documented as follows:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Version** | **Test Case Name** | **Tester** | **Date** | **Result** | **Explanation** |
| Version of the Application Tested | Name of the Test Case | Name of the person performing the test | When the Test was performed | Passed, Failed, Not Executed | Why did the test fail? Why was it not executed? |

# **Resources, Equipment and Environment**

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## Environment

1. Android 4.2+ Operating System
2. Android Studio IDE
3. Eclipse IDE

## Equipment

1. Nexus 4
2. Nexus 5
3. Nexus 7
4. Samsung Galaxy S2

## Resources

1. Android API Guide
2. Java JDK
3. Google+ Platform
4. Twitter Libraries
5. LinkedIn APIs
6. Facebook SDK