

Test ID	Description	Expected Results	Actual Results	
Catch API Input (Torrin)	User-Inputted String, being tested if it is a valid canvas api key. 1. Testing a valid Canvas API 2. Testing an invalid Canvas API Key	1. Would show up the database using the api key showing that the key was valid. 2. Would show an error message saying that the key is invalid, forcing the user to reenter it.		
Timer Counter (Torrin)	Testing the second counter of the timer to track the time used by using ticks. 1. The ticks are decremented properly 2. The timer is display the right amount of seconds	1. Would decrement the time each second 2. Would display the timer removing one second each second	This is functioning properly 1. The timer loses a second each second 2. The timer display it losing a second each second	
Timer Play Button (Torrin)	Testing the play button allows the timer to run. 1. The play button starts the timer 2. After pausing, play continues the timer where it left off 3. After resetting, play continues the timer from the beginning	1. Would start the timer 2. Would start the timer where it left off 3. Would start the timer at the start again	This is functioning properly 1. Selecting play would start the timer 2. Selecting play after pause continues the timer where it is at 3. Selecting play after stop restarts the timer from the start	Note: The numbers (1, 2, 3...) show the multiple tests corresponding to the Test ID. Thus, to help group the tests together by the component they're testing.
Timer Pause Button (Torrin)	Testing the pause button pauses the timer. 1. The pause button stops the timer, but doesn't remove the time elapsed.	1. Would pause the timer	This is functioning properly 1. Selecting pause, pauses the timer	
Timer Reset Button (Torrin)	Testing the reset button resets the timer from the user-inputted start. 1. The reset button stops the timer, and resets it back to the start	1. Would stop the timer and restart it to the user-inputted minute	This is functioning properly 1. Selecting stop, stops the timer and resets it to the start	
Task Insert (Torrin)	Test the task insert interaction where the user can insert their assignments. 1. The user can fill in a text box, with the task needed to input	1. Would fill the text box with text	This is functioning properly 1. Clicking on the task box allows the user to input text in the box	
Task Drag (Torrin)	Tests the task drag interaction where the user can pickup and move the text box of their task across the Kanban board 1. The user can pick of the task box 2. The user can move the task box	1. Would be able to pick up the text box 2. Would be able to move the text box	This is functioning properly 1. Clicking and holding the task box allows the user to pick up the task box 2. While holding the task box, you can freely move it across the Kanban Board	
Task Drop (Torrin)	Tests the task drop interaction where the user can drop a task box in a specific column using is gray area. 1. The user can drop a text box on the gray area of the column to add the task to it	1. Would be able to drop the text box in the gray area in the column after hoving over the section in the column to input it.	This is functioning properly 1. Hovering the task box over the gray area of the column space, allows the user to insert the task box in that column	
Task Delete (Torrin)	Tests the task delete interaction where the user can delete a task box. 1. The user can double click a task box, to open a prompt 2. After clicking delete on the prompt the text box is removed	1. Would open a prompt to delete. 2. After accept the delete prompt, it would delete the task box	This is functioning properly 1. Double clicking the task box opens the delete prompt window 2. After selecting "Ok" the task box is removed	
Task Adder (Torrin)	Tests the task adder interaction where the user can click on the ADD box in the column to create a new task box. 1. The user can click the box, which then creates a new task box in the selected column.	1. Would add a new text box in the column you selected with the add button	This is functioning properly 1. After clicking the column's add button, a task box shows up in the column	
Timer Minute Inputter (Torrin)	Test the minute interaction where the user can insert their the timer needed for the assignment or a part of it. 1. The user can fill in a text box, with the task needed to input 2. Inputting something other than inputting a number 1 and more wouldn't insert	1. Would fill the text box with the text given by the user 2. The user would be unable to insert anything that isn't a number 3. The user cannot insert a number below 1 4. The user cannot insert a number above 999	This is NOT functioning properly 1. After selecting the task box you can enter the text in the minute box 2. The user can only select numbers 3. The user is still able to insert numbers below 0 4. The user is still able to insert numbers above 999	
Timer Minute Incrementor (Torrin)	Tests the arrows next to the minute inputter, where selecting the up arrow would increment the user-inputted minutes, and the down arrow would decrement the user-inputted minutes. 1. The up arrow would add one to the minute in the box 2. The up arrow would keep increasing until you hit 999 minutes 3. The down arrow would minus one to the minute in the box 4. The down arrow would keep decreasing until you hit 1 minute	1. Would allow the user to add one to the minutes 2. Would allow the user to raise the minutes until you hit 999 minutes 3. Would allow the user to delete one to the minutes 4. Would allow the user to lower the minutes until you hit 1 minute	This is NOT functioning properly 1. The up arrow does allow the user to increment the minutes by 1 2. The up arrow stops at 60 minutes instead of 999 3. The down arrow does allow the user to decrement the minutes by 1 4. The down arrow does stop at 1 minute	