

ID	Functionality	Scenario	Execution	Result	Nexus 7 Result	Comment
1	Start Up	The splash screen appears while the app is loading after the user taps on the app icon	Tap on the app icon on the tablet's main page and wait for the splash screen to open.	The splash screen with the VeGETables logo appears while the app is loading after the user taps on the app icon.	Success	None
2	Start Up	The user is prompted to the sign in page after the splash screen disappears.	Tap on the app icon, wait for the splash screen to disappear, and wait for the sign in page to appear.	When the splash screen disappears, the sign in page appears.	Success	None
3	Log In	When the user fails to enter an username in the sign in screen, the app will not proceed to any other screen.	Leave the username textbox blank and enter "Academy" for the password textbox. Hit the 'Sign In' button	The app does not allow the user to proceed to any other screens.	Success	None
4	Log In	When the user fails to enter an username in the sign in screen, the app will notify the user of their invalid entry	Leave the username textbox blank and enter "Academy" for the password textbox. Hit the 'Sign In' button	The app does not notify (pop-up message) the user of their invalid entry.	Fail	Check lines 115-118 of the Sign_In activity. This should have prompted a message to show up.
5	Log In	When the user enters a non-existent username in the sign in screen, the app will not proceed to any other screen.	Enter "Mass" for the username textbox and "Academy" for the password textbox. Hit the 'Sign In' button	The app does not allow the user to proceed to any other screens.	Success	None
6	Log In	When the user enters a non-existent username in the sign in screen, the app will notify the user of the invalid entry.	Enter "Masse" for the username textbox and "Academy" for the password textbox. Hit the 'Sign In' button	The app does not notify (pop-up message) the user of their invalid entry.	Fail	Check lines 115-118 of the Sign_In activity. This should have prompted a message to show up.
7	Log In	When the user fails to enter a password in the sign in screen, the app will not proceed to any other screen.	Enter "Mass" for the username textbox and leave the password textbox blank. Hit the 'Sign In' button	The app does not allow the user to proceed to any other screens.	Success	None
8	Log In	When the user fails to enter a password in the sign in screen, the app will notify the user of their invalid entry.	Enter "Mass" for the username textbox and leave the password textbox blank. Hit the 'Sign In' button	The app does not notify (pop-up message) the user of their invalid entry.	Fail	Check lines 115-118 of the Sign_In activity. This should have prompted a message to show up.
9	Log In	When the user fails to enter a corresponding password, the app will not proceed to any other screen.	Enter "Mass" for the username textbox and "Academie" for the password textbox. Hit the 'Sign In' button	The app does not allow the user to proceed to any other screens.	Success	None
10	Log In	When the user fails to enter a corresponding password, the app will notify the user of their invalid entry.	Enter "Mass" for the username textbox and "Academie" for the password textbox. Hit the 'Sign In' button	The app does not notify (pop-up message) the user of their invalid entry.	Fail	Check lines 115-118 of the Sign_In activity. This should have prompted a message to show up.
11	Log In	If the user enters a valid food pantry username and password, the app will load the food search screen.	Enter "Mass" for the username textbox and "Academy" for the password textbox. Hit the 'Sign In' button	The food search screen appears.	Success	None
12	Log In	If the user enters a valid grocery store username and password, the app will load the current inventory screen.	Enter "josh" for the username textbox and "de" for the password textbox. Hit the 'Sign In' button	The current inventory screen appears	Success	None
13	Log In	If the user enters a valid grocery store username and password, the app will load the account of the specific user.	Sign up as "josh" for the username and "de" for the password. Enter "gopi" for the username textbox and "nathan" for the password textbox in the sign in screen (this account has 20 bread loafs). Hit the 'Sign In' button.	The current inventory screen appears for account "josh" not account "gopi"	Fail	In the Sign_In activity, line 32, the code refers to the GroceryStoreSignUp activity and not the Sign_In activity. The same error would occur for the food pantry side.
14	Sign Up	If the user hits the 'Sign Up' button, the app will load the GroceryStore_Or_FoodPantry activity.	Hit the 'Sign Up' button in the Sign_In activity. Wait for the next screen to load.	The GroceryStore_Or_FoodPantry activity appears.	Success	None

15	Sign Up	If the user hits the 'Food Pantry' button on the GroceryStore_Or_FoodPantry activity, the FoodPantrySignUp activity will appear.	Hit the 'Food Pantry' button on the GroceryStore_Or_FoodPantry activity. Wait for the next screen to load.	The FoodPantrySignUp activity appears.	Success	None
16	Sign Up	If the user hits the 'Grocery Store' button on the GroceryStore_Or_FoodPantry activity, the GroceryStoreSignUp activity will appear.	Hit the 'GroceryStore' button on the GroceryStore_Or_FoodPantry activity. Wait for the next screen to load.	The GroceryStoreSignUp activity appears.	Success	None
17	Sign Up	If a food pantry creates an account, their provided information will be store in Firebase under 'FoodPantry'	In the FoodPantrySignUp screen, enter "Anna" for the username textbox and "Hazel" for the password textbox. Supply the rest of the information and hit 'Submit'	An account with username "Anna" and password "Hazel" appears in Firebase under 'FoodPantry'.	Success	None
18	Sign Up	If a grocery store creates an account, their provided information will be store in Firebase under 'GroceryStore'	In the GroceryStoreSignUp screen, enter "Dan" for the username textbox and "Ramirez" for the password textbox. Supply the rest of the information and hit 'Submit'	An account with username "Dan" and password "Ramirez" appears in Firebase under 'GroceryStore'.	Success	None
19	Sign Up	If a food pantry creates an account, but fails to supply all information, the app will not allow the user to proceed to any other screens.	In the FoodPantrySignUp screen, enter "Alex" for the username textbox and leave the password textbox blank. Supply the rest of the information and hit 'Submit'.	An account with username "Alex" with a blank password is created in Firebase under 'FoodPantry'. The app loads the Sign In screen.	Fail	We have to set required fields and notify the user of invalid inputs.
20	Sign Up	If a grocery store creates an account, but fails to supply all information, the app will not allow the user to proceed to any other screens.	In the GroceryStoreSignUp screen, enter "Andy" for the username textbox and leave the password textbox blank. Supply the rest of the information and hit 'Submit'.	An account with username "Andy" with a blank password is created in Firebase under 'GroceryStore'. The app loads the Sign In screen.	Fail	We have to set required fields and notify the user of invalid inputs.
21	Sign Up	If a food pantry creates an account, but fails to supply all information, the app will not allow the user to proceed to any other screens.	In the FoodPantrySignUp screen, leave the username textbox empty and enter "Kelly" for the password. Supply the rest of the information and hit 'Submit'.	The app will redirect the user to the Sign_In screen.	Fail	This feature has not been added to the current app version.
22	Sign Up	If a grocery store creates an account, but fails to supply all information, the app will not allow the user to proceed to any other screens.	In the GroceryStoreSignUp screen, leave the username textbox empty and enter "Akshay" for the password. Supply the rest of the information and hit 'Submit'.	The app will redirect the user to the Sign_In screen.	Fail	This feature has not been added to the current app version.
23	Current Inventory	If a grocery store wants to add a new item, they click the "Add Item" button, and it should lead to a screen with an two text boxes- one to input item name and one to input quantity	In the CurrentInventory screen, click the add item button	The user is led to the successive screen	Success	None
24	Add Item	The user enters a new item	In the AddItem screen, tap on the empty text field under "Item Name", and type in "Bread"	Textbox is populated with the word "Bread"	Success	None
25	Add Item	The user enters a quantity for the new item	In the AddItem screen, tap on the empty text field under "Quantity", and type "3"	The textbox is populated with the number 3.	Success	None
26	Current Inventory	The CurrentScreen screen displays the item name and the quantity entered in the AddItem screen.	Enter "Bread" for item name and 3 for quantity in the AddItem screen. Click the 'submit' button.	Current Inventory displays "Bread" for name item and "3" for item quantity.	Success	None
27	Add Item	The item name and quantity are visible on the screen	Check the list to see if both the name and number are visible	Both the item name and quantity are visible on the CurrentInventory screen	Success	None
28	Log In	After a grocery store creates an account and clicks 'Sumbit', the app will load the Sign_In screen.	Enter all required information on the 'GroceryStoreSignUp' screen and click the 'Submit' button. Wait for the next screen to load.	The app redirects the user to the Sign_In screen	Success	None

29	Log In	After a food pantry creates an account and clicks 'Submit', the app will load the Sign_In screen.	Enter all required information on the 'FoodPantrySignUp' screen and click the 'Submit' button. Wait for the next screen to load.	The app redirects the user to the Sign_In screen	Success	None
30	Log In	If a food pantry chooses an already existing username during the sign up stage, the app will not allow the user to proceed to any other screens.	In the FoodPantrySignUp screen, enter "pantry" for the username textbox and "pass" for the password textbox. Supply the rest of the information and hit 'Submit'.	The Sign_In screen appears	Fail	This feature has not been added to the current app version.
31	Add Item	If no item name is typed, then the user should not be able to go back to the CurrentInventory screen	Leave the "Item Name" box blank, and type in "3" in the text box under "Quantity". Press the "Submit" button	The user is prompted back to the CurrentInventory screen	Fail	We should have a toast that says "Please enter an item name"
32	Log In	If a food pantry chooses an already existing username during the sign up stage, Firebase will not add the account.	In the FoodPantrySignUp screen, enter "pantry" for the username textbox and "pass" for the password textbox. Supply the rest of the information and hit 'Submit'.	A new branch with username "pantry" and password "pass" appears in Firebase	Fail	This feature has not been added to the current app version.
33	Log In	If a food pantry chooses an already existing username during the sign up stage, the app will notify the user of their incorrect input.	In the FoodPantrySignUp screen, enter "pantry" for the username textbox and "pass" for the password textbox. Supply the rest of the information and hit 'Submit'.	No notification is sent to the user.	Fail	This feature has not been added to the current app version.
34	Add Item	If no quantity is entered, then the user should not be able to go back to the CurrentInventory screen	Enter "yogurt" in the text box under "Item Name", but leave the box under "Quantity" blank. Press "Submit".	The app crashes	Fail	Have a toast message saying "Please enter the quantity"
35	Log In	If a grocery store chooses an already existing username during the sign up stage, the app will not allow the user to proceed to any other screens.	In the GroceryStoreSignUp screen, enter "gopi" for the username textbox and "nathan" for the password textbox. Supply the rest of the information and hit 'Submit'.	The Sign_In screen appears	Fail	This feature has not been added to the current app version.
36	Log In	If a grocery store chooses an already existing username during the sign up stage, Firebase will not add the account.	In the GroceryStoreSignUp screen, enter "gopi" for the username textbox and "nathan" for the password textbox. Supply the rest of the information and hit 'Submit'.	A new branch with username "gopi" and password "nathan" appears in Firebase	Fail	This feature has not been added to the current app version.
37	Log In	If a grocery store chooses an already existing username during the sign up stage, the app will notify the user of their incorrect input.	In the GroceryStoreSignUp screen, enter "gopi" for the username textbox and "nathan" for the password textbox. Supply the rest of the information and hit 'Submit'.	No notification is sent to the user.	Fail	This feature has not been added to the current app version.
38	Add Item	If the user enters a valid item name and item quantity, then the food item will appear in Firebase.	Enter "Bread" for item name and "3" for quantity. Click the 'Submit' button.	The food item appears in Firebase.	Success	None
39	Add Item	If the user enters a valid item name but invalid item quantity, then the food item will not appear in Firebase.	Enter "Bread" for item name and leave the quantity textbox blank. Click the 'Submit' button.	The food item appears in Firebase.	Fail	This feature has not been added to the current app version.
40	Add Item	If the user enters an invalid item name but item quantity, then the food item will not appear in Firebase.	Leave item name blank and enter "3" for the quantity textbox. Click the 'Submit' button.	The food item appears in Firebase.	Fail	This feature has not been added to the current app version.
41	Add Item	If the user enters a valid item name and quantity, then the food item will only appear under the grocery store that is currently signed in.	Sign in with username "gopi" and password "nathan". Add item "Bread" with quantity "3".	The food items only under the grocery store with the username "gopi" in Firebase	Success	None
42	Current Inventory	Item is still created if food name is left blank.	create item, leave food name empty, put "20" as the quantity	The food item is created and a quantity of 20 is assigned to it.	Fail	This feature has not been added to the current app version.
43	Current Inventory	Item is still created if food quantity is left blank.	Create item, put "apple" as the food name, leave food quantity empty	The food item is created and the name "apple" appears next to the text "Item Name:"	Fail	This feature has not been added to the current app version.

44	Current Inventory	Item can be deleted.	Press an item in an attempt to delete it	Item cannot be clicked	Fail	This feature has yet to be added
45	Current Inventory	If the same item is added twice, the quantities will combine to make one entry for that item.	Create item, put item name as "bread", put "5" as the quantity. Create another item, put item name as "bread", put "3" as the item quantity	"Bread" has a quantity of 3	Fail	This feature has yet to be added
46	Current Inventory	If item quantity is put as "0", the item will not show up in the current inventory	Create item, put "banana" as item name, put "0" as the quantity	The item "Banana" shows up on the Current Inventory list	Fail	Add this feature
47	Current Inventory	After a grocery store had donated a food item, the food item will be removed from the current inventory	Create item, put item name as "kiwi", put quantity as "5". On a separate device, have food pantry request this item from specified food pantry and ensure that once request is accepted, the item is successfully removed from the inventory.	The item "kiwi" still shows up on the Current Inventory list.	Fail	Add this feature
48	Current Inventory	Item name is correctly pulled from Firebase	Create an item (name: banana, quantity: 20) in the Add Item page and see if the item is added to the list of items in the Current Inventory page (this pulls from database).	The item name "banana" was correctly populated.	Success	None
49	Current Inventory	Item quantity is correctly pulled from Firebase	Create an item (name: banana, quantity: 20) in the Add Item page and see if the item is added to the list of items in the Current Inventory page (this pulls from database).	The item quantity "20" was correctly populated.	Success	None
50	Current Inventory	item created shows on Firebase	Create item, item name as "crackers", item quantity as "5", and check fire base for item	Item name "crackers" and item quantity "5" shows up in Firebase	Success	None
51	Search Screen	The user interface of Pantry Search Screen loads properly without overlap.	Enter "Mass" for the username textbox and "Academy" for the password textbox. Hit the 'Sign In' button	The user interface of the Pantry Search Screen loads without any overlap, and all aspects of user interface are in correct positions.	Success	None
52	Search Screen	When the user clicks on the search button, the app properly brings up keyboard to type.	Click on the search button on the Search bar.	The default keyboard of the device is made visible and the user is able to type in the keyboard and fill in the search bar.	Success	None
53	Search Screen	When the user clicks on the search button, the app properly brings up text in Search bar prompting user to "Search Here."	Click on the search button on the Search bar and be on standby without typing anything into the keyboard.	The text "Search Here" is displayed next to a gray search icon once the search button is pressed.	Success	None
54	Search Screen	When the user starts typing in the Search bar the "Search Here" text is replaced with the contents of their search.	Click on the search button and type the word "bread" into the keyboard and see if the word "bread" appears in the Search bar.	The word "bread" appeared in the search bar of the screen.	Success	None
55	Search Screen	After the user has entered text into the Search bar, when they hit enter, the application should populate the screen with cards with the names of stores where the food is present.	Type the word "bread" into the Search bar and hit the enter key on the keyboard.	A card display popped up with the text "Costco"	Fail	There were three different stores with bread as an item. The reason it did not work is because the search is case sensitive. The other two stores had "Bread" not "bread."
56	Search Screen	After the user has successfully search for an item, if the item has numerous stores that it is available in, the list should be scrollable.	Type in the word "meat" into the Search bar and hit the enter key on the keyboard. Once the results pop-up, see if you can scroll through them.	The list of stores where "meat" was available was scrollable.	Success	Might not be a replicatable test in the future depending on changes in the database as to which stores have meat.

57	Search Screen	After a search is performed, the results of the search should in no way overlap each other.	Type in the word "meat" into the Search bar and hit the enter key on the keyboard. Once the results pop-up, examine the text to see if any text overlaps with text of another card.	None of the text overlapped with other text.	Success	Might not be a replicatable test in the future depending on changes in the database as to which stores have meat. This, although it works, can be tweaked to allow for more space between the cards.
58	Search Screen	Once a user clicks on one of the cards that populates the screen, they should be taken to a separate screen dedicated for information.	Type in the word "meat" into the Search bar and hit the enter key on the keyboard. Once the results pop-up, click on one of the cards and see if it transits to another screen.	The application successfully transits to another screen once one of the cards is clicked on.	Success	None
59	Request Screen	Once the user successfully transitions over to the request screen, all the pre-set text and aspects of the screen are in proper positions. None of the aspects of the page should overlap.	On the Pantry Search Screen, search for an item and click on one of the cards. Once the Request Screen loads, examine the user interface of the page.	The Request Screen is successfully pre-populated without any overlapping features of the user interface.	Success	None
60	Request Screen	The Request Screen pulls information from the database and populates the screen with it.	On the Pantry Search Screen, search for an item and click on one of the cards. Once the Request Screen loads, examine the user interface of the page to ensure that information is being populated.	The Request Screen is successfully populated with information from the database.	Success	None
61	Request Screen	The Request Screen pulls the correct contact name of the grocery store and populates the corresponding text view.	On the Pantry Search Screen, search for "meat" and click on "MAMABEAR". Once the Request Screen loads, examine the text view under "Contact Name" to ensure that correct name "PAPABEAR" is populated.	The correct name "PAPABEAR" is populated.	Success	None
62	Request Screen	The Request Screen pulls the correct contact address of the grocery store and populates the corresponding text view.	On the Pantry Search Screen, search for "meat" and click on "MAMABEAR". Once the Request Screen loads, examine the text view under "Contact Address" to ensure that correct address "19 HONEY STREET" is populated.	The correct address "19 HONEY STREET" is populated.	Success	None
63	Request Screen	The Request Screen pulls the correct contact email of the grocery store and populates the corresponding text view.	On the Pantry Search Screen, search for "meat" and click on "MAMABEAR". Once the Request Screen loads, examine the text view under "Contact Address" to ensure that correct email "yvsp26@gmail.com" is populated.	The correct email "yvsp26@gmail.com" is populated.	Success	None
64	Request Screen	The Request Screen pulls the correct contact number of the grocery store and populates the corresponding text view.	On the Pantry Search Screen, search for "meat" and click on "MAMABEAR". Once the Request Screen loads, examine the text view under "Contact Address" to ensure that the correct number "978-577-6636" is populated.	The correct number "978-577-6636" is populated.	Success	None
65	Request Screen	The Request Screen pulls the correct food name of the food item and populates the corresponding text view.	On the Pantry Search Screen, search for "meat" and click on "MAMABEAR". Once the Request Screen loads, examine the text view under "FOOD NAME" to ensure that food name is "meat"	The correct food name that is populated is "meat."	Success	None
66	Request Screen	The Request Screen pulls the correct food quantity of the food item and populates the corresponding text view.	On the Pantry Search Screen, search for "meat" and click on "MAMABEAR". Once the Request Screen loads, examine the text view under "FOOD NAME" to ensure that food quantity is 32.	The correct food quantity that is populated is 32.	Success	None
67	Request Screen	The Request Screen populates the information corresponding to the specific store selected.	On the Pantry Search Screen, search for "meat" and click on "MAMABEAR". Once the Request Screen loads, examine the contents. Exit the specific store Request Screen and select another one.	The information of the alternative selected stores is different.	Success	None

68	Request Screen	The Request button properly prompts the user to select an email provider to send the email with the request.	After the information for the meat item is populated, hit the request button to see if app gives prompt to select email provider.	The app successfully asks the user to pick an email provider to send the email through.	Success	None
69	Request Screen	The Request button prompts a user to select an email if specific permissions have not been given.	After the information for the meat item is populated, hit the request button to see if app gives prompt to get permission to view emails.	The app does not bring up a pop-up requesting for permission to use your email.	Fail	This feature is to be added
70	Email	All fields of the email are populated when email is received	Request an item through the food pantry request screen and check received email	All fields of the email are populated, but not with the correct information or incomplete information.	Success	Check Request Activity in regards to pulling information from FireBase
71	Email	The email is formatted properly when received	Request an item through the food pantry request screen and check received email	The email is formatted properly	Success	none
72	Email	The email is received	Request an item through the food pantry request screen and check received email	The email is received	Success	None
73	Email	The email populates the food pantry contact name correctly (valediction)	Request an item through the food pantry request screen	The food pantry contact name is shown next to "Food Pantry Phone Number"	Fail	It should be placed under "Sincerely"
74	Email	The email populates the name of the grocery store correctly	Request an item through the food pantry request screen	In the email, the name of the grocery store is not shown	Fail	It may not be necessary to have this, as one person per store may be getting this email
75	Email	The email populates the food pantry name correctly	Request an item through the food pantry request screen	In the email, it reads "On behalf of Sudbury community food pantry", which is the name of the food pantry	Success	None
76	Email	The email attempts to send when there is no email in the database	Request an item through the food pantry request screen	The email provider prompts to select at least one recipient of the email.	Success	None
77	Email	The email populates the food name correctly	Request an item through the food pantry request screen	In the email, it reads "We are in need of bread", and "bread" is the name of the food that the pantry is searching for	Success	None
78	Email	The email populates the food quantity correctly	Request an item through the food pantry request screen	In the email, it reads "We are in need of bread and through VeGETables, we saw that you have 20 available", and 20 is the quantity that the pantry is searching for	Success	None
79	Email	The email populates the food pantry email correctly	Request an item through the food pantry request screen	In the email, the food pantry contact email "mbarsoum@wpi.edu" is placed under "Sincerely,"	Fail	The contact name should be placed under "Sincerely"
80	Email	The email populates the food pantry address correctly	Request an item through the food pantry request screen	The address of the food pantry is placed under "Here is our information"	Success	None
81	Email	The email populates the food pantry number correctly	Request an item through the food pantry request screen	The number is not shown in the email	Fail	Instead of the contact name, it should be placed next to "Food Pantry Phone Number"
82	Email	The email populates the food pantry contact name correctly (salutation)	Request an item through the food pantry request screen	The food pantry contact name is placed next to "Food Pantry Contact Number"	Fail	The name should be placed under "Sincerely"
83	Current Inventory	The current inventory of each grocery store is independent from one another	Once an item is added, exit the app, reopen the app, and log in as a different grocery store	The current inventory of the first grocery store is placed in the current inventory of the other grocery stores	Fail	We should have a log out feature that stores the current inventory only under that grocery store