# **Manual Testing Plan**

### **Environment:**

## OS Support:

• Windows 10

#### IDE:

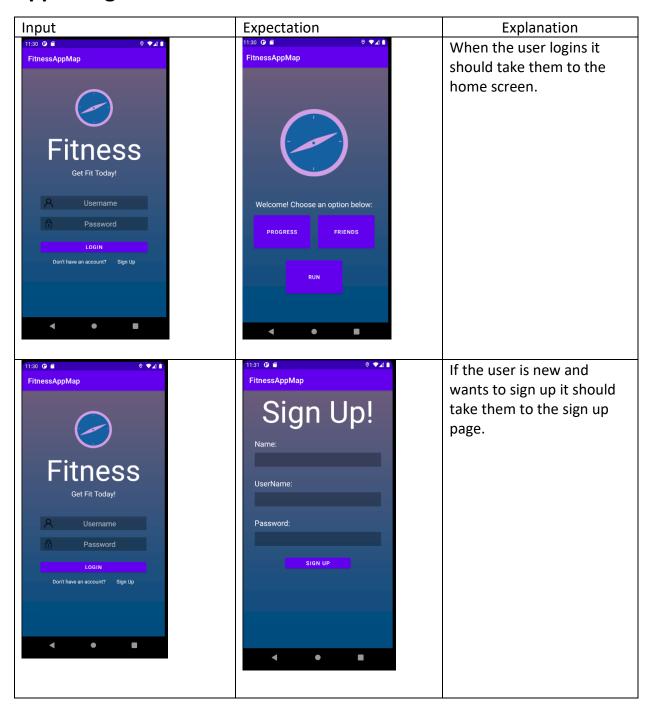
- Android Studio 64-bit
  - o Can be found at: <a href="https://developer.android.com/studio">https://developer.android.com/studio</a>

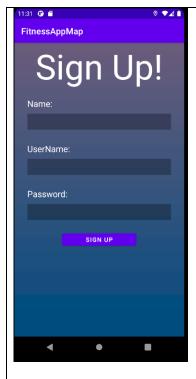
## Testing Emulator Device:

• Pixel 3a (Android 10)

## **Project Week 2 Testing Plan**

## **App Navigation:**





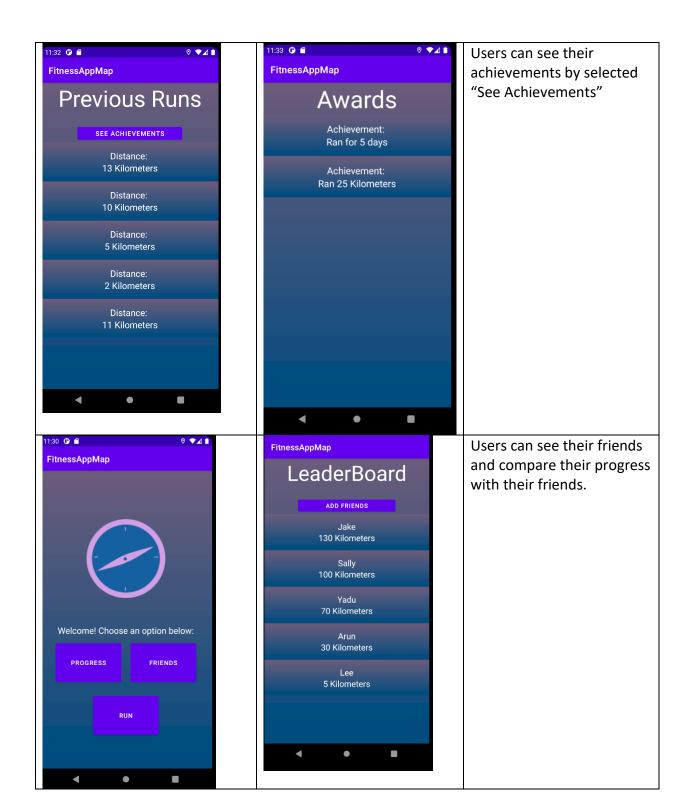


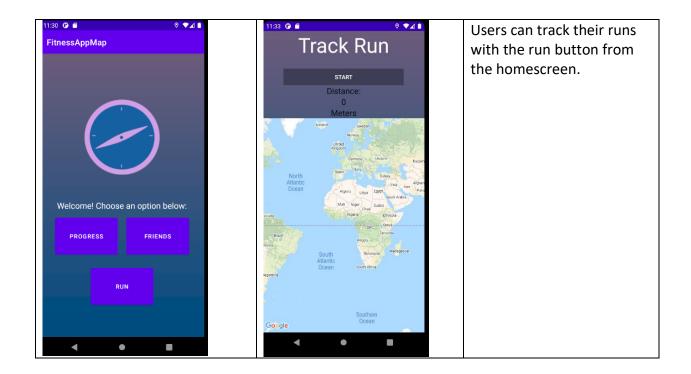
After the user is created it should take them to the home screen





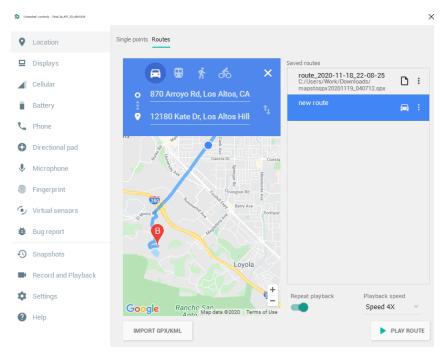
Users can see all their runs if they select progress from the home screen.

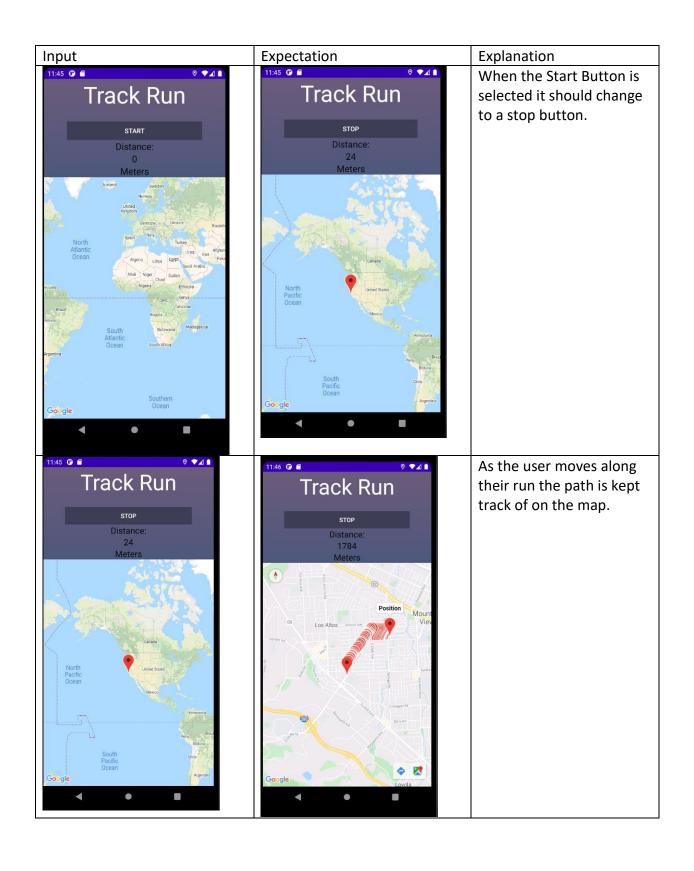


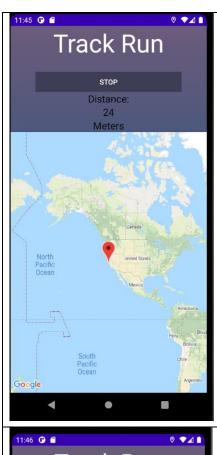


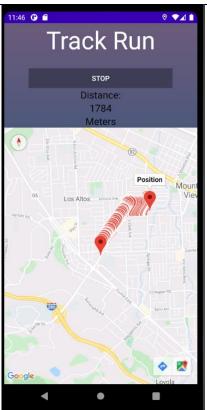
### **Track Runs with API:**

## **Under External Device Settings Create and play a new route:**

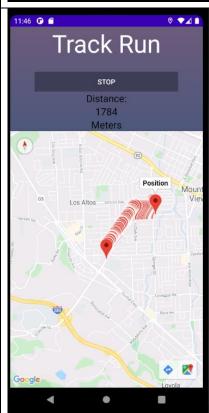


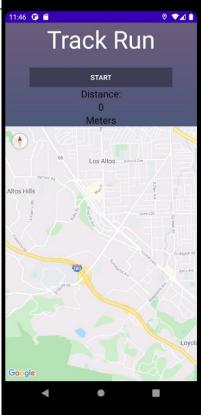






The distance is calculated as the user moves along their run.

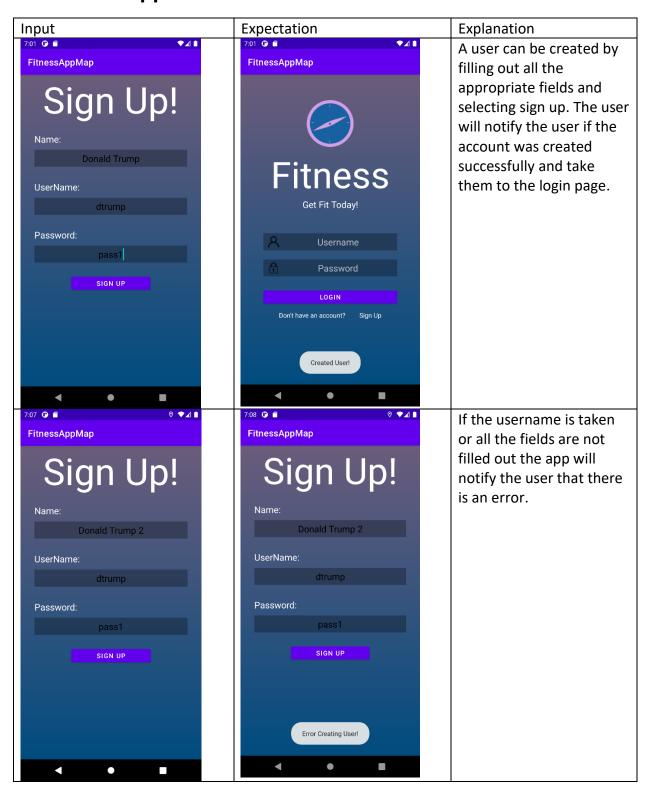


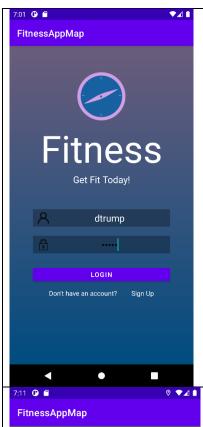


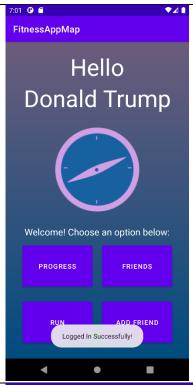
When the user stops the run it resets the map and the distance tracker.

### **Project Week 3 Testing Plan**

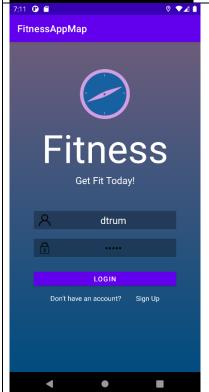
### Make Sure App is Connected to the Backend Database:

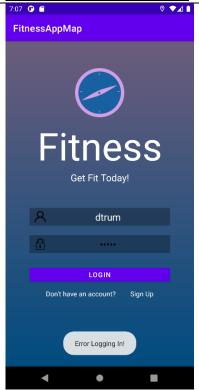




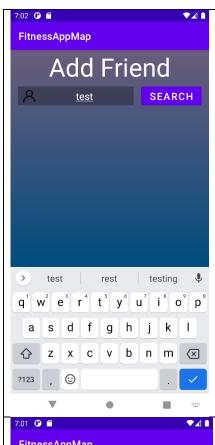


When the user correctly logs in with the right username and password then the app will notify the user and take them to the home page.





If the user enters the wrong username of password the app will notify the user.





New friends can be added by searching for the username. If the username contains the string the user inputted then they will be displayed for the user to add.





When "Add Friend" is selected the button changes to "Added" so that the user can know if they added someone before.

