



GiftCase

GiftCase

Acceptance test plan

Version 1.05

Revision History

Date	Version	Description	Author
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2014-12-27	1.02	First 3 tests added	Vlatko Klabučar
2014-12-28	1.03	Edited chapters Features to be tested, Features not to be tested, Pass/fail criteria Added more tests	Aleksandra Salikiryaki
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1 Scope

The purpose of this document is to provide a plan for acceptance tests for the GiftCase project. It is used to determine if the defined project requirements have been met and to verify that the expected outcomes have been reached. The document will provide the test procedures and individual test cases and environment setup under which tests will take place.

1.1 Intended audience

This document is intended for the following audience:

- Project customer – Marin Orlić
- GiftCase project team
- Team supervisors – Igor Čavrak and Juraj Feljan
- Future maintainers

1.2 System overview

The GiftCase project is initiated by Ericsson Nikola Tesla, located in Croatia. The goal of the project is to develop a mobile application, which will provide the users the ability to send personalized gifts to their contacts. After sending a gift, the target contacts will receive a notification either through the GiftCase application or through email (if the target contact is not a GiftCase user). The application will also keep the users informed about different events related to their contacts, for which the user might want to send a gift, for example, birthdays. The application will collect information from several sources. These sources of data include social networks (Facebook, LinkedIn) and Telecommunication operators (Telcos) from which information about the user's contacts and their related events will be collected. The application will provide the users with product recommendations based on people's preferences collected also from the social networks. Concrete products, which the user can buy and send to his contacts, will be taken from content providers (Amazon, eBay).

1.3 Document overview

This document is intended to provide the intended reader with an overview of our test procedures and test specific results. The document can be used by the team to verify whether all requirements are successfully implemented and meet the customers needs. With changing requirements, this document will keep track of both new functionalities and associated tests. Every requirement will be indicated with a unique ID.

1.4 Security and Evaluation

In order to use the application, the user is required to login through facebook. The application itself uses content provided by third parties which often require sensitive information to be stored within our backend database. The sensitive information needs to be protected at all

cost. The payment for presents is executed on the web sites of the content providers and therefore the application does not have to secure the payment process.

2 Referenced documents

This section references all the documents used in the preparation of the Acceptance test plan document.

2.1 Project specific document references

GiftCase Project plan

Version 1.08

Description Contains detailed information with regard to the project goals and planning. This document presents the reader with the necessary background information on the GiftCase project.

Requirements definition

Version 1.05

Description Presents a detailed overview of the project requirements. The requirements are documented in user-stories and contains several use-case diagrams to illustrate the application usage.

Design Description

Version 1.10

Description The design of the system is presented in this document, including the architecture of the application, the backend, and the frontend of the application. The document provides interface sketches and screenshots of the current application.

3 Definitions and acronyms

Acronyms contained in this document are provided in the next few sections. This sections is included to clarify specific abbreviations or acronyms relevant to the project.

3.1 Definitions

Table 1. Definitions used throughout the document

Keyword	Definition
GiftCase	The name of the project
Android	Mobile operating system

Content provider	A content provider manages access to a central repository of data for products. Examples: iTunes, Amazon
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3.2 Acronyms and abbreviations

Table 2. Acronyms and abbreviations used throughout the document

Acronyms or abbreviations	Definitions
REST	Representational state transfer (REST) is an architectural style consisting of a coordinated set of architectural constraints applied to components, connectors, and data elements, within a distributed hypermedia system
Telco	Telecommunication operator
API	Application Programming Interface is a set of routines, protocols, and tools for building software applications.

4 Test specifications and results

4.1 Features to be tested

Backend:

- Result of all REST API methods
- Gift suggestion
- Integration with the content providers
- Integration with the social networks
- Integration with the Telco data provider

Frontend:

- Navigation through the app
- User login
- User data display
- Browse list of contacts
- Select a friend to whom I want to buy a present
- Buy a present to the user
- Browse list of events
- Receive notification about upcoming events

All the tests will be executed against the frontend, since there is integration between the frontend and the backend and all features from the backend, which need to be tested, can be

accessed through the frontend. All requirements to the application are targeted in the acceptance test plan in order to verify the correct work of the application. The client will make a final validation whether the developed application meets the predefined goals.

Non functional:

- System compatibility

One requirement to the project with regards to system compatibility is that the mobile application should be targeted for Android devices. Thus the application will be tested on an Android device in order to check whether this requirement is fulfilled.

Another requirement is that the different components comprising the whole system should be communicating through a REST API. The Telco data provider and application backend are communicating through REST interfaces, as well as the backend and the frontend. Thus through testing the whole application, it will be verified whether this requirement is met.

4.2 Features not to be tested

- Performance
- Security

The performance of the mobile application and the gift proposal engine are not targeted in the acceptance test plan, since they are not the main objectives of the project. The goal of the project is to find ideas for the realization of an application for managing events and providing capabilities for gift proposal and purchase. The performance of the mobile application and the gift proposal engine will be objective of further development of the project.

For the same reasons, the system security is also not a main objectives of the project. Thus no special attention will be paid on it in the acceptance test plan.

4.3 Pass/fail criteria

Whether a test has passed or failed will be determined according to the following criteria:

Assessment	Description
Pass	The application provides the required functionality. The data results are correct. The functionality matches the client's needs.
Failed verification	The application fails to provide the required functionality. The provided data results are not correct. The application fails to integrate with the required external systems. The degrees of mismatch of the desired and obtained results are described in the table below.
Failed validation	The application requirements does match with the client's needs. The application does not provide the user with the desired experience.

Severity	Description
Critical	Problems that prevent the user from receiving any functionality. For example: <ul style="list-style-type: none">the mobile application fails to open certain screen;the mobile application gets stuck in the execution of certain operation and prevents the user from executing any other activities;the user is unable to log into the application;the application fails to fetch data for presents from the content providers;
Major	Problems that prevent the user from receiving the desired functionality. For example: <ul style="list-style-type: none">the results returned from the mobile application are not correct;certain UI controls are not working;
Minor	Problems related to functionalities which are not mission critical. For example: <ul style="list-style-type: none">filtering and sorting the list of contacts;

4.4 Test Environment

The following sections describe the environment necessary to conduct the test cases defined in this document.

Hardware:

- Android device

Software:

- Android OS

Other:

- working internet connection
- Facebook account

4.6 Test specifications and procedures

Test Case 1: User authentication via Facebook login.

Related User Story ID: 168

Description: The application user should be able to log into the application via his or hers Facebook credentials.

Prerequisites: Facebook account, GiftCase app installed, the user has not previously logged into the application, the user has logged out of the application

Step	Action	Expected result	Observed result	Pass/Fail
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1.1	User launches the application	Login screen appears		
1.2	User presses the "Login with Facebook" button	The user is redirected to the Facebook login page.		
1.3.1	The user enters his username and password. (Incorrect data)	The user is not authenticated and is asked to enter his credentials again.		
1.3.2	The user enters his username and password. (Correct data)	The user is asked whether he/she wants the application to access his personal data (Terms and conditions of usage).		
1.4.1	The user agrees with the Terms and conditions of usage.	The user lands on the main screen from which he/she can navigate through the application.		
1.4.2	The user does not agree with the Terms and conditions of usage.	The user lands on the login screen of the GiftCase application.		

Test Case 2: The user navigates through the app.

Related User Story ID: 171, 175, 178, 182, NR-5 (177)

Description: The app user should be able to browse through 3 different views, displaying contacts, upcoming events and gift box.

Prerequisites: Test Case 1 has passed or Test Case 5 has passed.

Step	Action	Expected result	Observed result	Pass/Fail
1.1	User selects "Contacts" view	Contact view displays Facebook friends.		
1.2	User selects "Events" view	Events view displays upcoming events related to the Facebook contacts.		
1.3	User selects "Gift Box" view	Gift Box view should offer 2 sections, "Inbox" and "Outbox". "Inbox" section should display received gifts, and "Outbox" should display gifts bought to other contacts.		

Test Case 3: The user selects and sends a gift to a contact.

Related User Story ID: 183, 186, 188, 191, 192, 187, 190

Description: The application user should be able to get gift recommendation for the specific user, and ultimately choose a gift to be sent.

Prerequisites: Test Case 2 passed

Step	Action	Expected result	Observed result	Pass/Fail
1.1.1	The user selects a contact from the list with contacts.	Info about the user appears		
1.2.1	The user selects an upcoming event from the list with upcoming events.	A screen with additional information about the upcoming event is shown.		
1.2.2	From the screen with additional information about the upcoming event, the user selects a contact.	Info about the user appears		
1.3	The user presses the "Send gift" button (If the application has the email of the target contact)	The application fetches the gift recommendations from the backend and displays it.		
1.4	The user chooses the desired gift.	A screen with more information about the present is shown.		

1.5	The user selects the button "Buy gift"	<p>The receiver sees the bought gift into his Gift Inbox. (The target user is a GiftCase user)</p> <p>An email is sent to the receiver`s email, saying that he/she has received a present in the GiftCase application and he/she needs to install it in order to see the present. (The target user is not a GiftCase user)</p>		
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Test Case 4: The user identifies which of his related contacts are not GiftCase users.

Related User Story ID: 182, 185

Description: The user should be able to differentiate between his friends which are using the GiftCase application and those that are not.

Prerequisites: Test Case 2 passed, the user has opened the list of his contacts.

Step	Action	Expected result	Observed result	Pass/Fail
1.1	The user scrolls through the list of contacts.	The user is able to see whether certain contact is a GiftCase user or not, which is shown through a text in the row with information about the user.		

1.2	The user selects a not GiftCase user.	The screen shows additional information about the contact.		
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Test Case 5: The user enters the application after initial login.

Related User Story ID: 169

Description: If the user enters the application for second, third... time and he has not logged out of the application before that, he/she should be able to directly see the main application screen.

Prerequisites: Test Case 1 has passed, the user has not logged out of the application.

Step	Action	Expected result	Observed result	Pass/Fail
1.1	The user launches the application	The user is redirected to the main application screen.		

Test Case 6: The user views a list of received presents.

Related User Story ID: 171, 174, 178, 182

Description: The user should be able to browse, sort and filter a list of the presents he/she has received through the GiftCase application and see additional information for certain selected present.

Prerequisites: Test Case 2 has passed, the user has opened the "Gift box" screen

Step	Action	Expected result	Observed result	Pass/Fail
1.1.1	The user selects the "Inbox" menu button. (The user has not received presents through the GiftCase application)	The application presents an empty list to the user.		

1.1.2	The user selects the "Inbox" menu button. (The user has received presents through the GiftCase application)	The application presents to the user a list of the presents that he has received through the GiftCase application.		
1.2	The user selects certain present in order to see more information about it.	The application shows a screen with detailed information about the received present.		
1.3	The user selects the "Download" button from the page with detailed information about a received present. (The received present is downloadable)	The process of downloading the received present is started.		

Test Case 7: Notification about a received present.

Related User Story ID: 172

Description: The user should receive a notification when he/she receives a present.

Prerequisites: Test Case 1 has passed, the user has not logged out of the application.

Step	Action	Expected result	Observed result	Pass/Fail
1.1	Another user sends a present through the GiftCase	The current test user receives a notification for a		

	application to the current test user.	received present.		
1.2	The current test user selects the "Gift box" menu and afterwards the "Inbox" menu.	A list of all received presents is shown.		

Test Case 8: The user views the presents he has sent.

Related User Story ID: 175

Description: The user should be able to browse the list of the presents he/she has sent through the GiftCase application and see additional information for certain selected present.

Prerequisites: Test Case 2 has passed, the user has opened the "Gift box" screen.

Step	Action	Expected result	Observed result	Pass/Fail
1.1.1	The user selects the "Outbox" menu button. (The user has not sent presents through the GiftCase application)	The application presents an empty list to the user.		
1.1.2	The user selects the "Outbox" menu button. (The user has sent presents through the GiftCase application)	The application presents the user with a list of the presents he has sent through the GiftCase application.		
1.2	The user selects certain present in order to see more	The application shows a screen with detailed information		

	information about it.	about the sent present.		
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Test Case 9: The user views the list of upcoming events.

Related User Story ID: 178, 179

Description: The user should be able to browse a list of the upcoming events related to his friends and see additional information for certain selected event.

Prerequisites: Test Case 2 has passed, the user has opened the “Events” screen

Step	Action	Expected result	Observed result	Pass/Fail
1.1	The user selects certain upcoming event in order to see more information about it.	The application shows a screen with detailed information about the upcoming event and its related contact/s.		

Test Case 12: The list with contacts is automatically updated on application load.

Related User Story ID: 184

Description: The list with contacts should be automatically updated on application load.

Prerequisites: Test Case 1 has passed.

Step	Action	Expected result	Observed result	Pass/Fail
1.1	Add a friend to the current one in Facebook.			
1.2	The user executes Test Case 5.			
1.2	The user executes Test Case 2. The user opens the	The list with contacts is updated and the newly added		

	list with contacts.	contact is visible in the list with contacts.		
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Test Case 10: The proposed presents are based on the target user preferences.

Related User Story ID: 197

Description: The proposed presents should be based on the target user preferences.

Prerequisites: Test Case 1 has passed.

Step	Action	Expected result	Observed result	Pass/Fail
1.1	Like certain music band from the Facebook account of certain contact.			
1.2	The user executes Test Case 3.	The most relevant presents from the category MUSIC are related to the liked music band.		

Test Case 11: Integration with content providers.

Related User Story ID: 198, 204, 205

Description: The proposed presents should be taken from certain content providers.

Step	Action	Expected result	Observed result	Pass/Fail
1.1	The user executes Test Case 3.	The presents proposed by the application are from Amazon, iTunes and Steam.		

Test Case 12: User friendliness.

Related User Story ID: NR-1

Description: The application should be easy to navigate and understand.

Prerequisite: Test case 2 has passed.

Step	Action	Expected result	Observed result	Pass/Fail
1.1		The results provided to the client and easy to read. The font is big enough. The colors allow the user to see every detail on the screen without straining his eyes.		