Fluid Engage general and states QA test plan

QA overview

Environments

- iPhone OS 3.0 or higher on iPhone 3G or 3GS
- iPhone OS 3.0 or higher on iPod touch 1G, 2G or 3G

For testing Fluid Engage with VoiceOver:

- iPhone OS 3.0 or higher on iPhone 3GS
- iPhone OS 3.0 or higher on iPod Touch 32 GB or 64 GB (Fall 2009 release)

Protocol overview

- Perform each of the tests under "QA tests" using each system environment.
- Report issues at http://issues.fluidproject.org/secure/Dashboard.jspa.
- Please **search for issues before reporting them**, so as to limit the number of duplicate entries.

General QA guidelines

- Does the tool behave the way that you would expect?
- Are you surprised by anything?
- Does something take longer than you would expect?
- When the tool does something unexpected or takes too long to do something, does the tool provide appropriate feedback?

QA tests

Unit tests

Protocol: Launch the following websites to execute unit tests.

url to be filled

Task-oriented functional tests

Description: Ensures that the component is able to handle expected input.

Protocol: Perform these tasks after completing initial Engage setup (to be added: instructions on adding app to home screen).

Test 1: Visual feedback for options at the home page

Procedure:

1. Load the application and invoke any language at the language selection screen.
2. Once at the home page, invoke "Exhibitions".

Expected results:

- The option should highlight. The highlight should persist until the finger leaves the screen.

Expected results for VoiceOver:

- User hears "Exhibitions icon - link - image".

Test 2: Visual feedback for list items

Procedure:

1. From home, invoke "Exhibitions".
2. Once at the Exhibitions page, invoke an item on the list (eg. "Simply Montreal").

Expected results:

- The list item should highlight. The highlight should persist until the finger leaves the screen.

Expected results for VoiceOver:

- Upon single tap on thumbnail link, user hears "Simply Montreal: Glimpses of a Unique City - link - image".
- Upon single tap on text link, user hears "Simply Montreal: Glimpses of a Unique City - link".
- User must not hear the Exhibition duration as a separate link. It must be a text that logically separates the set of linke to this exhibition link from the set of links to the next exhibition.
- After double tap user hears "Web page loaded - Exhibition".

Test 3: Visual feedback for buttons (cont'd from Test 2)

Procedure:

1. Complete Test 2.
2. At an Exhibition page (eg. "Simply Montreal"), invoke "View the full catalogue" in the Catalogue section.

Expected results:

- The tapped button should highlight. The highlight should persist until the finger leaves the screen.

Expected results for VoiceOver:

- Upon single tap, user hears "View the full catalogue - link".
- After double tap user hears "Web page loaded - Catalogue".

Test 4: Visual feedback for options in the navigation bar (cont'd from Test 3)

Procedure:

1. Complete Test 3.
2. Being at the full catalogue page, switch to list view and then back to the grid list using the buttons in the navigation bar.

Expected results:

- The buttons in the navigation bar should highlight. The highlight should persist until the finger leaves the screen.

Expected results for VoiceOver:

- Upon single tap on the button, user should hear "Switch to grid view" or "Switch to list view", depending of the button.
- After double tap user should get a feedback that grid or list view is loaded.

Test 5: Visual feedback for grid items (cont'd from Test 4)

Procedure:

1. Complete Test 4.
2. Being at the full catalogue page (grid view), invoke an item in the grid.

Expected results:

- The grid item should highlight. The highlight should persist until the finger leaves the screen.

Expected results for VoiceOver:

- Upon single tap on an item, user should hear the description of the image link to an artifact, such as "'Thermometer - link - image".
- After double tap user should hear "Web page loaded - Artifact".

Test 6: Navigation, going back

Procedure:

1. Go to the application home screen.
2. Go to any page at least one screen away.
3. Invoke the back button.

Expected results (same for VoiceOver):

1. Back button should appear on the top left corner on screens at least one level away from a home start.
2. Tapping back should bring the user back to the previous screen.

Test 7: Navigation, going home

Procedure:

1. Go to the application home screen.
2. Go to any page at least two screens away.
3. Invoke the home button.

Expected results (same for VoiceOver):

1. Home button should appear on the top left corner, to the right of the back button on screens at least two levels away from a home start (exception: text-entry screens, such as e-mail address entry or comment entry).
2. Tapping the home button should bring the user back to the application home screen.

Boundary Tests

Description: Ensures proper functionality at the input limits.

Protocol: Perform these tasks on the following site.

On this page

Specifications