

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 links 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.

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