Promotions

Testing Guide

Vitality®

Testing Overview

Assignment made to: <insert name of responsible person>

This phase of user acceptance testing needs to be completed from <dd/mm/yyyy> to <dd/mm/yyyy>. Please provide any feedback on critical issues to <insert local market's email address here>.

You will be testing the <insert local market name>'s **Login and Registration** end-to-end process and user experience to validate that what was deployed to UAT works as intended. Further testing scenario documents will be assigned as the UAT phase progresses and more scenarios become available.

Your Username:	User credentials	Your selected language:	English

Prerequisites:		Here are your expected results:	

Prerequisites:	Here are your expected results:
• User has already been through the registration process and able to login with username and password into the local market Vitality app • Promotions are turned on for the Market • Promotion cards are configured in the portal	• A user can see the quantity of configured Promotion cards but not more than 3 • A user is able to open the card content by tapping the card • A user can look through the card content, follow all article links, etc.

Reporting Issues	All defects or issues must be logged on Jira: <insert link to local market JIRA instance>
	
	 • Summary of issue (issue 'title') & Issue Priority in email subject-line
	 • Date found
	 • Browser / browser-version used
	 • Screenshot(s)
	 • Description
	    o Steps to reproduce
	    o Expected result (if it varies from actual result)
	    o Actual result

Issue Priority	• **Blocker**: Generally reserved for fatal errors that mean testing of an application or process cannot continue without fix, and/or the business is unable to use the application or IT is unable to operate the service. • **Critical:** Generally reserved for major issues with no workaround that mean that testing of a section or business process cannot continue without fix, or the critical path will not pass without resolution. • **Major**: Used when there is a problem that means that testing can continue on the scenario using difficult workarounds, and/or significantly impacts the business' ability to use the application or IT's ability to operate the service. If the problem does not directly impact functionality, but is in conflict with the design and is a key component of the design, it is also a high priority to get addressed. • **Minor** Used when there is a problem that means that testing can continue with relatively straightforward workarounds, and/or has a minor impact on the business' ability to use the application or IT's ability to operate the service. If the problem does not directly impact functionality, but is in conflict with the design, but is not a key component, it is a medium priority. • **Trivial**: Used to highlight minor bugs that do not impact the businesses ability to use the application or IT's ability to operate the service, (e.g., cosmetic issues related to low priority items in the system).

Your Scenarios	We need you to make sure the user can complete the following:
	 • User is able to install the Vitality app.
	 • User successfully logs in to the Vitality app.
	 • User can view Activities tab with Promotion cards on it (if they are configured in the portal)
	 • Tap any of the Promotion cards to see this card's content.
	 • On the Activities tab:
	    o The quantity of displayed Promotion cards corresponds to the quantity of configured cards but can't be more than 3 (three);
	    o Tap any of the cards to see this card content.
	 • In the Promotion card content:
	    o Article text corresponds to the card's name.
	    o Tap any link in the article to confirm that it's tappable works correctly.
	    o Different font size and format, bullets, tables are displayed correctly
	 • Promotion card's content is configurable via the MCMP

Here's what we want you to do

- Wait to be told that all UAT accounts have been moved to their correct Production branch and any applicable CMS changes have been made, and verify all content accuracy, availability, and usability.
- Coordinate with other UAT resources to ensure testing coverage on all major internet browsers/mobile operating systems.
- Ensure you can log in, navigate to the **Promotions cards** feature and proceed with looking through cards content.
- Play around with any other scenarios you think could "break the system" – exploratory testing.
- After completing the assignment – submit this filled-out form back to test management team via <insert local market's email address here>.
- Mark off each cell to indicate you completed this task (delete any icon/image that doesn't apply, such as "**!**" and "**X**", if the test passed).
- If you find anything that is or seems incorrect notify us via the defect tracking tool. Include screen shots, rl's – if applicable, and DETAILS!

Verify the quantity of Promotion cards corresponds to the quantity of configured cards.	Verify that maximum three cards are displayed.
✅ ⚠️ ❌	✅ ⚠️ ❌
Verify that Promotion card's content is displayed after tapping it	Verify that Promotions cards can be horizontally scrolled.
✅ ⚠️ ❌	✅ ⚠️ ❌
Verify that all links inside the Promotion card work correctly.	Verify that the user can return to the Activities tab by tapping the Back button.
✅ ⚠️ ❌	✅ ⚠️ ❌
Verify that Promotion card is not displayed after it is expired.	Verify that Promotion cards displaying is based on card Status, Relevance score and Effective from date.
✅ ⚠️ ❌	✅ ⚠️ ❌