Weekly Lifestyle Goals (Self&App-Reported)

Testing Guide

Vitality®

Self-Reported 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 **Weekly Lifestyle Goals (Self-reported)** 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*
		Here are your expected results:	

After a user is onboarded he is able to select one of three recommended lifestyle goals. After the goal is selected a user can't change his selection for the current week. To achieve a lifestyle goal a user should complete some activity for X days during the week (X can be different depending on a lifestyle goal). After a user completes today's activity he should check in this activity manually by marking corresponding day in the goal details screen. After needed quantity of days are checked in the goal is achieved and user gets the reward for the goal. A lifestyle goal can be selected on any day of the week, but always ends on Sunday (for check in type for 'today') or Monday (for yesterday" check in type). If a user doesn't achieve the goal during the week he will not get the reward and on Monday three new goals will be recommended.	• User should be able to see recommended goals and look through details of the goal (How to complete screen) • User should be able to select any of the recommended goals. • User should be able to check in his activity after selecting the lifestyle goal. • User should be able to select the lifestyle goal on any day of the week. • User should get his reward after completing all activity to achieve the lifestyle goal

Reporting Issues	All defects or issues must be logged on Jira: <u><insert link to local market JIRA instance></u>
	
	• Summary of issue (issue 'title') & Issue Priority
	• Screenshot(s)
	• Description
	    o Test data (user, device etc.)
	    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).

	We need you to make sure the user is able to verify/complete the following:
Your Scenarios	• Three lifestyle goals are recommended on Monday • User selects a goal with manual tracking • User starts goal with manual tracking • User is able to check in his today's activity only (for corresponding goals which are tracked "today for today") • User is able to check in his yesterday's activity only (for corresponding goals which are tracked "today for yesterday") • User is not able to complete yesterday's progress. • User completes the goal with manual tracking without missed days. • User completes the goal with manual tracking with missed days. • User has not completed the goal with manual tracking. • Lifestyle goal card: two lifestyle goals on Monday (when "today for yesterday" check in goal is not completed till Monday) • User is able to select a goal with day after self-reported check-in tracking. • User starts completing the goal with day after self-reported check-in tracking. • User does not complete the day before yesterday's progress. • User completed Goal with day after self-reported check-in tracking without missed days. • User completed Goal with day after self-reported check-in tracking with missed days. • User has not completed Goal with day after self-reported check-in tracking. • User achieves the goal and gets his reward

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 newly-added **Weekly Lifestyle goals functionality**.
- 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, url's – if applicable, and DETAILS!

User should be able to select a lifestyle goal	User should be able to achieve a lifestyle goal and get his reward
✅ ⚠️ ❌	✅ ⚠️ ❌
User should be able to check in his activity within a lifestyle goal	User should be recommended three new goals each Monday
✅ ⚠️ ❌	✅ ⚠️ ❌

App-Reported Testing Overview

Your Username:	*User credentials*	**Your selected language:**	*English*
		Here are your expected results:	

After a user is onboarded he is able to select one of three recommended lifestyle goals. After the goal is selected a user can't change his selection for the current week. A user should link one of the suggested apps to the Health app and Health app to the Vitality app. To achieve a lifestyle goal a user should track his activity via the linked app. The data from the app should be synchronized automatically after a user completes today's activity. After needed quantities of days are tracked the goal is achieved and the user gets the reward for the goal. A lifestyle goal can be selected on any day of the week, but always ends on Sunday. If a user doesn't achieve the goal during the week he will not get the reward and on Monday three new goals will be recommended.

- User should be able to see recommended goals and look through details of the goal.

- User should be able to select any of the recommended goals.

- User should be able to link a side app to the Vitality app via Health app

- The data from the side app should be synchronized with the Vitality app

- User should be able to select the lifestyle goal on any day of the week.

- User should get his reward after completing all activity to achieve the lifestyle goal

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

- Screenshot(s)

- Description
  o Test data (user, device etc.)

  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.

	• **<u>Trivial</u>**: 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 is able to complete the following: • Three lifestyle goals are recommended on Monday • User selects a goal with automatic tracking (sleep, weight or meditation) • User starts goal with automatic tracking • User selects supported app when goal is in "Delivered" state • User selects supported app when goal is in "In Progress" state • Side app data is synchronized with Vitality app via Health app • Users are able not to complete yesterday's progress. • User completes the goal with automatic tracking without missed days. • User completes the goal with automatic tracking with missed days. • User has not completed the goal with automatic tracking. • User completed activity, but not tracked it for several days • User is able to select app-reported goal when there are two lifestyle goal cards on Monday (there was manually tracked goal selected the last week) • User achieves the goal and gets his reward