Test Report for Urban Lunch Mobile App

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1. Project and Product Info

- **Project Name**: Urban Lunch Mobile App
- **Product Name**: Urban Lunch
- **Version**: First version (since no version number is available)
- **Tested by**: Warunee Dinunzio
- **Testing Period**: Nov 22, 2024 to Nov 23, 2024

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2. Purpose

The following report provides insights into the testing activities conducted for the Urban Lunch mobile app. It includes an evaluation of test execution, discovered issues, and the overall quality of the app during the testing phases.

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3. Software/Product Overview

Urban Lunch is a mobile application designed to allow users to personalize their business lunches by combining dishes from various restaurants in the city. The app simplifies the ordering process by enabling customers to select their pick-up point, choose dishes from multiple restaurants, confirm the order, and track delivery in real-time. The goal is to provide diverse and convenient meal options in one order.

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4. Objective and Testing Scope

The objective of this testing phase was to verify the functionality, usability, and overall user experience of the Urban Lunch mobile app. The primary focus was to validate the following features:

- **Restaurant selection and dish ordering**
- **Order confirmation and tracking**
- **UI and UX consistency across screens**
- **Geolocation and pick-up functionality**

The following items were out of scope:

- Integration testing with third-party services (due to technical restrictions)
- Payment gateway functionality (test scope limited to UI and order processing)

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5. Magical Metrics

- **Total Test Cases**: 45
- **Test Cases Executed**: 45
- **Test Cases Passed**: 37
- **Test Cases Failed**: 8
- **Test Cases Blocked**: 0
- **Defects Found**: 8
- **Defects Priority**:
    - High: 2
    - Medium: 5
    - Low: 1
- **Defects Status**:
    - Open: 8
    - Resolved: 0
    - Pending: 0

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6. Types of Testing

- **Smoke Testing**: Ensured that the basic functionalities (restaurant selection, dish ordering, and navigation) were working after the new build.
- **System Integration Testing**: Verified that all the components of the app (restaurant selection, order confirmation, tracking) were functioning seamlessly.

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7. Testing Environments

- **Application URL**: N/A (Mobile App)
- **Server**: Local Testing Server
- **Database**: Not specified
- **Tools Used**:
    - Android Studio (Emulated Pixel 5 API 31)
    - macOS Sonoma 14.6.1
    - Jira for Bug Tracking

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8. Lessons Learned

- **Bug Reporting Efficiency**: Early identification of UI inconsistencies in long restaurant names can be avoided by better design planning, especially for smaller screens.
- **Cost Calculation Oversight**: Missing delivery costs in the total calculation is a critical issue that impacts revenue and customer trust. Ensuring all cost components are accurately accounted for in every scenario should be a top priority.

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9. Recommendations and Improvements

- **Enhance Cost and Time Tracking**: Displaying the cost and remaining time for each restaurant during order tracking, as specified in the requirements, would greatly improve transparency and customer satisfaction. This ensures users have a clear understanding of their order's progress.
- **UI Adjustments for Long Text**: Implement adaptive UI elements to handle long text, such as restaurant names, without overlapping other details for improved readability.
- **Delivery Cost Visibility**: Clearly display the delivery cost across all relevant screens to prevent any confusion and ensure accurate cost calculations.
- **User Feedback Indicators**: Introduce visual feedback (e.g., a toast notification or subtle animation) when dishes are added to the order list to enhance the user experience.
- **Future Feature Consideration**: Allow customers the option to select dishes from restaurants other than the nearest one, even if it increases delivery time, to accommodate specific preferences.

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10. Test Results

Test Case ID	Test Description	Status	Priority	Bug Report Link
TC001	Tapping any area except + on dish list navigates to details	Failed	Medium	Bug ID-WDP6-1
TC002	Dish description includes photo, general description, ingredients and restaurant availability.	Failed	Low	Bug ID-WDP6-2
TC003	List of dishes displays names and quantities	Failed	Medium	Bug ID-WDP6-3
TC004	Total amount includes delivery cost	Failed	High	Bug ID-WDP6-4
TC005	Cooking and delivery time displayed for each route	Failed	Medium	Bug ID-WDP6-5
TC006	Total cost displayed for each restaurant	Failed	Medium	Bug ID-WDP6-6
TC007	Total cost includes delivery cost	Failed	High	Bug ID-WDP6-7
TC008	Notification displays message with address and freshness warning	Failed	Medium	Bug ID-WDP6-8

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11. Conclusions

Based on the testing performed, the Urban Lunch mobile application demonstrates promising functionality but requires further refinement to meet all specified requirements. Key issues, such as missing delivery costs in the total calculation, lack of detailed cost and time tracking per restaurant, and overlapping UI elements, should be addressed before proceeding to a live release.

While the core features of the application are operational, these unresolved issues impact both usability and compliance with the requirements. Therefore, it is not recommended to go live at this stage. Once the identified bugs are resolved, improvements are implemented, and the application undergoes a successful round of regression testing, it will likely meet the quality standards required for release.

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