Login and Registration

Testing Guide

Vitality®

Testing Overview

<table>
<tr><td colspan="4">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.</td></tr>
<tr><td>Your Username:</td><td>User credentials</td><td>Your selected language:</td><td>English</td></tr>
</table>

	Here are your expected results:
The user details will be provided for the member who is not Registered for the Vitality mobile app. Member will need to follow the Registration Journey.	What the Registration and Login screens should be: • User should successfully register on Vitality app. • User should successfully login on Vitality app. • Users with a cancelled Vitality membership should be able to login during the carrier reinstatement period but view a cancellation screen. • Users with a cancelled Vitality membership should not be able to login after the carrier reinstatement period. • If a new version of the app is available, the users should not be able to login but will see a message to go and download the latest app version.

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 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	• <u>**Blocker**</u>: 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. • <u>**Critical:**</u> 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. • <u>**Major**</u>: 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. • <u>**Minor**</u> 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: • User receives credentials to register on Vitality app which includes registration code. • User needs to install Vitality mobile app in order to carry out the testing. • Click on register button on Vitality app login page (User will be directed to the Registration page). • On Registration page, user enters email address, password, confirm password and registration code to continue with registration. • Upon entering the necessary registration information, user clicks on Register button to continue. • User will register on app and automatically logs in to the app.

	- It will display the local market's Vitality logo.
	- User will be asked to accept Terms and Conditions.
	- Upon accepting Terms and Conditions, preferences screen to be displayed. (Please note this screen only appear one time if user wants to this screen again, user has to uninstall app and do installation again.)
	- User to select preferences.
	- After selecting and accepting preference, user will be directed to the Home card screen.
	- Click on logoff, user should be logged off from Vitality mobile app and display login screen.
	- Forced app updates: If a new version on the app has been released and the member has not downloaded it yet, the member should not be able to login. The member will view a pop-up message indicating that he/she must go and download the latest app version.
	- Cancelled Vitality members:
	    o Within carrier reinstatement period: The member should be able to login but will only view a cancellation message. The member cannot navigate to another page.
	    o After carrier reinstatement period: The member should not be able to login at all.

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 **Registration and login page**, and proceed with the declaration.
- 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 successful register on Vitality app, automatic login, and logoff	User should login to Vitality whenever user provide correct credentials (user name and password)
✅ ⚠️ ❌	✅ ⚠️ ❌
Forced app updates: User should not be able to login	**Cancelled member in carrier reinstatement period: User should be able to login but only view cancellation screen.**
✅ ⚠️ ❌	✅ ⚠️ ❌
Cancelled member after carrier reinstatement period: User should not be able to login.	
✅ ⚠️ ❌	

Testing Overview

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

New member:
- Member must be allowed to register on the app
- Member must be allowed to activate and access Get Active Goal (GAG)
- Member is allowed to access weekly lifestyle goal
- Member must be allowed to access the Coin tracker
- Member is allowed to earn rewards

Transition member:
- Member must be allowed to login to the app
- Member must be allowed to activate and access Get Active Goal (GAG)
- Member is allowed to select a lifestyle goal
- Member must be allowed to access the Coin tracker
- Member is allowed to earn rewards

New member:
- The member must be taken through the first-time user journey and be awarded coins for completing the journey
- The member must be presented with the opportunity to activate their GAG as well as view their targets and earn coins for meeting targets
- The member be able to select weekly lifestyle goals and earn coins for meeting them
- The member must be able to track how many coins they have earned and how many is remaining before hitting the threshold
- The member must be able to earn enough coins to earn and select a reward

Transition member:
- The member must be taken through the transitioning user journey and be awarded coins for completing the journey
- The member must be presented with the opportunity to activate their GAG (if not previously active) as well as view their targets and earn coins for meeting targets
- The member must be presented with details of the new terminology used for GAG
- The member be advised that they can earn coins for Weekly lifestyle goals and be able to select weekly lifestyle goals and earn coins for meeting them
- The member must be able to track how many coins they have earned and how many is remaining before hitting the threshold
- The member must be able to earn enough coins to earn and select a reward

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
	 • App version used
	 • Screenshot(s)
	 • Description
	     o Steps to reproduce
	     o Expected result (if it varies from actual result)
	     o Actual result
	     o Test data

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 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 conflicts 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 conflicts 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 is able to complete the following: • User to install the Vitality app / update to the latest version • User successfully logs into the Vitality app. • New members go through the first-time user journey • Transitioning members go through the transitioning member journey • Members on Android are to skip connecting of an app to a later stage • Members ear coins after completing the onboarding journey • A member activates GAG • A member views their weekly GAG target • A member selects a weekly lifestyle goal • A member meets a GAG and WLG target and earns coins • A member meets their coin threshold • A member earns and selects a reward after meeting the threshold

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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 register as a new member or log in as a transitioning member, and experience the **AR2020 CNG** onboarding journey
• 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!	

Complete the onboarding journey as a new member and earn coins	**Complete the onboarding journey as a transitioning member member and earn coins**
✅ ⚠️ ❌	✅ ⚠️ ❌
Activate Get Active Goals, track goal, meet the target and earn coins	**Select a weekly lifestyle goal, meet the target, and earn coins**
✅ ⚠️ ❌	✅ ⚠️ ❌
Collect enough coins to meet the coin threshold, earn a reward and select a reward	
✅ ⚠️ ❌	