Dabbl Project Handouts

Project overview

Dabbl is an attention marketplace where brands can connect with the consumers directly, educate them and build long-term relationships.

Consumers are watching short videos, answering multiple-choice or trivia questions, solving simple pazzles, selecting one of two images they like the most, etc. All these different types of activities we call the **Engagements**. And the set of engagements for a particular brand - **Experience**.

Once consumers complete the experience, they are getting rewarded. They have to 'earn' at least $5 to cash out the rewards by ordering a gift card. They also may choose to wait until they have $10, $15 or $20 balance and order a $10, $15 or $20 gift cards instead.

Please refer to the app's 'Help' section to learn more about expected user experience.

App logic: things to know

While we don't have a test plan, there are a few things about the app functionality I want to share:

Registration:

1. The user's unique identifier is a phone number.

1.1.If the user tries to create an account with the number that is already registered, the app throws an error - Number is already in use

1.2 The application checks if the entered number belongs to one of the US Cellular carriers; attempting to create an account with the phone numbers provided by services such as Google Voice triggers the error message - The phone number is not associated

with a US Cellular carrier

1.3 In test, however, there is a mock user registration usually on, which means you can provide a dummy phone number and type in a dummy verification code

1.4 When you create a user in test environment, **please always set the password to Dabbl123** so that when you report a bug, developers can log into your account if needed for the bug fix. Also include your test phone number in the bug report where it makes sense (for example, you have completed experience but wasn't rewarded with points)

1.5 The password requirements pop up on the screen once the user brings the focus into a password text field. The password required to have at least one upper-case letter, at least one digit and be at least 8 characters long.

1.6 In order to use Dabbl, a user should be at least 13 years old. Think what testing technique can be used there.

2. We call the list of experiences the users see in the app - **Feed**

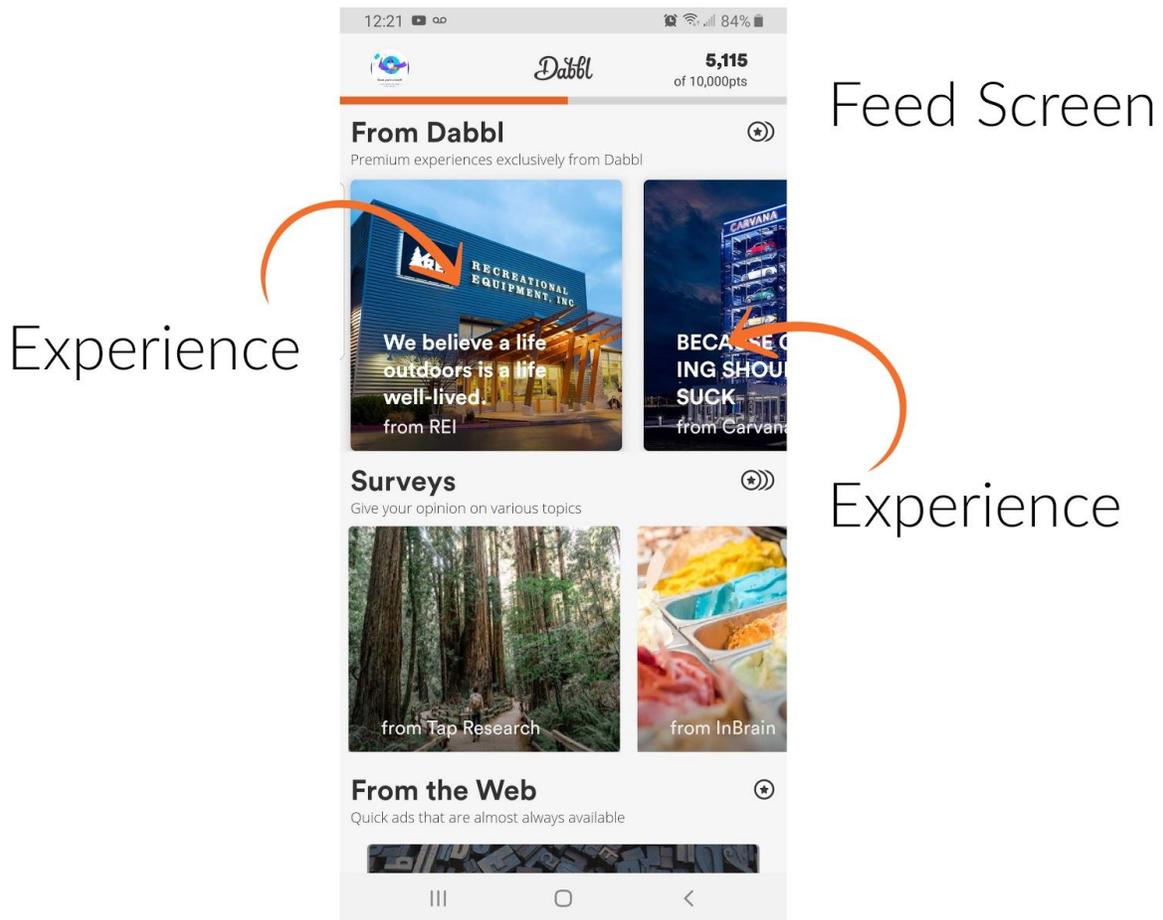There are 4 sections in the feed:

'From Dabbl'

'Surveys'

'From the Web'

and 'Extra Savings'

Only content presented in 'From Dabbl' horizontal scroll view is produced by Dabbl. Testing the surveys or video from the web functionality is **not** within the scope of our project. Here we only care if the user gets the rewards for completing the task.

It makes sense thought to test 'Extra Savings' in a way to verify tapping 'Save now' button in the dialog redirects the user to a vendor's website.

Feed Screen

Experience

Experience

Completed experiences stay in the feed for 7 days

3. **Profile** screen

Tapping profile image button in the upper left corner of the feed screen (**app action bar**) opens **Profile** screen

There are a few options:

Personal Info: tapping this one opens Personal Info screen. First name, last name and email are empty by default as they are nor required and the application doesn't not gather this info during registration. (Think how would you approach testing optional fields)

Since the phone number is a unique identifier, it cannot be changed and doesn't not have 'Edit' button next to it.

DOB is also unchangeable value.

In **Preferences**, you allow notifications and sharing location - those are permissions you grant to the app at the run time and that the user can revoke anytime from the device settings. A zip code is an alternative way to share location; editing it is disabled while 'Shared Location' **toggle button** is on.

Legal, Help and Rate Us are self explanatory. Keep in mind Rate Us feature is not available for test versions of the applications.

Tapping a placeholder or an existing profile picture opens **Upload Picture** screen; think how would you test this feature.
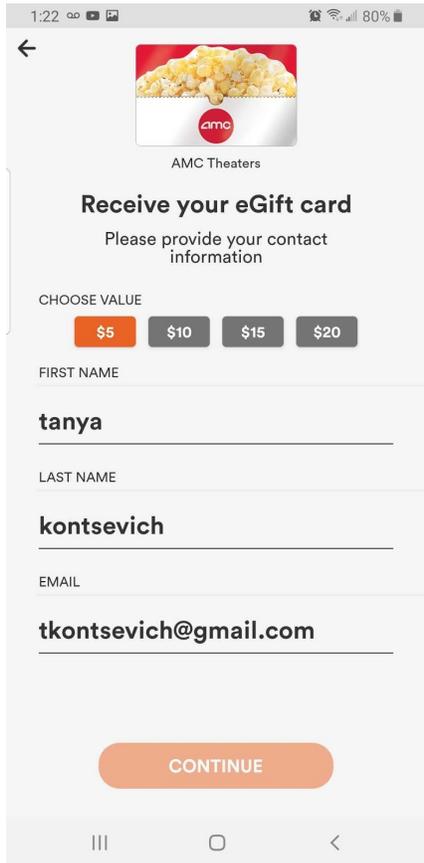
4. **Earnings** screen

Tapping collected point number in the upper right corner of the feed screen (**app action bar**) opens **Earning** screen.

1,000 is $1.00

The screen provides the information on how many points the user has at the moment, what's his current earning in $, how many other users registered with this user's referral link, in how many bonus dollars the user got for cashing out gift cards later, at higher value.

Tapping **My Recent Earnings** takes the user to the screen with the same name, there is **Dabbl** tab with the info on when the experience was completed, how many points were earned, and what was the source - Dabbl, From Web, Survey. Referrals are tracked under **Referral** tab of the same screen.

Tapping **Redeem Points** redirects the user to **Choose Your Card** screen, there is a list of available gift cards and the values their come with. If the user does not have enough points, tapping a card image will only provide the card description. Otherwise, the user is taken to **Receive your eGift** card screen.

Once user ordered a gift card, the "Current points" and "All earnings" values get updated - decreased based on the card amount.

All gift cards ever received by the users will be stored under **My Cards** tab, you may navigate there from **Earrings** screen.

Ordering gift card in test environment workflow information will be provided soon.

Thank you!