

fundamniti!

Group 14

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6. Test cases

6.1. Register

Description:

Test of the register phase.

References:

4.1.1.1

Inputs:

Username (existing, non-existing), password and email-address (valid)

Expected output:

- a) You can login with the new user.
- b) Error messages.

Procedure:

1. Go to the register page.
2. Create a new user using the non-existing username, a password of your choice and the email address.
3. Go to the mailbox and verify that you have received a mail with a confirmation link.
4. Follow the link.
5. Go to the login page and verify according to test case login that you can login with the new username/password.
6. Try to register with the existing username and the valid email.
Verify that you get an error message that asks you to choose a different username.
7. Try registering with a non-valid email address (e.g. one without @)
Verify that you get an error message saying the email is incorrect.

6.2. Login

Description:

Test of the login mechanism.

References:

FR: 4.1.1.2

Inputs:

Username and password.

Both for an existing user and a non-existing user.

Expected output:

- a) Redirection to profile page

b) Error message

Procedure:

1. Login using the existing user with correct password.
Make sure you are redirected to the profile page of *that* user.
2. Try to login using the existing user with an incorrect password.
You should get a message saying that the username/password pair is invalid.
3. Try to login using the non-existing user with any password.
You should get a message saying that the username/password pair is invalid.

6.3. Artistic points

Description:

Test of artistic points given upon registration.

References:

FR: 4.1.2.1

Appendix A

Inputs:

Non-existing username.

Expected output:

100 AP received upon registration.

Procedure:

1. Create a new user using the non-existing username.
2. Verify that the new user has 100 AP when the profile page comes up.

6.4. Guestbook

Description:

Test of guestbook. Would take forever to test every guestbook so this will be a sample test.

References:

4.1.2.2

Inputs:

An existing user (A). Some (at least 1) other users usernames.

Expected output:

The contents of the guestbooks show up upon entering user profile pages, and new posts are shown perceptually immediately.

Procedure:

1. Login with user A
2. Verify that the guestbook for the user is displayed on the profile page.
3. Post a new message and verify that it is visible immediately.
4. Repeat 1-3 with for another user's guestbook

6.5. Personal gallery**Description:**

A test of the personal gallery

References:

FR: 4.1.2.3

Inputs:

none

Expected output:

Pictures created in battle mode visible in personal gallery.

Procedure:

1. Enter a competition.
2. Before the competition ends. Make sure the picture in the competition is not visible in the personal gallery on the profile page.
3. When the competition ends, make sure that the picture drawn in that competition is visible in the personal gallery.

6.6. Statistics**Description:**

Test that some statistics about each user are publicly available and are available at the profile page and in the playing arena.

These statistics are:

Number of competitions participated in

Number of won competitions

Total AP

References:

FR: 4.1.2.4, 4.1.3.6

Inputs:

One user for checking (A) and another for usage (B).

Again, a test for all users would be too cumbersome, so a sample test is done.

Expected output:

Consistent statistics about the user.

Procedure:

1. Log in as user B
2. Make sure user A is signed up in the playing arena, and that A is not in a competition that is about to end (end of voting phase) during this test case.
3. Select A in the playing arena.
4. Verify that number of participated competitions, number of win competition and total AP is displayed. Make a note of these statistics.
5. Go to A's profile page.
6. Verify that the above mentioned statistics are displayed.
7. Verify that the statistics are consistent with those from the playing arena.

6.7. Playing arena

Description:

A test that the playing arena is operational

References:

4.1.3.1

Inputs:

none

Expected output:

Playing arena is operational.

Procedure:

1. Signup (test case:)
2. Test chat room (test case:)
3. Test challenge (test case:)
4. Test competition (test case:)

6.8. Playing arena idle

Description:

A test to verify that you can see some of the things that are happening in the playing arena, even if you aren't signed up. You need two computers or at least two different web browsers (from different vendors) to test this.

References:

FR: 4.1.3.2

Inputs:

Two users (A, B).

Expected output:

Chat messages are delivered and signed up users are visible even if you aren't signed up.

Procedure:

1. Make sure you aren't signed up in the playing arena with user A.
2. Make sure you ARE signed up in the playing arena with user B.
3. Enter playing arena with user A without signing up.
4. Verify from A's perspective that B is visible in the list of signed up users.
5. Post a chat message with user B.
6. Verify from A's perspective that the chat message comes up.
7. Sign out of the playing arena with B.
8. Verify from both users perspective that B is no longer visible in the list of signed up users.

6.9. Signup

Description:

A test that shows that interaction with the playing arena cannot be done unless a user is signed up in it.

References:

4.1.3.3

Inputs:

A user (A).

Expected output:

The user cannot interact with the playing arena unless signed up in it.

Procedure:

1. Log in as A
2. Enter playing arena without signing up
3. Verify that you cannot challenge other users
4. Verify that you cannot post messages in the chat
5. Sign up
6. Post a message in the chat (according to test case:)
7. Challenge another user (according to test case:)

6.10. Show challengeable users

Description:

Test if users that sign up in the playing arena end up in the list of challengeable users.

References:

4.1.3.4

Inputs:

A user (A)

Expected output:

A end up in list of challengeable users upon signup.

Procedure:

1. Log in with user A
2. Enter playing arena without signing up
3. Verify user A is not in the list.
4. Sign up
5. Verify that A is now in the list

6.11. Chat room**Description:**

Test the functionality of the chat room.

References:

4.1.3.5

Inputs:

A user (A)

Expected output:

Messages posted in the chat room are actually displayed. A user cannot post messages if not signed up in the playing arena.

Procedure:

1. Log in with user A
2. Enter playing arena without signing up
3. Verify that you cannot post messages in the chat room
4. Sign up
5. Post message in the chat room
6. Verify that the message is displayed.

6.12. Challenging users**Description:**

Test the ability to challenge other users.

References:

FR: 4.1.3.7

FR: 4.1.6.1.1

Inputs:

- A second user
- A time limit
- Amount of AP in percent

Expected output:

4. A message that the challenge request has be sent to the user.
5. An error message, i.e 'The user has timed out'.

Procedure:

1. Go to the playing arena
2. Click on the 'Signup' button
3. Select a user from the user list
4. Click on the 'Challenge' button
5. The system should respond with either (a) or (b)

6.13. Drawing board colors

Description:

The procedure tests that a drawing can be made with different colors.

References:

FR: 4.1.4.1

Inputs:

- One user

Expected output:

A drawing with different colors

Procedure:

1. Go to the free sketch page
2. Select a color and a drawing tool
3. Draw something
4. Repeat steps 2 and 3 with a few other colors

6.14. Painting tools - Pencil

Description:

Test drawing with the pencil tool.

References:

FR: 4.1.4.2

Inputs:

Mouse input

Expected output:

A trace of the pencil movement on the drawing area with the selected color.

Procedure:

1. Either
 - a. Go to the free sketch page.
 - b. Start a battle.
2. Select the pencil tool
3. Hold down the left mouse button and make some movements with the mouse on the drawing board

6.15. Painting tools - bucket

Description:

Test drawing with the bucket tool.

References:

FR: 4.1.4.2

Inputs:

- Mouse input

Expected output:

The point which the bucket tool was used should be filled with the selected color, outwards until some edge is reached, or until the edges of the drawing board is reached.

Procedure:

1. Either
 - a. Go to the free sketch page.
 - b. Start a battle.
2. Select the bucket tool
3. Click somewhere on the drawing board

6.16. Free sketch mode

Description:

The procedure tests the free sketch mode.

References:

FR: 4.1.5.1

Inputs:

- Mouse input

Expected output:

Being able to draw on the drawing board.

Procedure:

1. Go to the free sketch page.
2. Select some drawing tool and draw on the drawing board.

6.17. Competition

Description:

The procedure tests the three phases of a competition.

References:

FR: 4.1.6.1.1

FR: 4.1.6.1.2

FR: 4.1.6.1.3

Inputs:

- Two users {A, B} for challenge and battle phase.
- At least one user {C, D, ...} different from A and B for the voting phase.

Expected output:

A winner is announced after the voting phase has ended.

Procedure:

1. Let user A challenge user B
2. Let user B accept the challenge
3. Both will be forwarded to the battle arena
4. Let A, B each create a drawing based on the topic
5. Once A and B are finished with the battle, their battle and drawings should show up on the Global Galley.
6. Let users C, { D, ... } vote for A and Bs drawings.

6.18. Voting

Description:

The procedure tests the voting phase.

References:

FR: 4.1.6.1.1

FR: 4.1.6.1.2

FR: 4.1.6.1.3

Inputs:

- A competition between users A and B in the voting phase
- At least one user $\{C, D, \dots\}$ different from A and B for the voting phase.

Expected output:

- a. A winner is announced after a 24 hour period.
- b. A tie has occurred after a 24 hour period, goes into golden vote phase.

Procedure:

1. Let users C, $\{D, \dots\}$ vote for A and B's drawings during a 24 hour period after the battle phase of A and B.

6.19. Golden Vote

Description:

The procedure tests the golden vote state.

References:

FR: 4.1.6.1.1

FR: 4.1.6.1.2

FR: 4.1.6.1.3

Inputs:

- A competition between users A and B which has ended in a tie
- One user C different from A and B for the voting phase.

Expected output:

A winner is announced after the user C votes

Procedure:

1. Let user C vote on the competition which has been ties (gold vote).

6.20. AP transfer

Description:

The procedure tests that AP is transferred from the loser to the winner after a finished competition.

References:

FR: 4.1.6.1.3

Inputs:

- A competition between users A and B which has ended.

Expected output:

The amount of AP reserved will be transferred from the losers to the winners total AP. The winners reserved AP will be added to his/hers total AP.

Procedure:

1. Let A and B play in a competition.
2. Wait for the voting phase of the competition to finish.

6.21. Challenge options – Time limit**Description:**

The procedure tests that the time limit can be configured before a challenge request is made.

References:

FR: 4.1.6.2.1

Inputs:

- Two users A and B

Expected output:

A battle which lasts for the selected number of minutes

Procedure:

1. Let user A and B signup in the playing arena.
3. Let user A select a time limit
4. Let user A challenge user B
5. Let user B accept the challenge
6. For each of the users A and B
 - a. Time how long it takes for the battle to time out from time the battle starts.

6.22. Challenge options – Bet**Description:**

The procedure tests that the amount of AP in percent can be configured before a challenge request is made.

References:

FR: 4.1.6.2.1

FR: 4.1.6.2.3

Inputs:

- Two users A and B

Expected output:

The selected amount of AP in percent (at the time the challenge was made) is transferred from the loser to the winner after the competition has ended.

Procedure:

1. Let user A and B signup in the playing arena.
2. Let user A select amount of AP in percent.
3. Let user A challenge user B
4. Let user B accept the challenge
5. Let the competition end.

6.23. Challenge request**Description:**

The procedure tests that the user being challenged receives the challenge request

References:

FR: 4.1.6.2.2

Inputs:

- Two users A and B

Expected output:

A challenge request is received by user B.

Procedure:

1. Let user A and B signup in the playing arena.
2. Let user A challenge user B

6.24. AP reservation**Description:**

The procedure tests that the AP of the two user in a competition is reserved during the competition.

References:

FR: 4.1.6.2.4

Inputs:

- Two users A and B

Expected output:

The reserved AP of users A and B is independently increased with amount (in percent at the time the challenge request was made) that challenger (user A) choose during the challenge. request.

Procedure:

1. Let the users A and B be undisturbed during the procedure
2. Let user A and B signup in the playing arena.
3. Let user A select the amount of AP in percent
4. Let user A challenge user B
5. Let user B accept the challenge
6. Check that their reserved AP has increased with the correct amount during the challenge.

6.25. Battle topic**Description:**

The procedure tests that the topic of the battle is randomly selected for each battle

References:

FR: 4.1.6.3.1

Inputs:

- Several pairs of users

Expected output:

The topic of each battle is different; some topics can be the same. But not all.

Procedure:

1. Let each pair of user signup in the playing arena.
2. Let one of them challenge the other
3. Let the other accept the challenge
4. Check that the topics differ

6.26. Vote time limit**Description:**

Tests if a competition is no longer possible to vote for after 24 hours have passed, and that it is possible within 24 hours.

References:

FR: 4.1.6.4.1

Inputs:

Competition ID for one competition that ended less than 24 hours ago and one that ended more than 24 hours ago.

Picture ID.

Expected output:

For the competition that ended less than 24 hours ago: A message telling you that the vote has been registered.

For the competition that ended more than 24 hours ago: An error message telling you that the voting is closed.

Procedure:

1. Make sure that you have a competition ended less than 24 hours ago (A) and one that ended more than 24 hours ago (B).
2. Vote for one of the pictures in A and make sure that the competition score is updated and the success message is displayed.
3. Vote for B and make sure that the competition score is not updated and the error message is displayed.

6.27. Voting page

Description:

Tests that there is a voting page and that only competitions that are in the voting page are displayed there. Also tests that the information about the competitors are not displayed.

References:

FR: 4.1.6.4.2, 4.1.6.4.8

Inputs:

Competition ID for one competition that ended less than 24 hours ago and one that ended more than 24 hours ago.

Picture ID.

Expected output:

For the competition that ended less than 24 hours ago: An entry on the voting page displaying the pictures of that competition, but no information about the competitors

For the competition that ended more than 24 hours ago: The competition is not shown on the voting page.

Procedure:

1. Make sure that you have a competition ended less than 24 hours ago (A) and one that ended more than 24 hours ago (B).
2. Navigate to the voting page.
3. Make sure that A is displayed with no information about the competitors, and that B is not displayed.

6.28. Vote weight

Description:

Tests that a competitor gets more points from a vote by a user (A) with more AP than from a user (B) with less AP than A.

References:

FR: 4.1.6.4.3

Inputs:

Competition ID for one competition that ended less than 24 hours ago.
Picture ID.

Expected output:

The vote casted by A gives the competitor with the picture ID more points than the vote casted by B.

Procedure:

1. A votes for the competitor.
2. Check the difference from the amount of points the competitor had before.
3. B votes for the competitor.
4. Check the difference from the amount of points the competitor had before.
5. Make sure that the difference is larger after A's vote.

6.29. Vote statistics

Description:

Tests that statistics for a vote are displayed only to users that:

- Has participated in a competition
- Has voted for that competition

References:

FR: 4.1.6.4.4

Inputs:

Competition ID for one competition that ended less than 24 hours ago.
User that has participated in the competition (A).
User that has voted for the competition (B).
User that has not voted for the competition (C).

Expected output:

The statistics are only displayed to A and B.

Procedure:

1. A enters the voting page and makes sure that the statistics are displayed.
2. B enters the voting page and makes sure that the statistics are displayed.
3. C enters the voting page and makes sure that the statistics are not displayed.

6.30. Voter gets AP, can only vote once and not in own competition

Description:

Tests that a user gets AP by voting, that the user only can vote for a competition once, and that a user can not vote for a competition in which he participate.

References:

FR: 4.1.6.4.5, 4.1.6.4.6, 4.1.6.4.7

Inputs:

Competition ID for one competition that ended less than 24 hours ago.

User that has participated in the competition (A).

User that has voted for the competition (B).

User that has not voted for the competition (C).

Expected output:

User A gets an error message when trying to vote for the competition and the competition score remains unchanged.

User B gets an error message when trying to vote for the competition and the competition score remains unchanged.

User C gets AP by voting for the competition.

Procedure:

1. A tries to vote for the competition.
2. B tries to vote for the competition.
3. C tries to vote for the competition.

6.31. Top ten user list

Description:

Tests that the users with the most AP are displayed in a list available to all users.

References:

FR: 4.1.7.1

Inputs:

The ten users with most AP.

Expected output:

A page with the ten users listed.

Procedure:

6. Navigate to the page containing the list and make sure that the users displayed matches the users from the input.

6.32. Global gallery

Description:

Tests that the Global gallery shows all the pictures in the system.

References:

FR: 4.1.7.2

Inputs:

Picture ID of all the pictures in the system.

Expected output:

For each picture in the system the picture is displayed in the Global gallery.

Procedure:

For each picture:

1. Make sure that the specific picture ID from the database matches exactly one picture in the Global gallery.

6.33. Search users

Description:

Tests that the search function returns a user if the search string matches a user in the database, and an error message otherwise.

References:

FR: 4.1.7.3

Inputs:

Search string matching a user in the database (A), and a string that is not (B).

Expected output:

For A the system should send the user to the user matching string A's profile page.
For B the system should return an error message.

Procedure:

1. Use the search function with A as input.
2. Make sure you are directed to the profile page of user A.
3. Use the search function with B as input.
4. Make sure you get an error message.