

Empires of Avatharia

Group 22

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6. Functional Test Classes

Build building

(See RD section 4.1.5)

Explanation:

Test if you are able to build a building in a province spending X resources where X is the buildings cost.

Input:

The building that the user wants to build from the town centre where it's supposed to be built and where in that province it is to be built.

Output:

The appropriate amount of gold and mana is subtracted from the player and the building that was chosen is built on the selected coordinate.

Step-by-step procedure:

1. Click on the "Province list"-tab.
2. Click on the appropriate "Province", (the province you want to build a building in).
3. Click on the "Town centre"-building.
4. Click on the building that you want to build.
5. Click the coordinates where the building is to be built.

Train a unit

(See RD section 4.1.6)

Explanation:

Test if you are able to train a unit in a province spending X resources where X is the training cost of the unit.

Input:

The unit that the user wants to train.

Output:

The appropriate amount of gold and mana is subtracted from the player and the unit is starts its training process.

Step-by-step procedure:

1. Click on the "Province list"-tab.
2. Click on the appropriate "Province", (the province you want to train a unit in).
3. Click on the "Town centre"-building.
4. Click on the unit that you want to train.

Recover Password

(See RD section 4.1.3)

Explanation:

Test if you are able to recover a users password given a user name.

Input:

The input required to recover a password is simply the user's user name.

Output:

The output of this function is an e-mail containing the user's password and sent to the user's specified e-mail address in the database.

Step-by-step procedure:

1. First enter the main page of the game.
2. Click the recover password button on the main page.
3. Enter the user name of the password to be recovered.
4. Check the, with the user associated, e-mail for the password.
5. Enter the user name and recovered password in the login fields and continue playing.

Move a Unit Between Armies

(See RD section 4.1.9 , first part in the Manage armies-section)

Explanation:

Test if you are able to move a unit between armies stationed in the same province.

Input:

The user must be positioned in the correct province where the armies are situated. One army in the defensive army position and one in the offensive army position in the province.

Output:

The output should be a unit being moved from one army to the other in the province, specifically from the defensive army to the offensive, or the other way around.

Step-by-step procedure:

1. Enter the province screen from the main game menu.
2. Select the province where the armies are situated.
3. Select and drag the unit in question from the defensive army to the offensive or vice versa.
4. The unit is moved.

Send an Army on a Mission

(See RD section 4.1.9, second part of the Manage armies-section)

Explanation:

Test if you are able to send an army on a mission, which includes pillaging, defending or conquering.

Input:

The input required is an offensive army from a province.

Output:

The selected army is sent on one of the three missions correctly. That is, either defending a friendly province, pillaging an opponents province or conquering an opponents province.

Step-by-step procedure:

1. Enter the province screen from the main game menu.
2. Select a province containing the offensive army that you want to send on a mission.
3. Select the offensive army and select that you want to send the army on a mission from the army-menu.
4. Select one of the three mission alternatives and then select the province you want the army to go to.
5. The army is sent on the selected mission to the selected province.

Chat with other players

(See RD section 4.1.7)

Explanation:

Test if a player P can send a message X to the channel Y and test if the players in channel Y can receive message X.

Input:

A player P, a message X and a channel Y.

Output:

The players in channel Y receive message X.

Step-by-step procedure:

1. Click on the “Chat”-tab.
2. Click on the appropriate “Channel”, (the channel you want to send a message to).
3. Type the message you want to send in the textfield.
4. Click on the “send”-Button.

Send private messages to other players

(See RD section 4.1.8)

Explanation:

Test if a player P_1 can send a message X to a player P_2 and test if the player P_2 can receive message X .

Input:

A player P_1 , a player P_2 and a message X .

Output:

The player P_2 receives message X from the player P_1 .

Step-by-step procedure:

1. Click on the "Chat"-tab.
2. Click on the "New message"-button.
3. Type a message and a receiver in the textfields that are revealed.
4. Click on the "Send message"-Button.

Registering

(See RD section 4.1.1)

Explanation:

Test if you are able to register as a new player.

Input:

The registration form on the main website (pict. 4.2). Required input is full name, unique username, unique e-mail-address, desired password and confirmation of desired password. The registration also requires the user to choose in-game faction and in-game start location.

Output:

The registration form will display information about insufficient input if the form is not completely filled, if the username does not fit in with the restrictions, if the passwords mismatch or if the in-game start location is invalid.

If the registration form is correctly submitted, the user will receive an e-mail to the posted address containing a link to amongst other things ensure that the user is not at least the simplest of mass registration bots and that the user has access to the mail account. When the link in the e-mail has been opened, the registration will be complete and a user will be created with the desired username and password. When the user has received a confirmation on the page that is displayed when clicking the link, the registering process has been completed.

Step-by-step procedure:

1. Enter the main site.
2. Click on the “Register” menu option on the main site.
3. Fill in the registration form.
4. Check the e-mail account that was given for new messages and wait for.
5. Click the confirmation link that is in the message.
6. Verify that account creation confirmation is displayed in the web browser window opened by clicking the link.

Logging in

(See RD section 4.1.2)

Explanation:

Test if you are able to log in with the registration data that you got when you signed up for the game.

Input:

The input fields in the login area (pict. 4.2).

Output:

If the login data is incorrect (the user is not registered or is using an incorrect username or password) the user will be notified by new highlighted text in the form. If the login data is correct, a new browser with the game interface will be opened.

Step-by-step procedure:

1. Enter the main site.
2. Type in the username and password from the registration step in the login area.
3. Click Start Game.
4. Verify that the game interface has been displayed in a new browser window.