Testing Tables for Sprint 3 - AstroBeasts

For Team Russian Blue - CMSC447

Start Menu

Test #	Description	Input	Expected Output/Result	Actual Output/Result	P/F Criteria	Comments
1	Tests if hovering over and clicking New Game works.	Hover mouse over New Game and click.	New Game text changes color and game changes to New Game scene	New Game text changes color and game change to New Game Scene	Actual = Expected	Pass
2	Tests if hovering over and clicking Load Game works.	Hover mouse over Load Game and click.	Load Game text changes color and game changes to Load Game scene	Load Game text changes color and game changes to Load Game scene	Actual = Expected	Pass
3	Tests if hovering over and clicking Options works.	Hover mouse over Options and click.	Options text changes color and game changes to Options scene.	Options text changes color and game changes to Options scene.	Actual = Expected	Pass
4	Test if Music is playing.	Boot up the game	Music automatically starts playing.	Music automatically starts playing.	Actual = Expected	Pass

New Game

Test #	Description	Input	Expected Output/Result	Actual Output/Result	P/F Criteria	Comments
1	Tests that the user has to input a name of at least 1 character before proceeding	" " for name.	"Please enter a name!"	"Please enter a name!"	Actual = Expected	Pass
2	Tests that the user can only input a name of up to 15 characters.	"Leannleannleann leann" for name.	"leannleannleann"	"leannleannleann"	Actual = Expected	Pass

3	Tests that the following scene of displaying the starter Astrobeasts successfully shows the inputted name.	"Leann" for name.	"Here are your starter astrobeasts, Leann!"	"Here are your starter astrobeasts, Leann!"	Actual = Expected	Pass

The Hub

Test #	Description	Input	Expected Output/Result	Actual Output/Result	P/F Criteria	Comments
1	Tests if hovering over and clicking Inventory works.	Hover mouse over Inventory and click.	Inventory text changes color and game changes to Inventory scene.	Inventory text changes color and game changes to Inventory scene.	Actual = Expected	Pass
2	Tests if hovering over and clicking Shop works.	Hover mouse over Shop and click.	Shop text changes color and game changes to Shop scene.	Shop text changes color and game changes to Shop scene.	Actual = Expected	Pass
3	Tests if hovering over and clicking Dojo works.	Hover mouse over Dojo and click.	Dojo text changes color and game changes to Dojo scene.	Dojo text changes color and game changes to Dojo scene.	Actual = Expected	Pass
4	Tests if hovering over and clicking Tournament works.	Hover mouse over Tournament and click.	Tournament text changes color and game changes to Tournament scene.	Tournament text changes color and game changes to Tournament scene.	Actual = Expected	Pass
5	Tests if hovering over and clicking Save works.	Hover mouse over Save and click.	Save text changes color and pop-up message shows successful save.	Save text changes color and pop-up message shows successful save.	Actual = Expected	Pass
6	Tests if hovering over and clicking Save & Quit works.	Hover mouse over Save & Quit and click.	Save & Quit text changes color and game returns to the Start Menu scene.	Save & Quit text changes color and game returns to the Start Menu scene.	Actual = Expected	Pass

Inventory

Test #	Description	Input	Expected Output/Result	Actual Output/Result	P/F Criteria	Comments
1	Tests that if a user buys something in the shop, it will update the inventory with what was bought.	Bought item "CosmoCookies"	"CosmoCookies" appears in the items section of inventory.	"CosmoCookies" appears in the items section of inventory.	Actual = Expected	Pass
2	Tests that if a user has a large number of items, AstroBeasts, or Moves, inventory will become scrollable.	Has more than 4 items in inventory.	Scroll bar appears to view all items.	Scroll bar appears to view all items.	Actual = Expected	Pass
3	Tests that the user cannot equip more than the listed cap (4 for items, 4 for AstroBeats, 4 for moves).	Click equip on 5 items.	Alert "Max capacity of 4 reached for items."	Lets users equip 5/4 items.	Actual = Expected	Fail
4	Tests that the user cannot equip more than the listed cap (4 for items, 4 for AstroBeats, 4 for moves).	Click equip on 5 items.	Alert "Max capacity of 4 reached for items."	Alert "Max capacity of 4 reached for items."	Actual = Expected	Pass

Shop

Test #	Description	Input	Expected Output/Result	Actual Output/Result	P/F Criteria	Comments
1	Tests if hovering over and clicking Items, Astrobeasts, Moves displays correct products.	Hover mouse over Items, Astrobeasts, and Moves. Click each heading.	Each Shop heading changes color when hovered over. Correct products are displayed when clicked.	Each Shop heading changes color when hovered over. Correct products are displayed when clicked.	Actual = Expected	Pass
2	Tests if the player's Balance correctly updates value after purchase.	Click Buy on an Item worth 20 credits.	Balance updates to 20 fewer credits than it was previously.	Balance correctly subtracts 20 credits from Balance and updates correctly.	Actual = Expected	Pass
3	Tests if the player's Balance is insufficient and prevents purchase.	Click Buy on an Item worth more than the current Balance.	Purchase is prevented and a message indicates lack of funds.	Purchase is prevented and a message indicates lack of funds.	Actual = Expected	Pass

Tournament

Test #	Description	Input	Expected Output/Result	Actual Output/Result	P/F Criteria	Comments
1	Tests that a user can select to fight the opponent	Select Fight	Changes to the "Select a Move" screen	Changes to the "Select a Move" screen	Actual = Expected	Pass
2	Tests that all of the player's Aliens available moves are shown on the "Select a Move" screen	Select Fight, then look at the available options for the moves	In test environment, three moves are shown for the first player Alien, two moves are shown for the second Alien	Three moves are shown for the first player Alien, two moves are shown for the second Alien	Actual = Expected	Pass
3	Tests that targeting of the opponents Aliens is available when in "Fight" mode	Select Fight, then select a Move then look at available enemies. Select one without error.	Opponent alien can be selected without error	Opponent alien can be selected without error	Actual = Expected	Pass
4	Tests message	Select Fight, then	For both player	For alien #1, text	Actual =	Fail.

	rendering for Fight mode	select a Move then select an available enemy.. Confirm selected move and selected enemy are displayed in message rendering screen. Then move to Alien 2.	aliens, the selected text displays	displays, for player #2, it does not, and moves instead directly to Opponent Text.	Expected	
5	Tests Equipping Aliens	Purchase an Alien and equip. Enter the tournament.	All equipped Aliens render		Actual = Expected	
6	Tests that the player can not select to use an item if purchased but not equipped.	Purchase an item, but do not go to inventory to equip before entering the tournament	Error Message "You have no Items" displays	Error Message "You have no Items" displays	Actual = Expected	Pass
7	Tests that the player can select to use an item if purchased and equipped.	Purchase an item and equip in inventory before entering the tournament	Equipped items are shown on the screen	Equipped items are shown on the screen	Actual = Expected	Pass
8	Tests that items are applied on use	Purchase a "cosmoCookie" and and "AstroAde" and equip. Enter the tournament. Apply Cosmo Cookie to Alien 1, and AstroAde to Alien 2. Confirm Player HP increases when rendered	HP for Alien 1 is increased by 15HP, for Alien 2 by 30 HP when applied	Alien #1 HP increases as expected. Alien #2 can not have an item applied: error message "You must have started battle" renders	Actual = Expected	Fail
9	Tests that items are consumed on use	Purchase a "CosmoCookie" and and "AstroAde" and equip. Enter the tournament. Apply Cosmo Cookie to Alien 1, then apply AstroAde to player Alien 1	Two items are shown initially. After consuming "CosmoCookie", only on item is shown. Then after consuming AstroAde "You have no items" is shown on the screen	Two items are shown initially. After consuming "CosmoCookie", only on item is shown. Then after consuming AstroAde "You have no items" is shown on the screen	Actual = Expected	Pass

10	Tests victory in battle	Continue having player aliens attack to defeat enemy	When enemy HP is zero, message renders "VICTORY! You earned ___EXP and ___credits. Press Spacebar to exit. Pressing SpaceBar brings the player back to the Hub	When enemy HP is zero, message renders "VICTORY! You earned ___EXP and ___credits. Press Spacebar to exit. Pressing SpaceBar brings the player back to the <u>Main Menu</u>	Actual = Expected	Fail
11	Tests Failure in Battle	Set Alien HP very low manually in the main_menu screen, overriding Alien attributes.. Enter tournament and have player aliens attack to trigger Enemy attack	When player HP is zero, message renders "DEFEAT! You earned ___EXP and ___credits. Press Spacebar to exit. Pressing SpaceBar brings the player back to the Hub	When player HP is zero, message renders "DEFEAT! You earned ___EXP and ___credits. Press Spacebar to exit. Pressing SpaceBar brings the player back to the Hub	Actual = Expected	Pass
12	Tests Flee Function	Select "Flee" as an option	Returns to Hub	Returns to Hub	Actual - Expected	Pass
13	Re-test of Test #4	Re-test of Test #4	Re-test of Test #4	For both player aliens, the selected text displays	Actual = Expected	Pass
14	Re-Test of #10	Re-Test of #10	Re-Test of #10	After Enemy HP is zero, message renders "VICTORY! You earned ___EXP and ___credits. Press Spacebar to exit. Pressing SpaceBar brings the player back to Hub	Actual = Expected	Pass

Dojo

Test #	Description	Input	Expected Output/Result	Actual Output/Result	P/F Criteria	Comments
1	Tests if hovering over and clicking TRAIN works.	Hover mouse over TRAIN and click.	TRAIN text changes color and game changes to Dojo combat.	TRAIN text changes color and game changes to Dojo combat.	Actual = Expected	Pass
2	Tests if Dojo combat creates random enemies	Try Dojo combat multiple times.	The enemies created in Dojo should vary every time.	The enemies created in Dojo should vary every time.	Actual = Expected	Pass
3	Tests if beating Dojo combat rewards the player with XP and credits.	Beat Dojo combat once.	Ending text will indicate rewards of XP and credits. Credit Balance will increase.	Ending text will indicate rewards of XP and credits. Credit Balance will increase.	Actual = Expected	Pass

Saving/Loading to Database

Test #	Description	Input	Expected Output/Result	Actual Output/Result	P/F Criteria	Comments
1	Checking if items from our player_inventory registry are saved in Our DB	A list of dictionaries containing information on the player's items and descriptions for them.	Checking if the inventory Item in our player table is populated correctly	Inventory_item Player populated correctly with all use items and it was	Actual = Expected	Pass
2	Checking if items from our player info is saved in Our DB	Player name, wallet total level, and score	DB contains the correct Player name, wallet total level, and score	DB does contain the correct Player name, wallet total level, and score	Actual = Expected	Pass
3	Checking if items from our player_inventory_ astrobeats registry	A list of dictionaries containing information on the	Checking if the inventory Astrobeats in our Astrobeats table is	The astrobeasts table populated correctly	Actual = Expected	Pass

	are saved in Our DB	player's astronauts and descriptions for them.	populated correctly		
4	Checking if items from our player_inventory_ Moves registry are saved in Our DB	A list of dictionaries containing information on the player's moves and descriptions for them.	Checking if the inventory moves in our moves table is populated correctly	The moves table populated correctly	Actual = Expected	pass
5	Checking for load game if the user already exists inside our DB and redirecting him to the home page	User name in JS	A signal from the backend (true or false showing if the the name exists in our DB	Getting a True Signal from our async function	Actual = Expected	pass
6	If the user exists already in DB from the load game then set all of the registry form data from DB, by querying the database	The user name	A dictionary in standard JSON format that has all the information on that player	A populated JSON format file with all of the information on player moves, inventory, and astrobeasts	Actual = Expected	pass
7	Checking if multiple users' data is stored and accessible when playing the game	Multiple players in the game	Saving different player properties for each of the players.	Each of the players has their own respective properties properly loaded and saved	Actual = Expected	pass
8	Make sure the current player in DB isn't overridden, so actual players are created.	User names and different players	Saving different players and checking the DB to see if new players are created	Saving different players and checking the DB to see if new players are created	Actual = Expected	pass