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## User Story 1

“User builds a profile. User can upload images and create a bio. The user inputs their preferred gaming platform. If the user picks pc, list popular pc gaming platforms. The user chooses preferred gaming platforms. User inputs platform friend invite. If the user is matched with, the friend invite link is displayed for matches. The user chooses their most played games. If games have ranking systems, the user will be asked for rank in games. User inputs rank in games and hours played for each game. Other users are suggested according to similarity of profile.”

User builds a profile.

Testcase:

Inputs (required)

Login information

Username

Password

Inputs (optional)

Photos

Bio = user input

Preferred Platform

Friend Requests

Games

Game Ranks

Game Hours

Expected Output: Account created, friends added, and games added

Actual Output: ?

Pass/fail Criterion: Input == Input Used by Another User

## User Story 2

“User opens Asquad application. User selects “Create Profile” button. User is redirected to the profile creation page. User inputs required information: username, email, and password. User re-enters password for confirmation. User inputs optional information for profile: real name,

preferred gaming platform, preferred gaming genre, Casual or Ranked play, profile picture, and Bio. User presses the create profile button. The user is redirected to the main page to begin matching and messaging with other gamers.”

This will cover basic profile creation

Testcase :

Inputs (required)

createProfileButton = pressed

username = user input

password = user input

passwordConfirm == password: true

email = user input

confirmProfileButton = pressed

pageRedirect: called

Inputs (optional)

Name = user name

Platform (multiple can be selected) = User selects PC, Playstation, Xbox, and/or Switch

preferredGenres = user selected genre

casualOrRanked = user selects casual or ranked play

profilePic = user uploaded .jpeg

Bio = user input

Expected Output: Profile created with all inputted info, user redirected to main page

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### User Story 3

“The user can search for friends by filtering what games they play. Multiple other user’s names appear which the user can scroll through. Accounts can be clicked on to view. When the user finds someone that they like, they can send them a friend request. If the other user accepts the friend request, both users can chat or form a squad. A squad is a group of friends that play games together.”

Searching for Friends

Testcase:

Inputs (required)

filter = user input

account = user input

addFriendButton = pressed

sendFriendRequest: called

Inputs (optional)

addToSquad = pressed

message = user input

sendMessageButton = pressed

sendMessage: called

Expected Output: A friend request is sent to the account the user selected. A message has been sent

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

## User Story 4

“The user can select games that they play. When they select a game, they can input how many hours they have played the game. If it is a competitive game, the user can input their rank. The user also has the option to write a small paragraph about what kind of friend they are looking for or can say something about themselves.”

Testcase:

Inputs (required)

gamesPlayed = user input

hoursPlayed = user input

Inputs (optional)

gameRank = user input

bio = user input

Expected Output: User inputs played games, hours played, game rank, and a bio to illustrate themselves as they please.

Actual Output: Actual output does not deviate from the expected output and functions as planned.

Pass/Fail Criterion: Actual Output == Expected Output