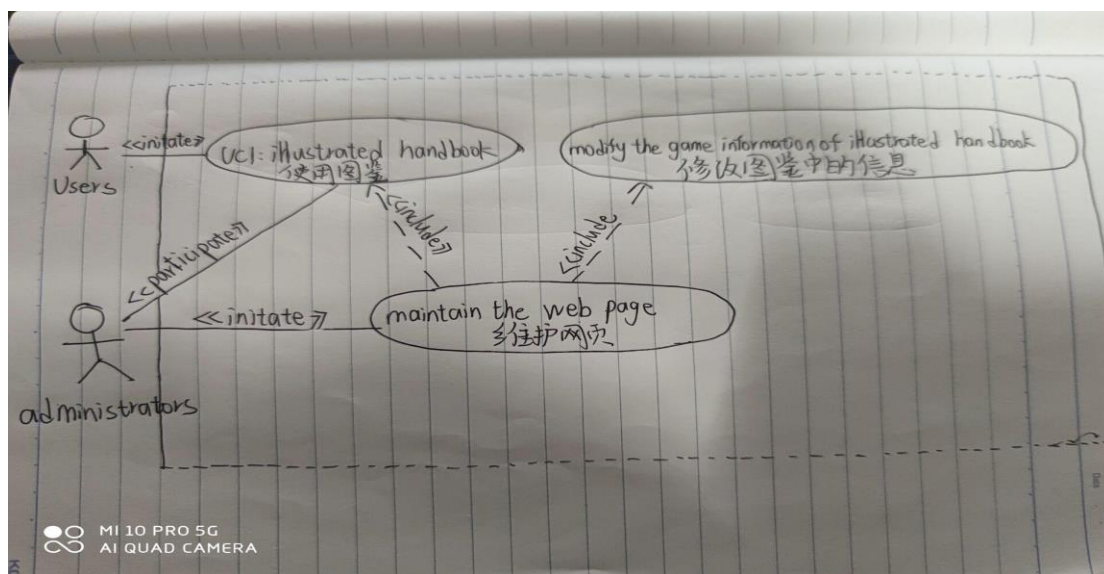


Member	Use Case
姜睿宇	活动日历
蒋子仪	模拟抽卡
陈经纬	百科图鉴
潘义	游戏资讯
苏建锐	论坛
张培洋	查询检索

## 一、陈经纬

### (1) use case diagram



### (2) use case schema

Use Case UC-1: illustrated handbook	
Related Requirements:	REQ1: User can login to the web. REQ2: Administrators maintain the web. (such as add information……)
Initiating Actor:	User
Actor's Goal:	To display game information with illustrated handbooks User can use the illustrated handbook to find the game information they need
Participating Actors:	Web, database, Administrators
Preconditions:	Administrators add information to the web page of illustrated handbook User can use the web without occurring some errors
Postconditions:	Game information are added to illustrated handbook.

		User can use the illustrated handbook to find the game information they need
Flow of Events for Main Success Scenario:		
→	1	Administrators add information to the web page of illustrated handbook
→	2	User login to the web
→	3	User go to the web page of illustrated handbook
←	4	The web page of illustrated handbook displays the game information.
→	5	User search the illustrated handbook to find the game information they need.

### (3) acceptance test

Test-case Identifier: TC-1

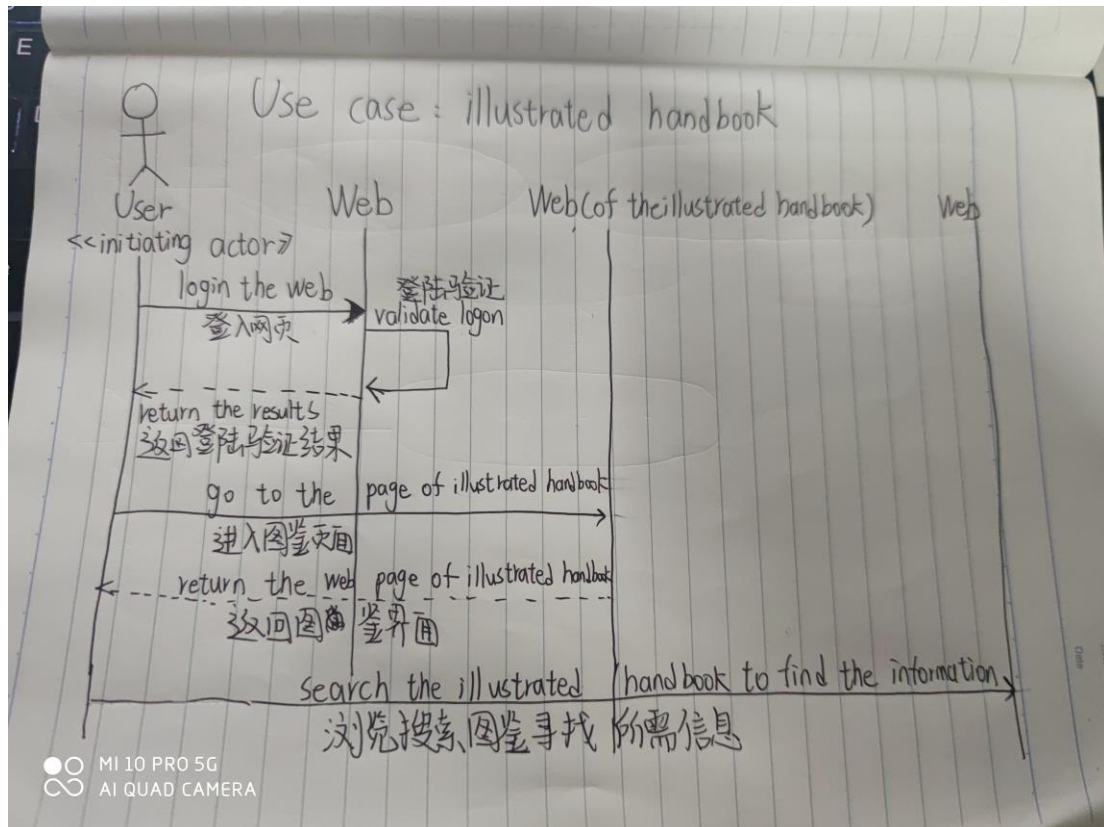
Use Case Tested: UC-1, main success scenario

Pass/fail Criteria: Users can use the illustrated handbook to find the game information they need without occurring some errors.

Input Data: game information in illustrated handbook, User information

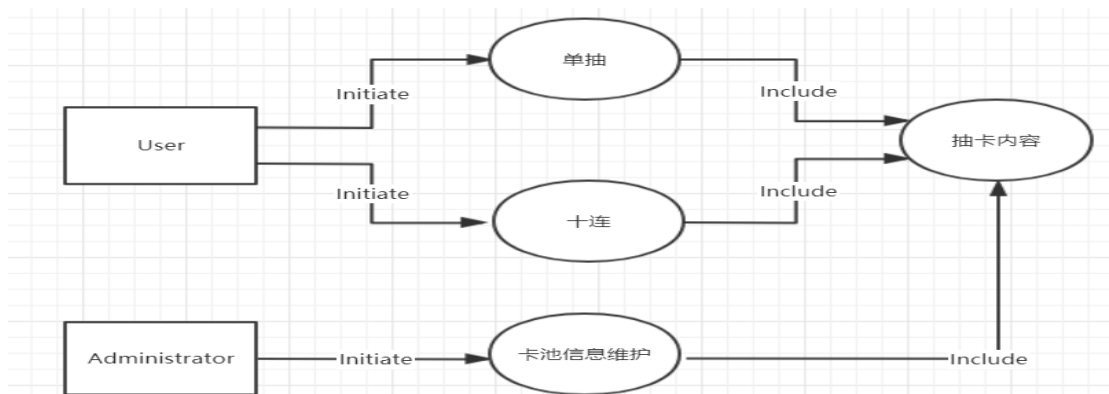
Test Procedure:	Expected Result:
Step 1. User login and go to the web page of illustrated handbook.	The web page of illustrated handbook displays the game information and users search the illustrated handbook to find the game information they need.
Step 2. User login and go to the web page of illustrated handbook.	The web page of illustrated handbook occurs some errors and can't displays the game information. Users can't search the illustrated handbook to find the game information they need.

### (4) system sequence diagram



## 二、蒋子仪

### (1) use case diagram



### (2) use case schema

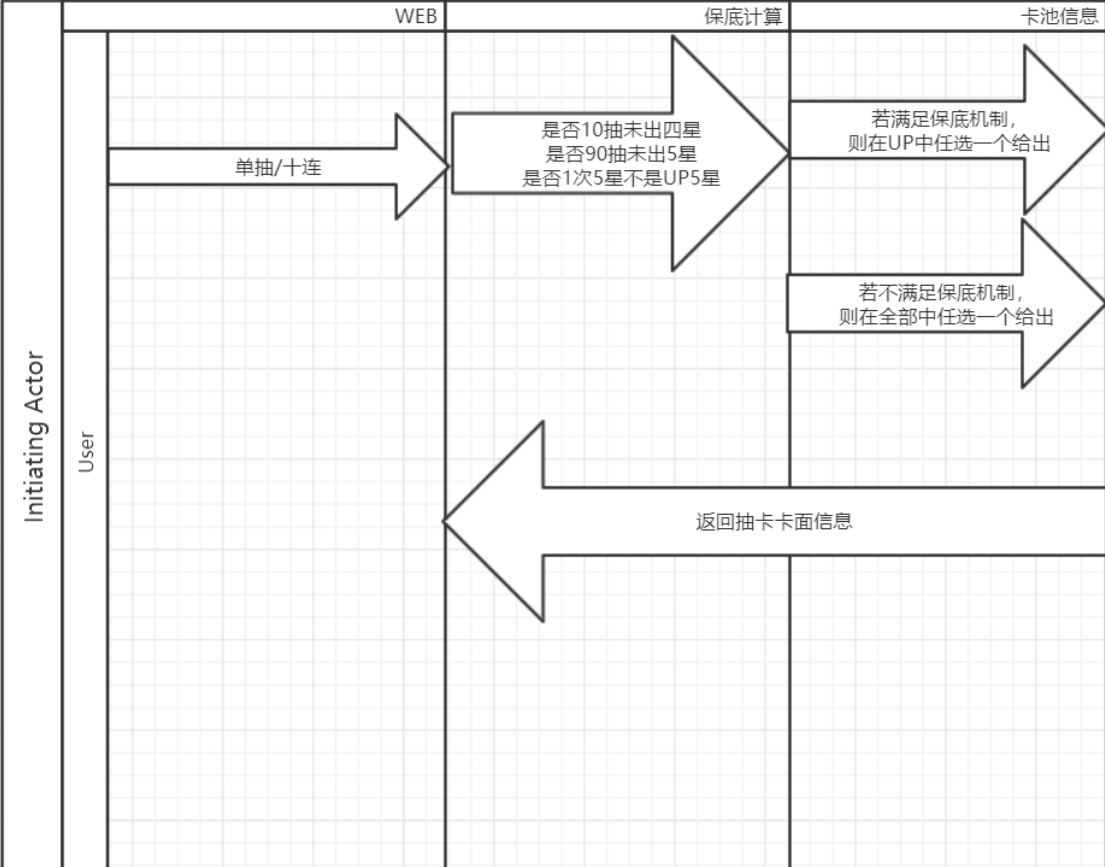
Use Case UC-2	Simulation of Supplication
Related Requirements	模拟抽卡
Initiating Actor	User
Actor's Goal	模拟抽卡
Participating Actors	Web Database
Preconditions	当期卡池信息已经录入

Postconditions	模拟抽卡结果显示
Flow of Events for Main Success Scenario	→1.Administrator 更新当期卡池信息 →2.User 点击“单抽”或者“十连” ←3.Web 显示模拟抽卡结果

### (3) acceptance test

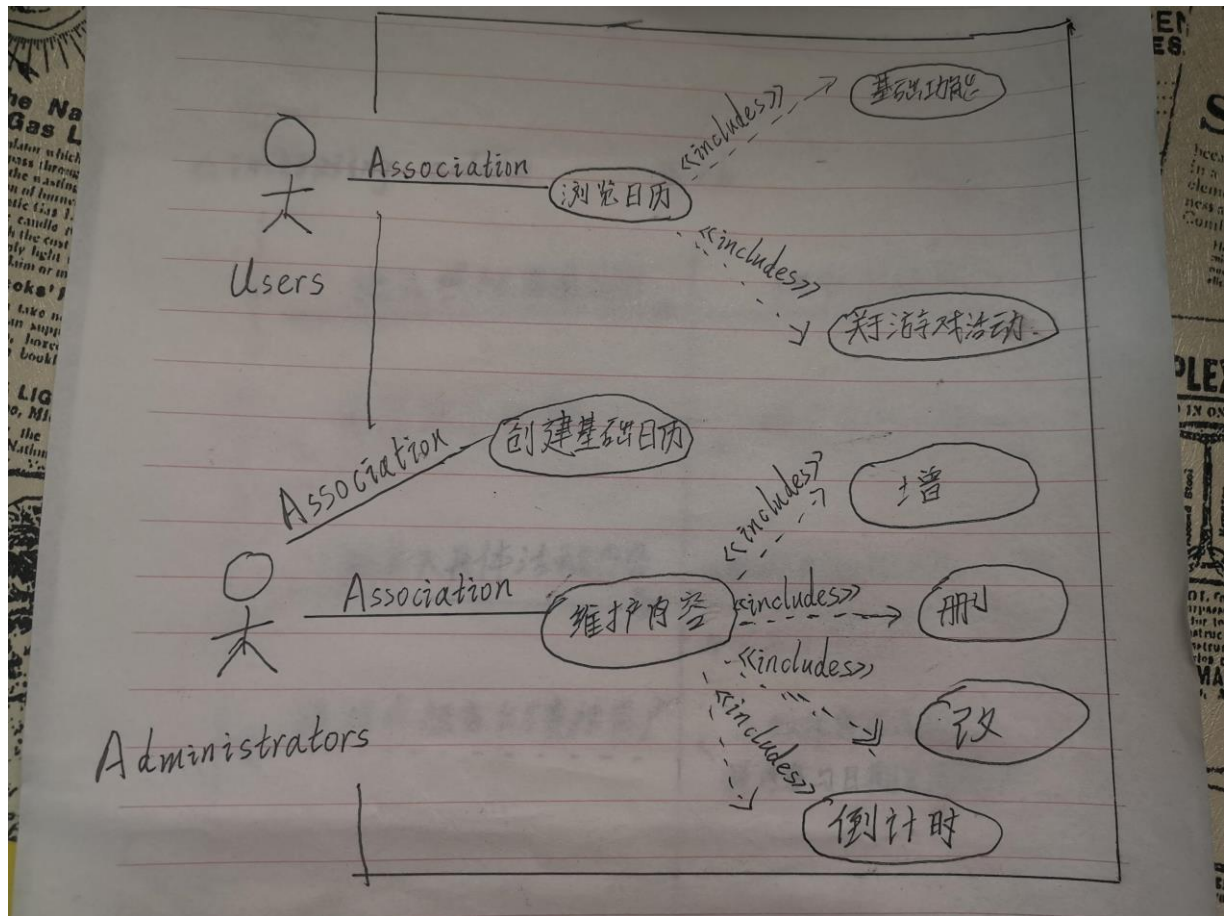
Test-case Identifier	TC-2
Use Case Tested	UC-2
Pass/Fail Criteria	每 90 次必由 1 个 5 星， 每 2 次五星必由 1 个 UP5 星。 每 10 次必有 1 个 4 星， 每 2 次 4 星必有 1 个 UP4 星。
Input Data	当期卡池信息
Test Procedure	Expected Result
1. 单抽 2. 十连 3. 抽 90 次 4. 抽 180 次	1. 出 5 星或者 4 星或者 3 星 2. 必有至少 1 个 4 星 3. 必有至少 1 个 5 星 4. 必有至少 1 个 UP5 星

### (4) system sequence diagram



### 三、姜睿宇

#### (1) use case diagram



#### (2) use case schema

## Use Case 3: Calendar of events

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Use Case UC-3: Calendar of events	
<b>Related Requirem'ts:</b>	a basic function of calendar; giving players a tip of daily events of the game
<b>Initiating Actor:</b>	Users
<b>Actor's Goal:</b>	To remind players not to miss game activities.
<b>Participating Actors:</b>	Database, administrator, calendar
<b>Preconditions:</b>	1.The most basic calendar function can work normally 2.The administrator can add event content to the specified date
<b>Postconditions:</b>	when the added action is done, the system must be able to display normally
<b>Flow of Events for Main Success Scenario:</b>	
→1.The administrator creates a common calendar component.	
→2. The administrator manually adds event content to specified days.	
→3.Users log in the website then they can browse the events of the game.	
←4.Users can be reminded and finish their tasks in time so that they won't miss the rewards.	

(3) acceptance test

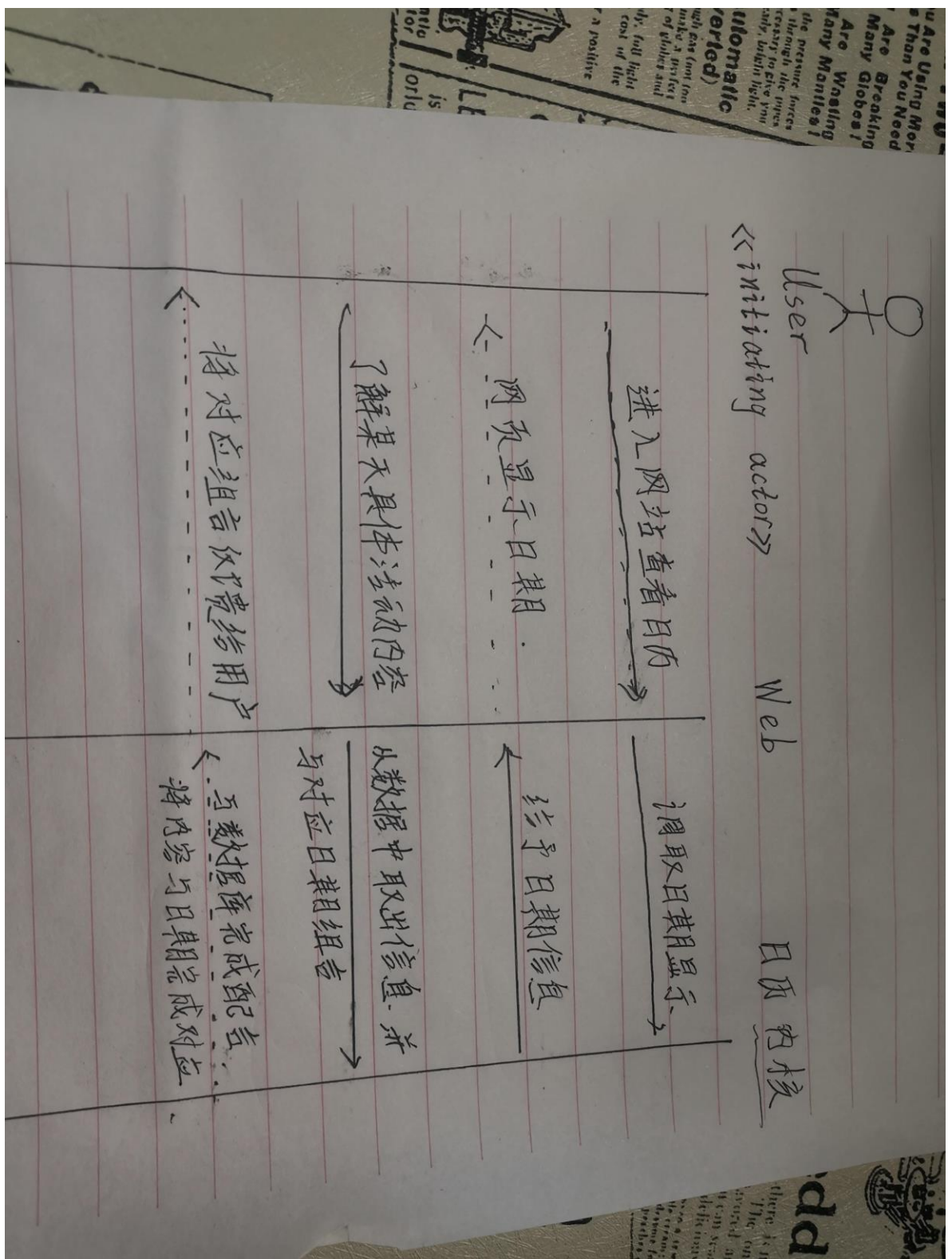
## Acceptance Test Case for UC-3 Calendar of events

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<b>Test-case Identifier:</b> TC-3	
<b>Use Case Tested:</b> UC-3, main success scenario	
<b>Pass/fail Criteria:</b> Users can browse the events of the game in the calendar systems without any mistakes( such as an error occurred in the countdown)	
<b>Input Data:</b> the events of the game	
Test Procedure:	Expected Result:
1. Test whether the basic functions of the calendar are normal	1.The basic function of the calendar is malfunctioning, it can't display the date normally
2. Check whether the administrator can edit the content normally	2. An error occurred when the administrator added contents.
3. Check the countdown function is normal or not	3. After the add operation is executed, the content is not displayed correctly
	4.Although time goes by, the countdown stops.



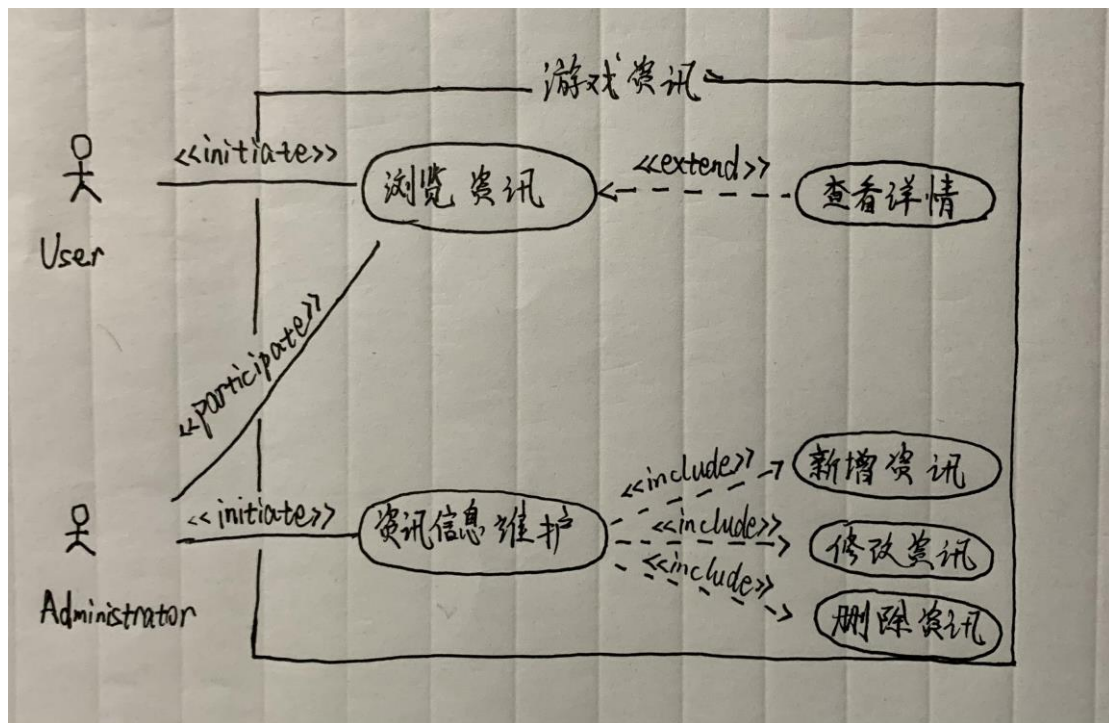
(4) system sequence diagram





#### 四、潘义

##### (1) use case diagram



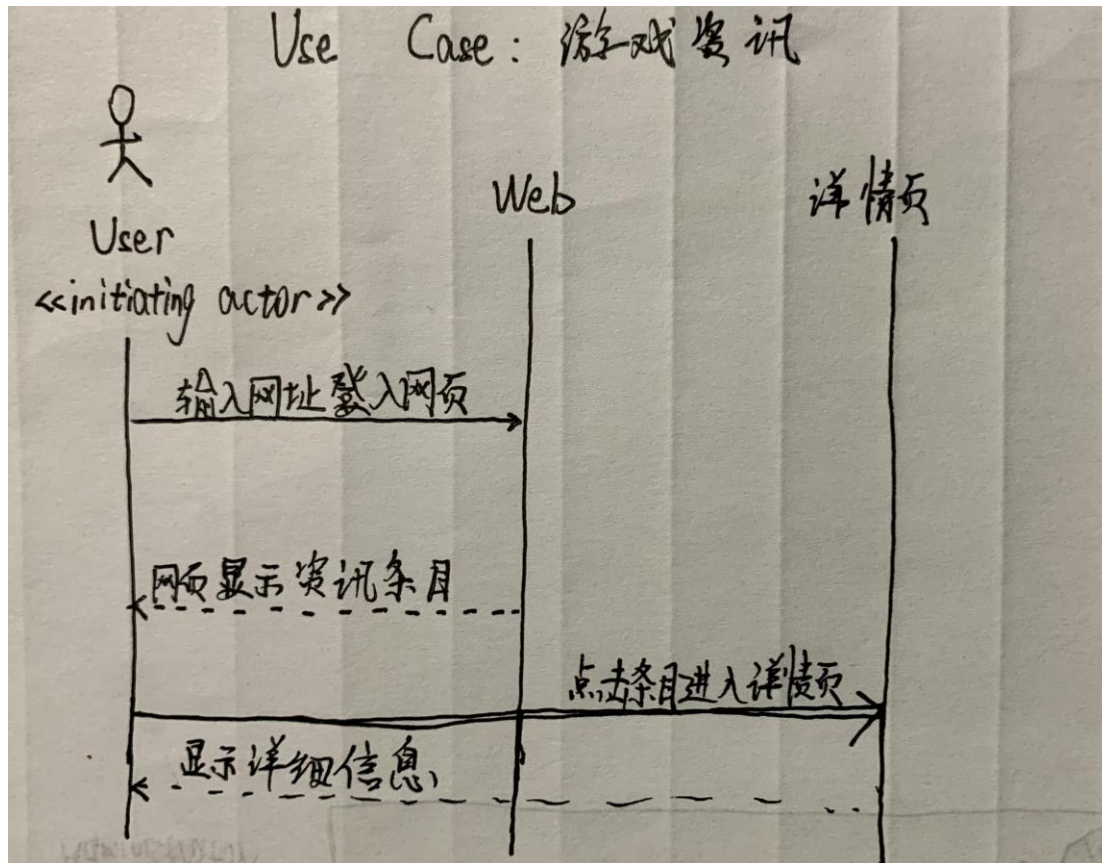
##### (2) use case schema

Use Case UC-4	游戏资讯
Related Requirements	REQ1:User 查看游戏资讯 REQ2:Administrator 维护游戏资讯信息
Initiating Actor	User
Actor's Goal	查看游戏资讯
Participating Actors	Administrator,Web,Database
Preconditions	User 还未获取游戏资讯
Postconditions	User 已获取游戏资讯
Flow of Events for Main Success Scenario	->1.User 打开 Web 浏览资讯 ->2.User 点击资讯进入详情页查看 <-3.Web 为用户提供游戏资讯

(3) acceptance test

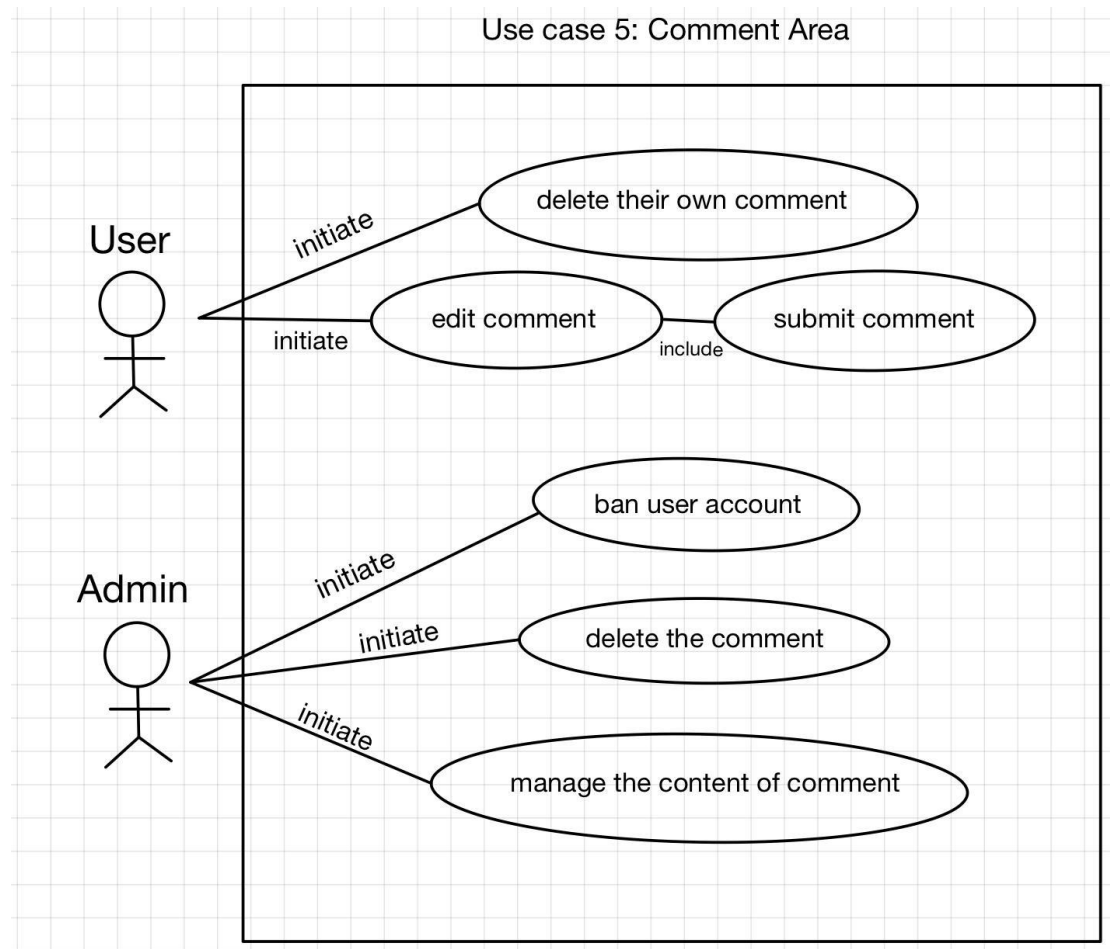
Test-case Identifier	TC-4
Use Case Tested	UC-4
Pass/Fail Criteria	User 能够顺利在 Web 里看到资讯并能够点击进入详情页面
Input Data	Web 网址
Test Procedure	Expected Result
step1.在浏览器中输入网址并跳转	成功登陆进入网页并浏览到资讯条目
step2.在浏览器中输入网址并跳转	网页崩溃、网络连接中断、资讯出错无法显示等错误发生

(4) system sequence diagram



## 五、苏建锐

### (1) use case diagram



### (2) use case schema

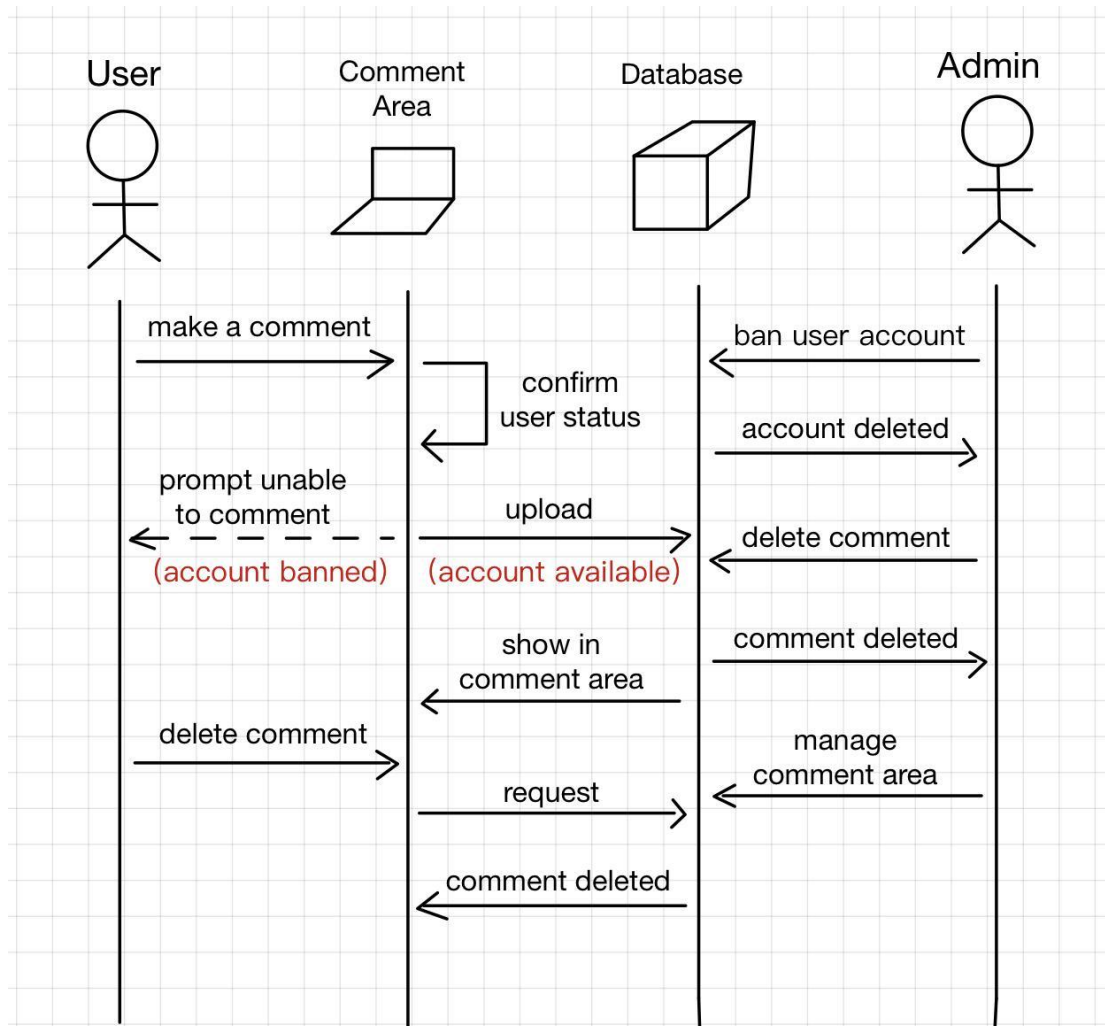
<b>Use Case UC-5</b>	Comment Area
<b>Related Requirements</b>	Text box for entering comments, Ability to submit comments, Comments sorted by time/hotness, etc.
<b>Initiating Actor</b>	Users, Administrator
<b>Actor's Goal</b>	<b>Users:</b> using the comment area to submit comments; <b>Administrator:</b> Manage the content of comment, delete the comment, Disable the comment function of the account, ect.
<b>Participating Actors</b>	Users, Administrator, Database
<b>Preconditions</b>	Comment area & Submit button
<b>Postconditions</b>	Mutiple comments in list form
<b>Flow of Events for Main Success Scenario</b>	
→	1. User enter a comment in the text box and click submit buttom

←	2. Comment request was sent to database, showing in the comment area
←	3. User can see their comment in the area.

(3) acceptance test

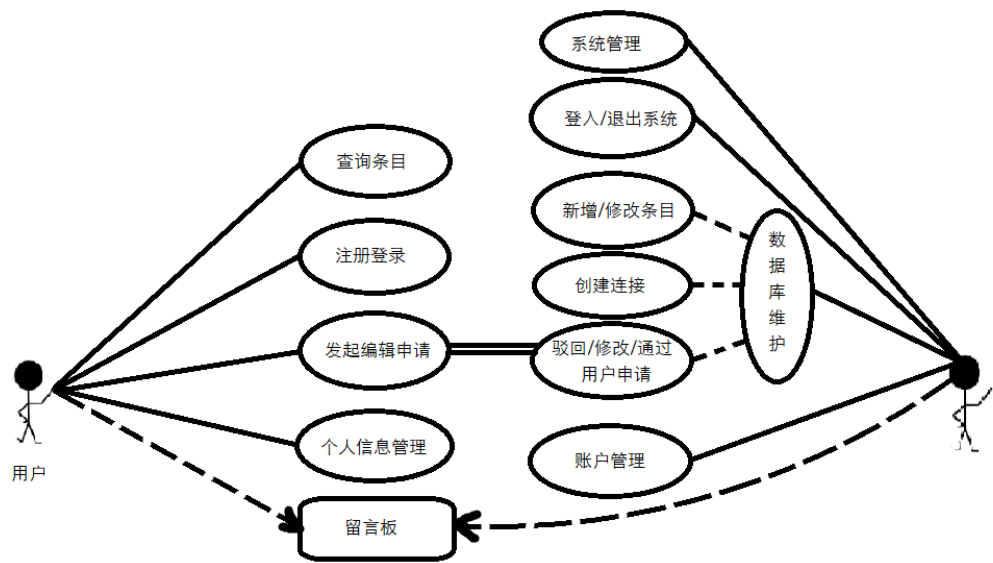
<b>Test-case Identifier</b>	TC-5
<b>Use Case Tested</b>	UC-5
<b>Pass/Fail Criteria</b>	Pass: User can successfully use the comment function. & Admin can use their permissions Fail: On the contrary.
<b>Input Data</b>	Some User accounts and an admin account, using comment area.
<b>Test Procedure</b>	<b>Expected Result</b>
<b>Step 1:</b> user account using the comment area to edit comments and submit.	user account can see their comment in the area, and also the others.
<b>Step 2:</b> Using Admin account to ban the user account.	the banned user account can not use the comment function.
<b>Step 3:</b> Using admin account to delete the comment.	Deleted comments will no longer appear in the comments area.

(4) system sequence diagram



六、张培洋

(1) use case diagram



(2) use case schema

Use Case UC-6	查询检索
Related Requirements	查询网页中的条目
Initiating Actor	User, Database
Actor's Goal	检索网页中的特定条目并查看
Participating Actors	User, Database
Preconditions	搜索框供关键字检索
Postconditions	找到特定条目，可查看可编辑
Flow of Events for Main Success Scenario	如上图。

(3) acceptance test

A	B	C	D	E	F
序号	测试项目	测试内容	测试方法	实际结果	验收标准
1	查询功能	能否正确显示结果，是否合理支持模糊化检索	观察，操作		
2	注册登录	能否正确注册用户信息并登录	观察，操作		
3	个人信息管理	能否正常编辑个人信息内容并正确显示	观察，操作		
4	用户编辑申请	能否正常编辑条目并发起申请	观察，操作		
5	留言板	能否正确添加新讨论并显示交流内容	观察，操作		
6		能否正确添加/修改条目	观察，操作		
7	数据库维护	能否正确创建连接	观察，操作		
8		能否正常显示用户申请并加以操作	观察，操作		
9	账户管理	能否正确添加/修改/删除用户权限	观察，操作		

(4) system sequence diagram

