System and Unit Test Report

Drawify | Updated 3/14/2023

User story 1 from sprint 1: As a player I want to use a virtual
whiteboard to draw onto the website
Scenario:
1. Open the html file that has whiteboard.js included along
   with its dependencies
2. Use the mouse to move the cursor and hold left-click to
   apply color to the outlined canvas displayed on the page

User story 1 from sprint 2: As a player, I want to use a virtual
whiteboard to share and receive drawings during the game
Scenario:
1. Start the whiteboard module. Drawing something and then
   save it to the database.
2. Start a new window and load the drawing.

User story 2 from sprint 2: As a player I want interaction with the
virtual whiteboard to be intuitive but also varied in features. such
as multiple pen colors, sizes, etc…
Scenario:
1. Start the whiteboard module. See if all the drawing tools
   show up.
2. Use the drawing tools while drawing to see if they work.

User story 1 from sprint 3: As a player, I would like to have some
form of communication with other players (chatbox)
Scenario:
1. Start the app and see if the chat button shows up.
2. Open multiple windows and type a message into chat from
   every window.
3. Check if all the messages show up correctly.

User story 2 from sprint 3: As a player I would like to have the
ability to create game lobbies and choose who can and can't join,

whether it be through an invite code or through a username/password system.
Scenario:
1. Start the app, create a lobby and give it a passcode.
2. Open another window and try to join the lobby with the passcode.

User story 3 from sprint 3: As a player I want interaction with the virtual whiteboard and chat box to be intuitive.
Scenario:
1. Start the app, and make sure both whiteboard and chat show up.
2. Follow the tests above for whiteboard and chat to make sure they have the correct behavior and don't interfere with each other.

User story 1 from sprint 4: As a player I want to be able to play the game on an online platform.
Scenario:
1. Open the website link for the app.
2. Follow the above tests to make sure the app has the correct behavior on the online platform.