

## Test Plan and Report - Virtual Pet Calendar

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Story 1: Allow users to sign up/login	
Scenarios	
1. Successful account creation a. New user, after account creation user is now logged in	
2. Failed account creation a. User already exists b. Invalid email address	
3. Successful login a. User enters correct email/password	
4. Failed login a. Incorrect password b. User does not exist c. Invalid email address d. Returns error message and redirect back to login	

Story 2: allow users to add tasks/events and claim reward	
Scenarios	
1. When I add a task to my google calendar it shows up on the calendar page a. Go to the <a href="#">Google Calendar</a> of the current Google account b. Click on task button (blue checkmark) on the right side of the screen c. Click the dropdown at the top of the menu that appears d. Select or create a list called "My Tasks" e. Click "Add a task", type Title = "basic task", set date/time = the current day f. Select or create a list called "Important   20" g. Click "Add a task", type Title = "big task", set date/time = the current day h. In Virtual Pet Calendar, click on "Home" in navigation bar i. <b>User should see "basic task" and "big task" on left side</b>	
2. When a task is completed I can claim my gold a. Go to the <a href="#">Google Calendar</a> of the current Google account b. Click on the tasks created in the above scenario c. Click on "Mark completed" for both d. In Virtual Pet Calendar, click on "Home" in navigation bar e. <b>User should see "Completed" under both tasks and "Claim 25G" in the button</b> f. Record the current currency amount in the navbar g. Click on the "Claim 25G" Button	

<b>h. User's currency amount should be increased by 25</b>	
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<b>Story 3: Allow users to buy and equip pets</b>	
<b>Scenarios</b>	
1. Successful purchase of all of the pets <ul style="list-style-type: none"> <li>a. Complete tasks until enough currency to buy all items is acquired</li> <li>b. Select shop from navigation bar</li> <li>c. Click "buy" button on a pet that can be afforded</li> <li><b>d. User should see pet in inventory page</b></li> <li><b>e. User should see currency amount decreased by the amount paid</b></li> <li><b>f. User should see that pet can no longer be bought</b></li> <li>g. Repeat for all pets in the shop</li> </ul>	
2. Failed purchase of the the pets/food <ul style="list-style-type: none"> <li>a. Purchase pet food until it can no longer be afforded</li> <li>b. Click "buy" button on a pet</li> <li><b>c. User should see a pop up stating "You can't afford this"</b></li> </ul>	
3. Equip purchased pets from inventory page <ul style="list-style-type: none"> <li>a. Select the inventory from the navbar</li> <li>b. Click "display" on an owned but undisplayed pet</li> <li><b>c. User should see the pet appear</b></li> </ul>	
4. Equip purchased pets from home page <ul style="list-style-type: none"> <li>a. Select the home page from the navbar</li> <li>b. Click "display" on an owned but undisplayed pet</li> <li><b>c. User should see the pet appear</b></li> </ul>	
5. New user can equip first pet <ul style="list-style-type: none"> <li>a. Launch app</li> <li>b. Click Sign Up</li> <li>c. Type name = test4, email = test4@gmail.com, password = testpassword</li> <li>d. Click Sign in, select a google account</li> <li>e. User should have 100 currency</li> <li>f. Click on shop, click "buy" button for any pet</li> <li>g. Navigate to inventory, click "display" button for the pet</li> <li><b>h. User should see the pet appear</b></li> <li>i. Manually delete user from database dashboard</li> </ul>	

<b>Story 3: Health Bar</b>
<b>Scenarios</b>

6. Health bar decrements over time	
7. Health Bar increases when food is used <ul style="list-style-type: none"> <li>a. The food in the inventory is decremented when used</li> <li>b. Food cannot be given to a pet when they have a full health bar</li> </ul>	
8. Once the health bar reaches zero the pet is no longer alive <ul style="list-style-type: none"> <li>a. The pet display is switched with the gravestone</li> <li>b. That pet can no longer be fed</li> <li>c. The user can still switch to their other pets</li> </ul>	

## Demo Overview

Sign up

Login

Buying pet

Task claiming

Buying food

Equipping pets

Feeding pet

Inventory

Shop

Dead pet