

Acceptance Testing Document

CodeKataBattles

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Analysed and Tested Project:

<https://github.com/CoffeOverflow/BonannoCagnazzoZagami/tree/main>

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1 Main Reference Documents

The primary reference document used during the acceptance testing of the application was the "Runtime Views" section derived from the design document. The runtime views offered a comprehensive depiction of the system's behavior and interactions during execution, serving as a reasonable guide throughout the testing process.

2 Installation Setup

The installation instructions provided are generally clear and concise, making it easy to follow each step. During the installation process, the main challenge encountered was the lack of clear instructions regarding the necessity to set up a specific username and password for the root user account. This led to initial confusion and difficulties establishing a successful connection between the application and the database. However, after identifying the importance of specifying these credentials, the issue was resolved by revisiting the installation process and configuring the root user account accordingly.

3 Acceptance Testing

3.1 General Impressions

The website's design is straightforward and clean, with low wait times that make it pretty quick to use. It's also easy enough to figure out how to get around, making it user-friendly for people who aren't too tech-savvy.

3.2 Login and Registration (DDv1: 2.4.1 + (2.4.2))

The login process functions properly; however, there is a minor inconvenience where the confirmation email frequently gets routed to the spam folder. This may lead to frustration for new users who may overlook checking this location.

3.3 Create Tournament (DDv1: 2.4.12)

Setting up a tournament is smooth and straight forward. It is presented in a way that is easy to follow, so the user does not get lost or becomes confused trying to understand out what to do next.

3.4 Create Battle (DDv1: 2.4.11)

Creating a battle is mostly straightforward, but it could do with clearer instructions about setting up battles, especially around whether users need to do something specific to get the repository set up. Also, we ran into a few glitches here and there. For example, we had a situation where a battle we set up did not show up because we set the deadline for the same day.

3.5 Create a Team (DDv1: 2.4.3)

Forming a team works well, and you can pick your team for a battle without any hassle. The process is fairly straightforward and adds a nice touch for people wanting to team up with others on the platform.

3.6 Join a Team (DDv1: 2.4.4)

The user can easily join an existing team when entering a battle.

3.7 Close tournament (DDv1: 2.4.13)

We have not been able to locate the "end tournament" functionality.

3.8 Notifications

During our test the system seemed to lack the capability to provide alerts for newly created tournaments, battles, or other users joining battles. This absence of notification potentially leads to users missing out on updates that may be of importance to them.

3.9 Functionality not tested

3.9.1 Push to Repository (DDv1: 2.4.10)

The pushing to the repository has not been tested, as we could not get a battle to return a Github repository after creating it on the platform.

4 Efforts Spent

Name	Hours Spent
Karl	1
Aske	1
Leonie	1

5 References

Design Documentation Version 1.0 (DDv1)

<https://github.com/Coffe0verflow/BonannoCagnazzoZagami/blob/main/DeliveryFolder/DD%20v1.pdf>