Acceptance Testing Document

CodeKataBattles

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11 February 2024

Analysed and Tested Project:
`https://github.com/CoffeOverflow/BonannoCagnazzoZagami/tree/main`

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1 Main Reference Documents

The primary reference document utilized 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 crucial 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 (2.4.1 + (2.4.2)

Logging in works fine, but there's a small issue where the confirmation email often ends up in the spam folder. This could be annoying for new users who might not think to check there.

3.3 Create Tournament (2.4.12

Setting up a tournament is smooth and makes sense. It's laid out in a way that's easy to follow, so you don't get lost trying to figure out what to do next.

3.4 Create Battle (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 didn't show up because we set the deadline for the same day.

3.5 Create a Team (2.4.3)

Making a team works well, and you can pick your team for a battle without any hassle. This part's pretty straightforward and adds a nice touch for people wanting to team up with others on the platform.

3.6 Join a Team (2.4.4)

We could join an existing team when entering a battle.

3.7 Close tournament (2.4.13)

We could not locate the "end tournament" functionality.

3.8 Notifications

Right now, we're not getting any alerts about new tournaments or battles being set up, or when someone joins a battle. It feels like we're missing out on updates that could be important.

3.9 Functionality not tested

3.9.1 Push to Repository (2.4.10)

We have not tested push to repository, as we could not get a battle to return a Github repository after creating it.

4 Efforts Spent

Name	Hours Spent
Karl	1
Aske	1
Leonie	1