Login

Description: the website should navigate people appropriately based on their account data.

Environment: localhost via docker compose on Windows and Mac PCs.

Test Data: Using the following login:
username- vic
Password- Powerplay123!!

Test 1: If a new username is entered, or the user clicks “Register here”, the user is redirected to the register page.

Expected results: If the user is redirected because the username isn’t in the database, there should be a message: “Username does not exist. Please make an account.”

Test 2: Upon successful login, the user is redirected to the home page.

Expected results: The homepage displays “Welcome, <username>” with the user’s statistics. If a new account has been created, the money is set to and displayed as 100, with all other stats as 0.

Testers: Three to five friends of the developers who are located on CU’s campus and are students. They will test their ability to login according to the criteria above and provide feedback.

Leaderboard

Description: the website should display the top 10 players, ranked by battles won, on the leaderboard page.

Environment: localhost via docker compose on Windows and Mac PCs. Using any valid login.

Test Data: The users will be assigned certain trophy counts before testing in order to test the leaderboard with sample battle data.

Test 1: The user clicks the leaderboard tab.

Expected results: The user is navigated to the leaderboard page. This page displays the top 10 users, with some of their information and their ranks.

Test 2: The user wins a battle and navigates to the leaderboard page again.

Expected results: If the user is on the leaderboard after their win, their information is updated on the table.

Testers: Three to five friends of the developers who are located on CU's campus and are students. They will test their leaderboard functionality according to the criteria above and provide feedback.

Deck builder

Description: When a user clicks on the dropdown for each of the 5 cards, they can see the cards that they own.

Environment: localhost via docker compose on Windows and Mac PCs. Using any valid login.

Test Data: A set of 5 standard cards the user receives for free when the register will be used to test building a 5 card deck.

Test 1: User clicks on the "Card 1" dropdown.

Expected results: The dropdown displays only the cards the user owns, with the attack and defense statistics. The user can click one and the dropdown is updated to show that card, instead of "Select a card"

Test 2: User clicks the "Card 2" dropdown after selecting a "Card 1"

Expected results: The dropdown displays only the cards the user owns, with the attack and defense statistics. The user cannot select the card they have previously chosen. The user can click one of the other cards and the dropdown is updated to show that card, instead of "Select a card"

Test 3: User clicks “Create Deck” button

Expected results: If the user has not selected cards in all 5 dropdowns, there is a message “Please select an item in the list”. If they have selected all 5 cards, the dropdowns are reset to their default value.

Testers: Three to five friends of the developers who are located on CU’s campus and are students. They will test their deck builder functionality according to the criteria above and provide feedback.