CZ3003 Demo Script

STUDENT:

1. Student enters wrong password.
    a. Click 'Reset Password'
    b. Get new password from Email
2. Student logins with new password
3. Student proceeds to select World (showing World 2 is locked)
4. Student proceeds to select Level (1-5)
5. Teacher shows performance screen (with score = 0 for level 1-5)
6. Student plays game (Level 1-5)
    a. Use all powerups
    b. User complete level
7. Teacher proceeds to refresh (shows score updated in real time)
8. Student shows World 2 is unlocked (2-1 playable)
    a. Student buys '50-50' powerup (currency reduced, powerup increase)
    b. Student plays Level 2-1
    c. Student uses '50-50' powerup. (quantity = 1, use 1)
    d. Student uses 'Time Up' powerup. (quantity = 0, expected failure)
    e. Student purposefully fails the level.
9. Teacher shows student/class performance functionality (with score = 0 for level 2-1)
    a. Teacher generate report
    b. Teacher demonstrate settings (change avatar, change password)
    c. Teacher logs out to demonstrate password change
10. Student demonstrates failure of level 2-1.
    a. Student demonstrates use of UCL by playing a level.
11. Student_Phone demonstrates the creation of UCL.
12. Student will demonstrate real time update of UCL games.
    a. Student will demonstrate Assignment function. No assignments in database, popup will occur to return to main menu.
13. Teacher will post an assignment to Group B.
14. Student in Group A will demonstrate that he cannot view assignment posted to Group B.
15. Teacher will post assignment to Group A. Teacher posts assignment to Facebook and Twitter.
16. Student in Group A will demonstrate that he is able to view assignment posted to Group A.
    a. Student demonstrates 'View Detailed Assignment'\
17. Student demonstrates viewing of discussions by scrolling through discussion.
18. Teacher demonstrates creation of discussion.
19. Student demonstrates refresh of discussion, resulting in appearance of discussion
    a. Student enters discussion
    b. Student view number of comments = 0
    c. Student posts comment
20. Teacher enters same discussion and is can see Student's comment.
    a. Teacher posts comment in the same discussion (comment count = 2)
21. Student posts another comment (comment count = 3)

22. Teacher views comments and is can scroll through 3 comments.
    a. Teacher logs out.
23. Student_B logs in with an account that is in the same class as Student. Student_B has a score on the top 5 of the leaderboard.
24. Student will play the corresponding level and achieve a higher score than Student_B, demonstrating dynamic update of leaderboard.
25. Student demonstrates sorting between Class/Global and his results against the relevant leaderboard.