

## Summarized discussion

- **Logan & Brandon:** You should use Selenium or Postman to do testing automation. Make sure the testers are clear and for different cases of the same test.

## Testing Instructions for expert users to carry out tests

- **List of requirements:**
  - **Hardware:** any Hardware that has access to the internet, able to use an internet browser, and a pointing device like a mouse or touch screen
  - **Software:** Has internet access and internet browser installed

## Automation of testing instructions

- **List the testing tools you use:**
  - PyTest (pip install pytest)
  - Postman or Selenium (maybe)

## Amount of time to finish the tests

- Report the expected execution time to complete the test

## Coverage of the tests

- **At least one test case per documented feature**
- [https://docs.google.com/spreadsheets/d/1kIPr8pC5-P5zhRMGtT3yIQZawba\\_9yGU8fiwd9kJE0/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1kIPr8pC5-P5zhRMGtT3yIQZawba_9yGU8fiwd9kJE0/edit?usp=sharing)

Type	Feature	Description	Test	Expected Result	Result (Pass or Fail)	Run Time (Minutes)
Account	Guest	User can play as guest	Tester navigates to the game page and play a game without logging in	Tester can navigate to game page and play games without having to log in		<1
	Sign-up	User will be able to sign up to save their score	Tester signs up for a new account by using sign up button in the navbar	Tester can create account and their scores will start at save i they continue playing with the sign-in account		<3
	Log-in	User can log into account	Tester logs in on existing account	Tester will be able to log in and see all their scores		2
	Sign-out	User can sign out of account	Tester logs out of account using log out button in the nav bar	Tester is signed out and cannot access sign-in required pages		<1
	Get dark mode	Website can get user's choice for dark mode if they are sign in	Tester logs into account and website will change the dark mode based on the dark mode that was selected when logging out	The correct saved dark mode will display if they log in again		<1
	Set dark mode	Website can set the dark mode according to user's preferences	Tester changes dark mode while logging in, logs out of current account, and then logs into the same account	Tester see that the dark mode is applied and saved when they log out and when signing in again the mode will get the correct saved dark mode		2
Score	Get user's number of puzzles solved	Game can retrieve user's data of their number of puzzles solved	Testers logs in and navigate to Score page	Score page will display number of puzzles solved		1
	Get user's number of give ups	Game can retrieve user's data of their number of give ups	Testers logs in and navigate to Score page	Score page will display number of give ups		1
	Get user's number of hints	Game can retrieve user's data of their number of hints	Testers logs in and navigate to Score page	Score page will display number of hints		1
	Get user's number of hints used	Game can retrieve user's data of their number of hints used	Testers logs in and navigate to Score page	Score page will display number of hints used		1
	Set user's number of Puzzle solved	Game can set user's data of their number of puzzle solved	Testers logs in and finished a game without giving up	Tester will get +1 added to number of puzzles completed		<2
	Set user's number of give ups	Game can set user's data of their number of give ups	Testers logs in and give up on a game	Tester will get +1 added to number of give ups		<2
	Set user's number of hints	Game can set user's data of their number of hints	Testers logs in and finished a game without giving up	Tester will get +10 added to number of hints		<2
	Set user's number of hints used	Game can set user's data of their number of hints used	Testers logs in and use a hint	Tester will get +1 added to number of hints used and -1 towards number of hints		<2
Game	Generate puzzle	Game can generate a new puzzle	Testers refresh or start a new game	A new puzzle will be generated		<1
	Get hint	Game can show hint for a selected square	Testers starts a game and ask for a hint in one of the tiles	Tile will show correct answer and 1 hint will be removed from the number of hints		<1
	Solve puzzle	Game can show solution after pressing the give up button	Tester will start a puzzle and give up by pressing give up button	Game will show solution to the current problem		<1
	Check answer	Game can check to see if user's answer is correct	Tester will finished a puzzle and press on the check button	An alert will show up to let them know how many wrongs they got and if it's all correct then give them +10 hints and prompt them to start another puzzle		<2
	Clear puzzle	Game can clear user's answer for the current puzzle	Tester starts a puzzle and complete a minor portion of the puzzle. They then press clear	The current will clear (all tiles will change back to gray)		<1
UI	Alerts	Alerts displays for all pages	Tester triggers alerts on all pages	All triggered alerts will be displayed		<1
	Dark Mode	Dark mode works on all pages	Tester will turn on dark mode and navigate to all pages	All pages will display dark mode		<1
	Mobile support	All pages are viewable and useable on mobile	Tester minimize their window or test the website on their mobile phone	All pages are viewable and useable on mobile		<1