

Eastern Oregon University

Wordle Testing Document

Green Team

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1. Introduction

The purpose of this document is to outline the approaches taken to test the Wordle game. This document includes the tools used, the steps we took for our testing strategies, and an assessment of our testing efforts. Additionally, it serves as a reference for future testing endeavors, guiding potential improvements in our quality assurance processes and ensuring the ongoing success of the Wordle game.

2. Tools used

- Manual Testing:
 1. Used debug/console in VSCode.
 2. Verified that the server was running.
 3. Made sure that multiple game sessions were able to run simultaneously in different browsers without interference.

3. Key Areas Tested

- Game functionality:
 1. Ensured the letters in the game turned green if in the right spot and yellow if in the word.
 2. Confirmed that the game was able to have multiple windows open without interference.
 3. Verified that the game would refresh once it was over.
 4. Validated the responsiveness of user input and of user feedback.
- User Interface:
 1. Checked for pop-up messages for both win or lose scenarios.
 2. Validated that words entered were checked against the database.
 3. Ensured the keyboard was functioning correctly on the interface.
- DataBase Interaction:
 1. Ensured the guessed words were recorded in the database.
 2. Verified that the database kept records of game statistics.

4. Areas of Improvement

- Performance testing: Evaluating game performance under higher user loads.
- Security Testing: Conducting assessments to ensure data security.
- Cross-browser/Devices Compatibility: Ensure consistent behavior across different web browsers and devices.

5. Adequacy of Testing

- The reason for all these tests was to ensure the Wordle game runs smoothly. We wanted our product to be easy to use and efficient, without any bugs during gameplay. Conducting various types of tests allows us to ensure things don't go wrong. We verified that the files were correctly integrated, ensured the databases and servers were operational with no issues, and made sure the user interface was polished with instant response times. These different tests collectively helped us achieve these goals.

6. Conclusion

- Through tedious manual testing and validation of key areas such as game functionality, user interface, and database interaction, we have identified both strengths and areas for improvement in the Wordle game. This testing document outlines the comprehensive approach taken to ensure the smooth functionality and user experience of the game. Moving forward, the insights gained from these testing processes will guide us in refining the Wordle game. We are excited and proud to provide users with a simple yet joyful gaming experience.