CPEN 321 Software Engineering

M8: Testing and Customer Acceptance UBC Explore

Group members:

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Description:

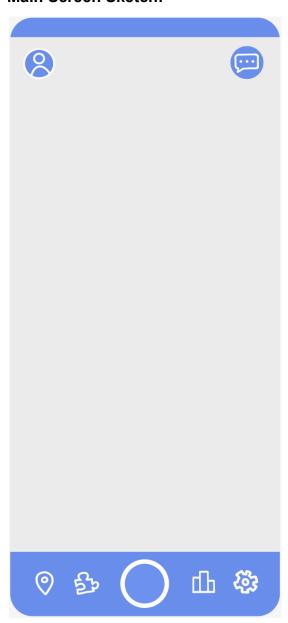
The UBC campus is large and it takes effort to explore and understand every part of it. Our app proposes to decrease the difficulty by showing the history and fun facts of UBC at the tip of your fingers. If a student or a tourist wants to know more about a part of the campus, they can select it as a destination and follow the directions on our app to get there. Once they arrive, they can direct their phone camera to the location and our app would give them a brief summary about it and direct them to related resources. To encourage people to explore, we will hide away AR cashes and custom Live2D creatures that can be found around the campus and collected for leaderboards and prizes.

- Google Maps API will be used to provide directions in our app.
- Leaderboards will be updated in real-time.

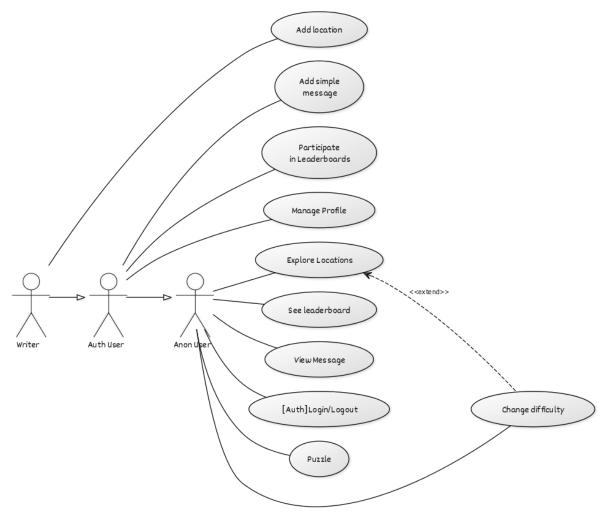
Interesting Features:

- Our app will have Artificial Reality items and custom Live2D creatures for the user to collect when they get to the location.
- Our app will also have Slick UI designs.

Main Screen Sketch:



Use Case Diagram:



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Formal Use Case Specifications:

Title: Explore locations

Description: The user browses explorable locations and selects one they wish to explore. After following the provided directions to the location, information about the location is displayed, as well as an AR item. The user's score is also updated.

Primary Actor: Anon User

Preconditions: None

Postconditions: The user is given information about their selected location

Main Success Scenario:

- 1. The user selects the locations page on the bottom navigation bar.
- 2. The app displays a list of explorable locations.
- 3. The user selects a location.
- 4. The app displays directions to the selected location using Google Maps API.
- 5. The user follows the directions to the location.
- 6. When the user arrives at the location the app displays information about the location on the camera page.
- 7. The user clicks the view AR button on the camera page.
- 8. The app displays a camera screen.
- 9. The user moves their phone around for the app to detect a surface.
- 10. The user taps on the screen and an AR item appears.
- 11. The user's score is updated.

Extensions:

7b. The Maps API fails

- 7b1. The application requests the user to try again.

Title: Puzzle

Description: This is an always-on feature. Using the camera, the user would find nooks and crannies to find either AR buttons or AR puzzle piece collectibles.

After solving either of the puzzles they will get points in achievement as well as unlock secret locations from the location list.

Primary Actor: Anon User

Preconditions: None

Postconditions: The user solves the puzzle and gets achievements, a score and unlocks a secret location.

Main Success Scenario:

- 1. The user goes to the puzzles page and presses on the find puzzles button.
- 2. The app displays a camera screen and the user explores their surroundings using the camera.
- 3. The user finds a set of AR interactable buttons
 - 2.1 The user presses buttons in sequence.
 - 2.2 The user gets achievements, a score and unlocks a secret location.
- 4. The user finds a puzzle piece
 - 3.1 The app stores the puzzle piece as user information.
 - 3.2 The user collects x puzzle pieces.
 - 3.3 The user solves the puzzle and gets achievements, a score and unlocks a secret location.

- 3a. The user does not press buttons in the correct order
- 3a1. The app displays a message saying "wrong order, please try again".
- 4b. The user does not collect x puzzle pieces.
- 4b1. User puzzle piece collection will be stored in the user profile for later use.
- 4b2. Nothing happens

Title: Login/logout

Description: The user uses Google authentication to log into or out of the app.

Primary Actor: Anon User

Preconditions: To login, the user must be logged out of the app; to logout, the

user must be logged into the app.

Postconditions: The user is logged into/out of the app.

Main Success Scenario:

Login:

- 1. The user selects the profile button on the main page.
- 2. The app displays a dialog showing Google authentication.
- 3. The user can add their Google account to login.
- 4. The app displays the user's profile page on successful login.

Logout:

- 1. The user selects the logout button on the main page.
- 2. The app displays the message "You have logged out successfully!"

Extensions:

Login:

- 3a. Wrong credentials are entered.
- 3a1. The app displays an error message "Sign in failed".

Title: Change difficulty

Description: The user can change their app's difficulty by choosing between easy and medium.

Primary Actor: Anon User

Preconditions: None

Postconditions: The user has their difficulty set to the desired level.

Main Success Scenario:

- 1. The user selects the settings button on the main page.
- 2. The app displays the settings page.
- 3. The user selects the "change difficulty" button.
- 4. The user chooses between one of the two difficulty levels.

- 5. The user clicks "Ok".
- 6. The app alerts the user of the new difficulty level that has been selected.

Extensions:

- 5a. The user clicks submit without clicking one of the two buttons.
- 5a1. The app requests the user to pick a difficulty level.

Title: See leaderboard

Description: The user views a leaderboard that displays authenticated users ranked by their achievements and collection score.

Primary Actor: Anon User

Preconditions: None

Postconditions: The leaderboard is presented.

Main Success Scenario:

- 1. The user selects the leaderboards button on the main page.
- 2. The app displays the global leaderboard to the user.
 - 2.1 If the user is an authenticated user they can select a friends tab on the leaderboards page.
 - 2.2 The app then displays a leaderboard where only the friends of the user are ranked.

Extensions:

- 2a. The app cannot retrieve the leaderboard.
- 2a1. The app displays a message stating that there was an error retrieving the leaderboard and to try again later.
- 2b. An anonymous user selects the friend's tab.
- 2b1. The app displays a message stating that you need to be logged in to access this feature. This message disappears after 5 seconds.

Title: View message

Description: The user can read the message left by another user at a certain location.

Primary Actor: Anon User

Preconditions: The user must be at a location where a user has left a message.

Postconditions: The message at the marked location is displayed to the user.

Main Success Scenario:

- 1. While walking around, the user can press on the get a message button to get notifications of any messages that are nearby.
- 2. The user clicks the button.
- 3. The app displays the message as a notification to the user.

Extensions:

- 2a. Internet connection error.
- 2a1. The app displays the error and asks the user to retry.

Title: Participate in leaderboards

Description: Authenticated users can share their achievements to compete with other users.

Primary Actor: Auth user

Preconditions: None.

Postconditions: The user's number of achievements is collected and ranked with other users.

Main Success Scenario:

- 1. The user presses the leaderboard button on the main screen.
- 2. The app displays the leaderboards.
- The user presses the "Participate in Leaderboards" button to join the ranks. Users that do not press this button will not show up on global or friend leaderboards.
- 4. The app collects the user's achievement information and updates the leaderboard.

- 2a. The app cannot retrieve the leaderboard.
- 2a1. The app displays a message stating that there was an error retrieving the leaderboard and to try again later.

Title: Add a simple message

Description: The user is able to choose and add a simple 240-character message that can only be viewed by going to the same location.

Primary Actor: Authenticated User

Preconditions: None

Postconditions: A message is added to the location successfully.

Main Success Scenario:

1. The user clicks the "add message" button.

- 2. The app shows a form to add a message.
- 3. The user adds the message.
- 4. The user presses submit.
- 5. The app shows a message saying that the submission is successful.

- 1a. The user is an anonymous user.
- 1a1. The user gets an error message saying that they have to login to use this feature.
- 1a2. The user goes back to the main page.
- 4a. The user submits an empty message.
- 4a1. The app shows a warning message: "please add something before submitting."
- 4a2. The user rectifies and submits.
- 5b. The app fails to submit.
- 5b1. Asks the user to wait a while and retry later.
- 5b2. The user waits and retries the submission.

Title: Add a location

Description: The user adds a location to the list of explorable locations.

Primary Actor: Writer Preconditions: None

Postconditions: The provided location is added to the location list.

Main Success Scenario:

1. The user selects the add location button on the location list.

- 2. The app displays a form to add a location.
- The user enters a location name, coordinates, a short description, and provides an image. Optionally they can add a creature they want to appear at the location.
- 4. The user clicks "Add location".
- 5. The app alerts the user that the location has been successfully added.

- 4a. The user leaves any field empty
- 4a1. The app alerts that all fields must be filled out, displaying which fields are empty.
- 4b. The user provides invalid coordinates.
- 4b1. The system alerts the user that the provided coordinates are invalid and a range that they should be in.
- 4c. The user enters illegal characters in the location name or description.
- 4c1. The system alerts the user of the illegal characters that the fields contain.
- 4f. The user does not provide a creature.
- 4f1. The app alerts the user that a default creature will be used asking the user if this is ok.
- 4f2. If the user clicks no they return to the form where they can upload a creature.
- 5a. The app fails to add the location
- 5a1. The app tells the user to wait to try again.

Title: Manage profile

Description: The user will be able to edit their own profile, view a progression tab for their collectible and puzzle collection, and add authenticated users as friends.

Primary Actor: Authenticated User

Preconditions: None

Postconditions: The user successfully managed/viewed desired information on their profile.

Main Success Scenarios:

- 1. The user clicks on the profile button on the main page.
- 2. The app displays the user's collection of creatures and any puzzle pieces they have obtained. The completeness of their collection is also displayed.
- 3. The user can click the edit display name button on their profile page to change their display name.
 - 3.1 The app displays a text box.
 - 3.2 The user types in their desired name.
 - 3.3 The user clicks "confirm".
 - 3.4 The app displays their profile with the updated name.
- 4. The user can click the friends tab on the profile page to view their friends list.
 - 4.1 The app displays the user's friends list.
 - 4.2 The user clicks the "+" button on the friends list page.
 - 4.2.1 The app displays a text box prompting the user to enter a display name.
 - 4.2.2 The user enters their friend's display name.
 - 4.2.3 The user clicks "Send request".
 - 4.2.4 The app adds the request to the user's outgoing requests and to their friend's incoming requests.
 - 4.3 The user clicks the "outgoing requests" tab on the friends list page.
 - 4.3.1 The app shows a list of display names corresponding to unanswered friend requests.

- 4.4 The user clicks the "incoming requests" tab on the friends list page.
 - 4.4.1 The app shows a list of display names corresponding to incoming friend requests from other users.
 - 4.4.2 The user can accept or decline these requests by clicking on the display name and choose to accept or decline the friend request.
- 4.5 The user clicks "X" on the friends list page.
 - 4.5.1 The app displays a text box prompting the user to enter a display name.
 - 4.5.2 The user enters their friend's display name.
 - 4.5.3 The user clicks "Remove".
 - 4.5.4 The app removes the friend.

- 2a. There are no creatures or puzzle pieces collected.
- 2a1. The app displays an empty page with 0/x creatures/puzzle pieces found.
- 3a. Network error
- 3a1. The app displays a message indicating there was a network error when trying to update the display name.
- 3.3a. The desired name is taken.
- 3.3a1. The app displays a message stating the desired name has already been taken and to try a different name.
- 3.3b. The desired name is too long or too short.
- 3.3b1. The app displays a message stating the name must be 3-20 characters.
- 4a. Network error
- 4a1. The app displays a message indicating failure to add/remove friend
- 4.1a. There are no friends of the user.
- 4.1a1. The app displays that the user has no friends and shows a button that leads to the add friends screen.
- 4.2.3a. The entered user does not exist.

- 4.2.3a1. The app displays that there is no user named x and to try again.
- 4.3a. There are no outgoing requests.
- 4.3a1. The app displays text stating that there are no outgoing friend requests.
- 4.4a. There are no incoming requests.
- 4.4a1. The app displays text stating that there are no incoming friend requests.

Non-Functional Requirements:

[Usability] The user should not need more than 5 clicks to perform any action.

- This requirement is relevant because it ensures that the user has fast access to all of the functionality of the app which is important for the user experience.
- We plan to test this requirement by going through each of the use cases and make sure they all need no more than 5 clicks to perform.

[Performance] AR/relevant information should show up within 1 second after the user points their phone in a certain direction at a certain location.

- This requirement is relevant because showing AR/relevant information about the location is a major functionality of our app and we don't want there to be a significant delay when showing this information.
- We plan to test this requirement by going to each of the locations and measuring the time it takes for the AR/information to show up.

[Energy efficiency] The battery life should not drop by more than 1% after continuous usage of the app for 5 minutes.

- This requirement is relevant since our app is an outdoor-based app requiring our app to be constantly active, while requiring location and camera services at the same time, which both have high energy consumption.
- We plan to test the drainage using Battery Historian for virtual deployment and battery manager apps like AccuBattery for live deployment. We will test the app under heavy use (Constantly display AR image).

[User-friendly Interface] The UI should be simple and easy to use. The icons of the buttons should be able to suggest what they are used for.

- This requirement is relevant since our app's target users are students and tourists on UBC campus. The app's interface should be easy for them to understand.
- We plan to find several students who have never used the app before and introduce the general functionality of the app. After that, we will ask them to match the usages to each button.

Android Device:

Our group has three Android devices running Android versions 9,10 and 12 which can run the front-end app.

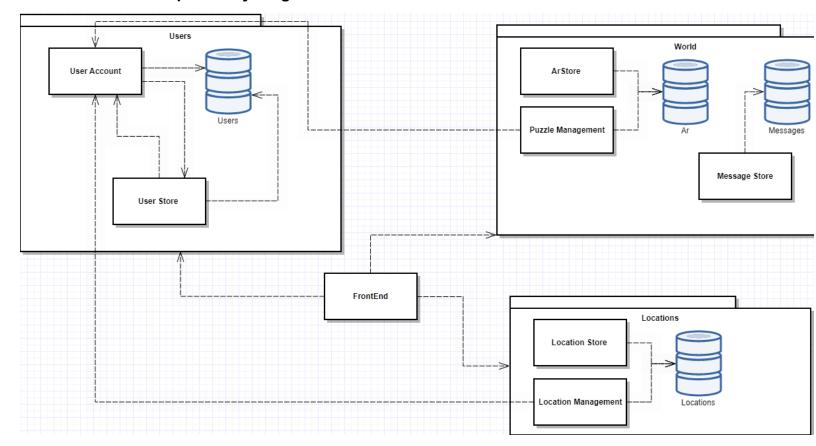
Main Modules and Sub-modules:

- Main modules:
 - Users
 - Purpose: Management of everything linked to user accounts including their collected creatures, puzzle pieces and friends.
 Tracks user preferences such as difficulty and if they are participating in leaderboards. Also manages global and friend leaderboards.
 - Sub-modules:
 - UserAccount
 - UserStore
 - World
 - Purpose: Management/Display of Artificial reality models and messages. Management of detailed location information as well as puzzles
 - Sub-modules:
 - ARStore
 - MessageStore
 - LocationStore

Databases:

- Users
 - Table to store general authenticated user information:
 - Display name, id, leaderboard participant, difficulty, score
 - Table to store friendships/requests:
 - Link two user ids with a status to represent a request or friendship
 - Table to store user collections:
 - Link an item id to a user id
 - Table to store user unlocked locations:
 - Link a location name to a user id
 - Table to store user achievements:
 - Link an achievement to a user id.
- Messages
 - Messages sent by authenticated users into the world
 - Links one way into accounts
- AR
 - Holds all AR components
 - Puzzles
 - Live2d models, motions and expressions
- Locations
 - Holds information about locations
 - Location histories, fun facts, geolocation
- External components:
 - Google Authentication
 - Purpose: Get authentication for google service API
 - Google Maps
 - Purpose: Built-in Google Maps to set puzzle locations and guide users to the location

Module Dependency Diagram:



List of Interfaces:

- UserStore:
 - UserAccount findByName(String displayName)
 - Required when wanting to find another user to add as a friend or to check for a unique display name. Returns the account.
 - UserAccount createAccount(TokenInfo credentials)
 - Required if there is no existing user for the provided token. Returns the created account
 - UserAccount findById(String user_id)
 - Required to find UserAccounts from given ids.
 - UserAccount login(TokenInfo credentials)
 - Required after user validates their login token. Returns the account of the user (creating it if it does not exist).

- UserAccount login(String token)
 - Required when a user wants to retrieve their account after logging into their Google account and receiving a token. Returns their account provided the token is valid.
- UserAccount changeDifficulty(String user_id, String difficulty)
 - Required when a user wants to change their difficulty. Returns the updated account.
- UserAccount setDisplayName(String user_id, String name)
 - Required when a user wants to change their name. Returns the updated account.
- UserAccount addFriend(String user_id, String friendName)
 - Required when a user wants to send a friend request to another user. Returns the updated account, friendName is unique.
- UserAccount removeFriend(String user id, String friendName)
 - Required when a user wants to remove another user from their friend's list. Returns the updated account, friendName is unique.
- UserAccount acceptRequest(String user_id, String friendName)
 - Required when a user wants to accept another user's friend request. Returns the updated account, friendName is unique.
- UserAccount denyRequest(String user_id, String friendName)
 - Required when a user wants to deny another user's friend request.
 Returns the updated account, friendName is unique.
- UserAccount participateInLeaderboard(String user_id)
 - Required when a user wants to participate in leaderboards (friend or global) which by default they are not. Returns the updated account.
- UserAccount unlockLocation(String user id, LocationInfo location)
 - Required when a user unlocks a location from solving a puzzle.
 Returns the updated account.
- UserAccount unlockItem(String user id, ARModel item)

- Required when a user gets a new AR item (creature or puzzle piece). Returns the updated account.
- UserAccount updateAchievements(String user_id, AchievementInfo achievement)
 - Required when a user gets a new achievement or makes progress on an achievement. Returns the updated account.
- List getFriendsLeaderboard(String user_id)
 - Required when a user wants to view their friends leaderboard.
 Returns the list of only friends ordered by their score.
- List getGlobalLeaderboard()
 - Required to retrieve the global leaderboard. Returns the top 100 account names ordered by their score.

UserAccount:

- UserAccount changeDifficulty(String difficulty)
 - Required to change the difficulty level of an account. Returns the updated account.
- UserAccount setDisplayName(String name)
 - Required to change an account's display name. Returns the updated account.
- List getFriends()
 - Required when retrieving a user's friends list so it can be viewed in their profile or for use in the leaderboard.
- UserAccount addFriend(String friendName)
 - Required for an account to send a request to another account.
 Returns the updated account, friendName is unique.
- UserAccount removeFriend(String friendName)
 - Required for an account to remove a friend from its friends list.
 Returns the updated account, friendName is unique.
- UserAccount acceptRequest(String friendName)
 - Required for an account to accept a friend request from another account. Returns the updated account, friendName is unique.

- UserAccount denyRequest(String friendName)
 - Required for an account to deny a friend request from another account. Returns the updated account, friendName is unique.
- UserAccount participateInLeaderboard()
 - Required for an account to participate in leaderboards (friend or global) by default accounts are not participating in leaderboards.
 Returns the updated account.
- UserAccount unlockLocation(LocationInfo location)
 - Required for an account to add a location to its unlockedLocation list. Returns the updated account.
- UserAccount unlockItem(ARModel item)
 - Required for an account to add AR item ids to its item list. Returns the updated account.
- UserAccount updateAchievements(AchievementInfo achievement)
 - Required for an account to update its achievements list upon new acquiring new achievements or making progress. Returns the updated account.
- List getFriendsLeaderboard()
 - Required for an account to retrieve the leaderboard of a users friends. Returns the list of friends ordered by their score.

- Users Database:

- Int updateAchievements(AchievementInfo)
 - Required when a user gets to a new location and their achievements need to be updated
- Int updateCollection(Collection)
 - Required when a user gets new AR collections to be updated in their profile.
- Int updateUserLocation(Location,UserAccount)
 - Required when the user unlocks a location from solving puzzles
- result createFriendRequest(String user id, String friend id)

- Required when a user sends a friend request to another user.
 Returns an object describing the result of the database insertion.
- result removeFriendship(String user_id, String friend_id)
 - Required when a user wants to remove another user from their friends list. Returns an object describing the result of the database deletion.
- result acceptFriendRequest(String user id, String friend id)
 - Required when a user wants to accept a friend request, changing the status from pending to friends. Returns an object describing the result of the database update.
- result removeFriendRequest(String user_id, String friend_id)
 - Required when a user wants to deny a friend request. Returns an object describing the result of the database deletion.
- result updateDifficulty(String user id, String difficulty)
 - Required when a user wants to change the difficulty. Returns an object describing the result of the database update.
- result participateInLeaderboard(String user_id)
 - Required when a user requests to participate in leaderboards.
 Returns an object describing the result of the database update.
- List getGlobalLeaderboard()
 - Required when a user wants to view the global leaderboard.

 Returns a list of up to 100 names ordered by their score.
- List getFriendsLeaderboard(List friends)
 - Required when a user wants to view their friends leaderboard.
 Returns a list of only accounts in the provided list ordered by their score.
- result updateDisplayName(String user_id, String name)
 - Required when a user wants to change their name. Returns an object describing the result of the database update.
- MessageStore:

- Message getMessage(coordinates)
 - Required when a user gets to a certain coordinates, the app retrieves messages left at the location.
- Int addMessage(Message)
 - Required when an authenticated user wishes to add a message at a certain location.

ARStore:

- ARModel getARModel(coordinates)
 - Required when a user gets to a certain coordinates, the app retrieves AR models at the location.
- Int addARModel (ARModel)
 - Required when a writer wants to add an AR model to the app.

- LocationStore:

- LocationInfo getLocationInfo(coordinates)
 - Required when a user gets to certain coordinates, the app retrieves location information.
- Int addLocation(LocationInfo, ARModel)
 - Required when a writer wants to add a location to the app.
- List getLocationList(UserAccount)
 - Required when a user wants to view the list of explorable locations
- Void getDirections(String locationName)
 - Required when a user wants to get directions to a location, will either open google maps directions to the location or show an image depending on user difficulty level.

- Locations Database:

- LocationInfo getLocationInfo(coordinates)
 - Required when a user gets to certain coordinates, the app retrieves location information.
- Int addLocationInfo(LocationInfo)
 - Required when a writer wants to add a location to the app.
- LocationInfo getLocation(String locationName)

- Required when a user wants to get directions to a selected location.
- List getLocations()
 - Returns the list of explorable locations
- AR Database:
 - ARModel getARModel(coordinates)
 - Returns the AR model at the location coordinates
 - Int addARModel(ARModel)
 - Required to add AR models to the database.
- Messages Database:
 - Message getMessage(coordinates)
 - Required when a user gets to a certain coordinates, the app retrieves messages left at the location.
 - Int addMessage(Message)
 - Required when an authenticated user wishes to add a message at a certain location.

DataTypes:

```
TokenInfo (https://developers.google.com/identity/sign-in/android/backend-auth){
String: iss,
String: sub (unique id),
String: azp,
String: aud,
String: iat,
String: exp,
String: email,
String: email_verified,
String: name,
String: picture,
String: given_name,
String: family name,
String: locale
}
AchievementInfo{
String id,
String Type,
Int points,
String Image.ld,
}
ARModel (https://www.live2d.com/en/download/sample-data/) {
Int id,
Model data (cmo3)
Basic motions (can3)
Set of files for embedding (runtime folder)
• Model data (moc3)

    Motion data (motion3.json)

    Model settings file (model3.json)

    Physics settings file (physics3.json)
```

```
• Display auxiliary file (cdi3.json)
Coordinates{
int : longitude
Int: latitude
LocationInfo{
Int id,
Coordinates,
String location_name,
String: Fun Facts,
String: Related Links,
String: About,
String: Image,
UserAccount: creator,
String: public_access:
}
Message{
Int id,
Coordinates,
String: message,
UserAccount: creator,
}
UserAccount{
Collection{
List[AchievementInfo] achievements,
List[ARModel.id] items,
}
List[UserAccounts.displayName] friends,
List[LocationInfo.location_name] unlockedLocations,
String: difficulty,
```

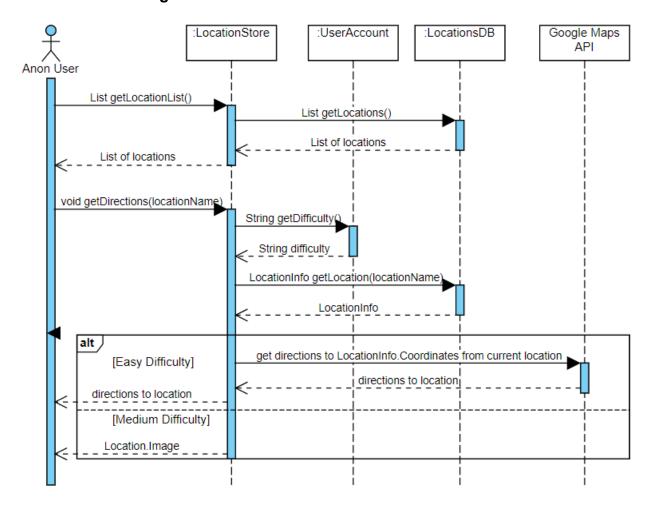
```
Boolean: leaderboardParticipant,
String: displayName,
List[UserAccounts.displayName]: incomingRequests,
List[UserAccounts.displayName]: outgoingRequests,
int: score,
String: id
}
```

Sequence Diagrams:

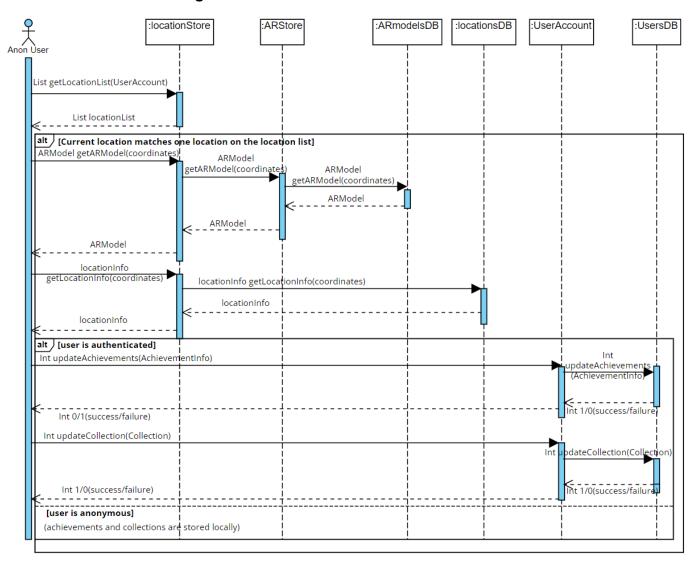
We assume the following meaning of return values in our sequence diagram:

- 1: Success
- 0: Failure
 - Explore locations

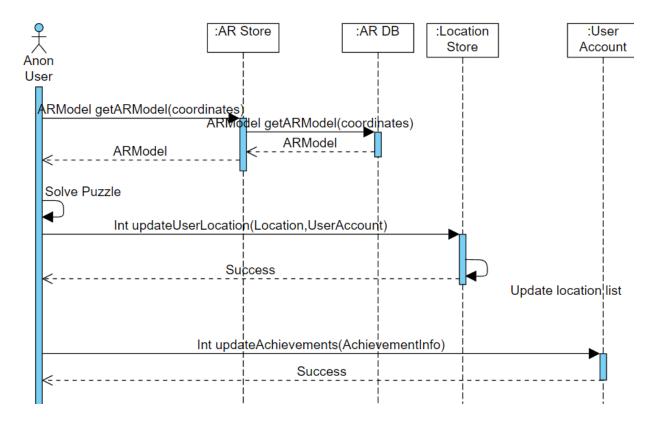
Getting directions to the location:



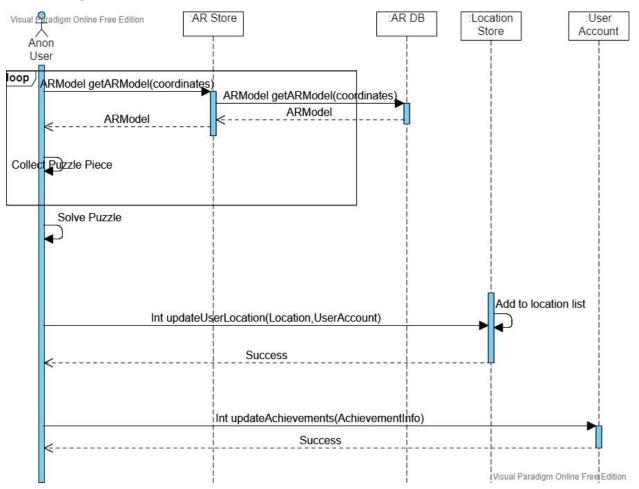
After reaching the location:



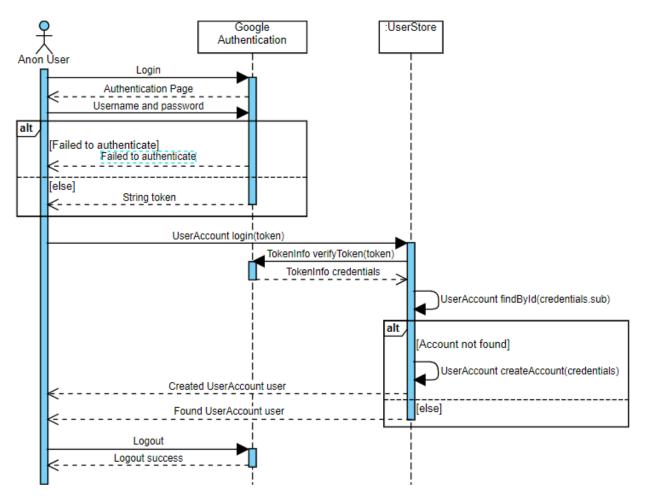
- AR buttons



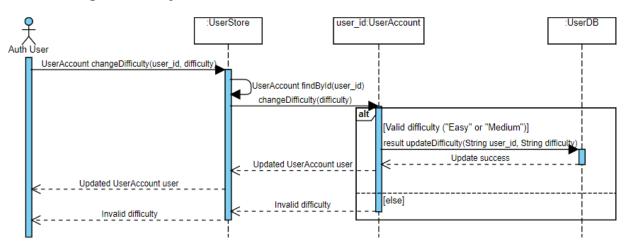
- AR puzzles



- Login/Logout

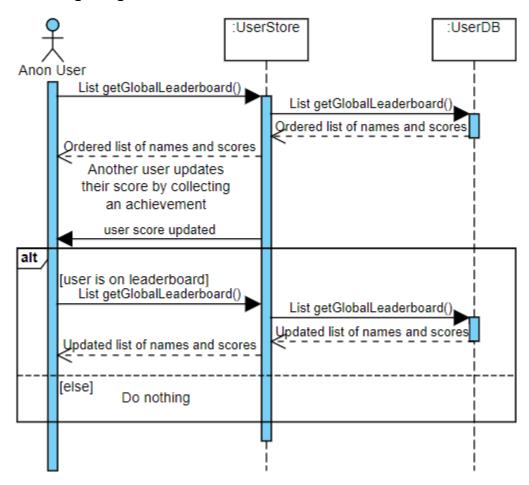


- Change difficulty

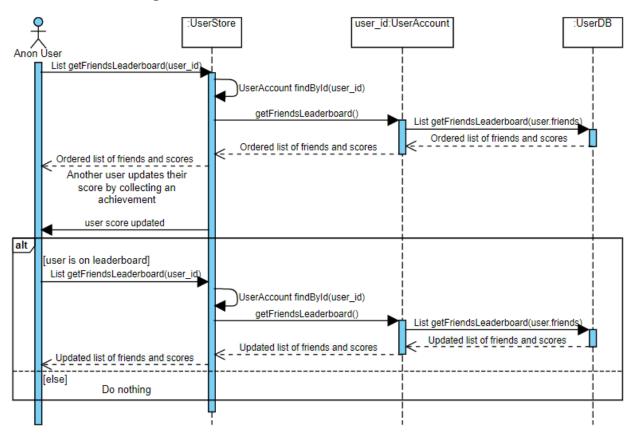


- See leaderboard

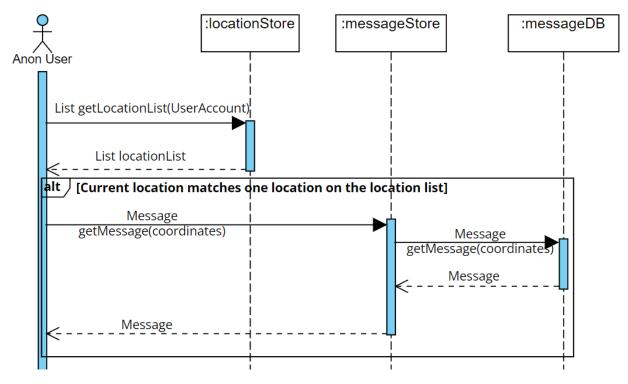
Viewing the global leaderboard as Anon user:



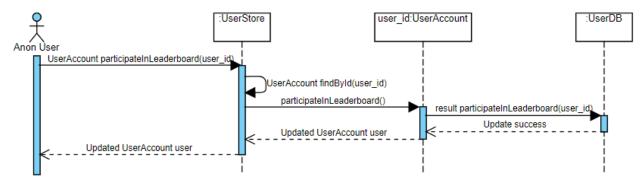
Viewing the friend leaderboard as Auth user:



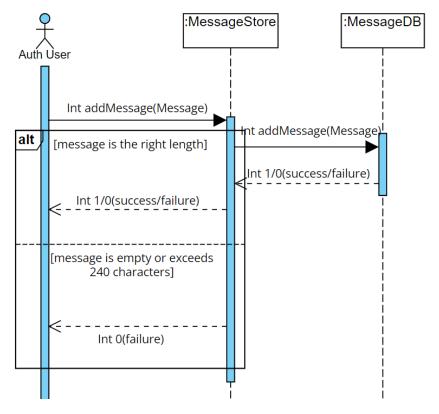
- View message



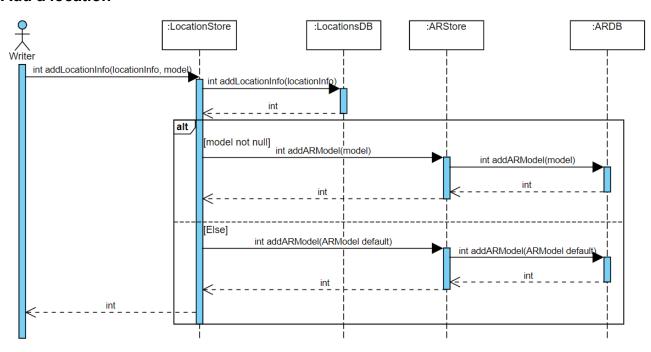
- Participate in leaderboards



- Add a simple message

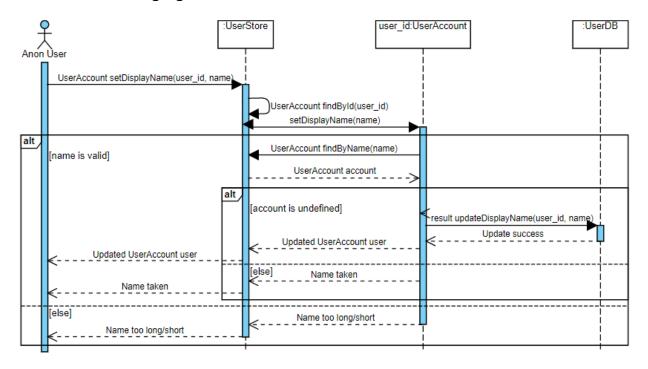


- Add a location

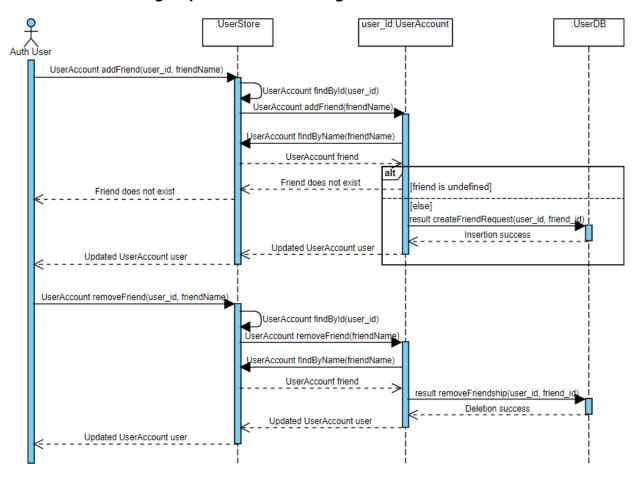


- Manage profile

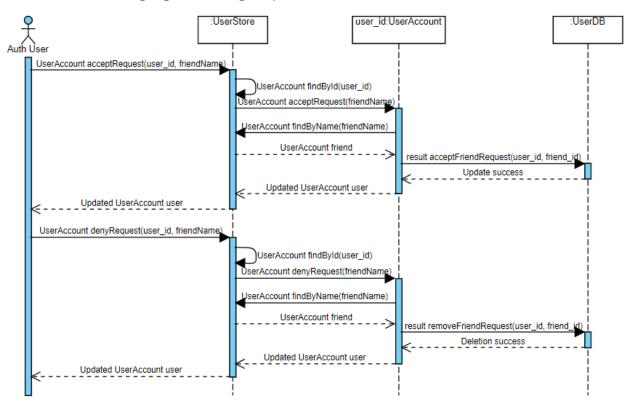
Changing name:



Sending requests and removing friends:



Managing incoming requests:



Realizing Non-Functional Requirements:

[Usability] The user should not need more than 5 clicks to perform any action.

- We will implement this requirement by making sure that features should only go to a minimum depth of 5.
- If it exceeds that we will
 - Reconsider the feature
 - Add a shortcut to the feature
- Each screen or button press will be automated into a list, our test will check if the list cascading is less than 5

[Performance] AR/relevant information should show up within 1 second after the user points their phone in a certain direction at a certain location.

- We plan to implement this feature making sure that all AR relevant features are pre-downloaded to the app for fast access
- We plan to test this requirement by simulating the camera using predefined pictures and locations and then measuring the time it takes for the AR/information to show up.

[Energy efficiency] The battery life should not drop by more than 1% after continuous usage of the app for 5 minutes.

- We plan to make sure that camera/internet only activates if our application detects that the phone is in a predestined location
- We plan to test the app before a feature is added to make sure it goes under our requirements
- We plan to test the drainage using Battery Historian for virtual deployment and battery manager apps like AccuBattery for live deployment. We will test the app under heavy use (Constantly display AR image).

[User-friendly Interface] The UI should be simple and easy to use. The icons of the buttons should be able to suggest what they are used for.

- All interactable elements should be at least 48 x 48 dp
- Neutral and Friendly Color Theming
- We will standardize the font usage to 2 font families
- Make sure that the minimum font size for our app is 12pt

 We plan to find several students who have never used the app before and introduce the general functionality of the app. After that, we will ask them to match the usages to each button.

Design For Beyond the Minimal Scope Functionality:

- AR animation:

We plan to combine Live2d Cubism SDK for Unity and Google ARCore to create interactive AR puzzles for users. Live2d Cubism is an animation software that can create 2D models based on layers of images. Live2d animations occupy fewer resources compared to 3D models while being smoother than traditional frame-by-frame animations.

Our team will design and build original live2d models. By changing model parameters, we can present various animations to users. We can also let users interact with the models by touching or dragging them. This will encourage users to challenge puzzles to collect these creatures as rewards, and so explore more places.

Frameworks:

Google ARCore

- In built functionality with Android devices
- Cheap
- Well documented with community support

Live2d Cubism

- Smoother and easier to make compared to frame-by-frame animation
- Occupies fewer resources than using 3D models
- Easy to control animations with automatically generated .json files

Unity

- Allows in-built integration between Cubism and ARCore
- Easy to use for modeling and implementation

MySQL vs MongoDb

- Our dataset is interlinked between user accounts, location information, AR model information, and Message information
- Our dataset is horizontally fixed, potential addition of columns are rare
- Accessing multi-table information is easier with MySQL

Node.js vs Python

- Required for Project
- Node.js is faster
- Has inbuilt functions for Multi-Threading (useful for servers)
- Scalable

Link to Git Repository:

https://github.com/jane-cz/CPEN321-final-project

Public IP of Server and APIs:

20.228.168.55

Users module:

- POST http://20.228.168.55/users/login
 - Request content: {"token": "value"}
 - Value is the token received after Google sign in
- PUT http://20.228.168.55/users/user-id/difficulty
 - user_id is a parameter
 - The id of the account to change the difficulty of
 - Request content: {"difficulty": "value"}
 - Value is the difficulty the user wishes to change too
- PUT http://20.228.168.55/users/user id/displayName
 - user_id is a parameter
 - The id of the account to change the name of
 - Request content: {"displayName": "value"}
 - Value is the name that the user wishes to change their name too
- POST http://20.228.168.55/users/user id/friends
 - user id is a parameter
 - The id of the account that is sending a request
 - Request content: {"displayName": "value"}
 - Value is the name the user wishes to send a friend request too
- DELETE http://20.228.168.55/users/user id/friends/displayName
 - user_id is a parameter
 - The id of the account that is removing a friend
 - displayName is a parameter

- Name of the friend the user wishes to delete off their friends list
- PUT http://20.228.168.55/users/user_id/requests
 - user id is a parameter
 - The id of the account that is accepting a request
 - Request content: {"displayName": "value"}
 - Value is the name the user wishes to accept a friend request from
- DELETE http://20.228.168.55/users/user_id/requests/displayName
 - user_id is a parameter
 - The id of the account that is deny a request
 - displayName is a parameter
 - Name of the friend the user wishes to deny a request from
- PUT http://20.228.168.55/users/user-id/participateInLeaderboard
 - user_id is a parameter
 - The id of the account that is going to participate in leaderboards
- POST http://20.228.168.55/users/user_id/locations
 - user id is a parameter
 - The id of the account that is unlocking a location
 - Request content: {"location_name": "value"}
 - Value is the name of the location the user has unlocked
- POST http://20.228.168.55/users/user_id/items
 - user_id is a parameter
 - The id of the account that its unlocking an item
 - Request content: {"id": "value"}
 - Value is the id of the item the user has unlocked
- PUT http://20.228.168.55/users/user_id/achievements
 - user id is a parameter
 - The id of the account that is updating achievements

- Request content: {"id": "value1", "Type": "value", "points": value, "image": "value"}
 - The fields of an achievement (see AchievementInfo)
- GET http://20.228.168.55/users/user_id/leaderboard
 - user id is a parameter
 - The id of the account to get the friends leaderboard of
- GET http://20.228.168.55/users/leaderboard

Locations module:

- GET http://20.228.168.55/locations/
- POST http://20.228.168.55/locations/
 - Request content: { "location_name": "value",
 "coordinate_latitude":value, "coordinate_longitude":value,
 "fun_facts":"value", "related_links":"value", "about":"value",
 "image_url":"value" }
- GET http://20.228.168.55/locations/location_name
 - location_name is a parameter
 - The name of the location to be retrieved
- PUT http://20.228.168.55/locations/location name
 - location name is a parameter
 - The name of the location to be updated
 - Request content: { "location_name": "value",
 "coordinate_latitude":value, "coordinate_longitude":value,
 "fun_facts":"value", "related_links":"value", "about":"value",
 "image_url":"value" }
- DELETE http://20.228.168.55/locations/location_name
 - location name is a parameter
 - The name of the location to be deleted
- GET http://20.228.168.55/locations/user/user account id
 - user account id is a parameter
 - The id of the account to get unlocked locations of

World module:

- GET http://20.228.168.55/messages/
- POST http://20.228.168.55/messages/
 - Request content: { "coordinate_latitude":value,"coordinate_longitude":value, "message_text":"value","user account id":value }
- GET http://20.228.168.55/messages/id
 - id is a parameter
 - The id of the message to be retrieved
- PUT http://20.228.168.55/messages/id
 - id is a parameter
 - The id of the message to be updated
 - Request content: { "coordinate_latitude":value,"coordinate_longitude":value, "message_text":"value","user_account_id":value }
- DELETE http://20.228.168.55/messages/id
 - id is a parameter
 - The id of the message to be deleted

Plan for Implementing Complexity Idea:

The next step of our project is to integrate AR modules and puzzles into our application. This includes creating AR modules using unity and Live2dCubism. Also integrating those modules with google AR core. The management of the AR will be done on the backend while the camera integration with the models will be done on the frontend.

Tool Setup:

Mocked backend module and interfaces:

Users Module:

- login
- addFriend
- removeFriend
- acceptRequest
- denyRequest
- participateInLeaderboard
- setDisplayName
- changeDifficulty
- unlockLocation
- unlockItem
- updateAchievements
- getFriendsLeaderboard
- findByld
- getGlobalLeaderboard

Location Module

- addLocation
- deleteLocation
- updateLocation
- getLocationsByParameters

World Module

- addMessage
- deleteMessage
- updateMessage
- getMessageByParameters

UI Component tested:

Tested pressing the add location button on the main screen leads to the input_name text box being displayed.

Github Actions:

- .github\workflows\jest-backend-test.yml

Test Design:

Back-end:

Users Module, UserStore: UserAccount findByName(String displayName):

Scenario	Input	Expected Result
Account with name exists	"John Doe"	Return: UserAccount of John Doe
Account with name does not exist	[assumes: Doe John is not the name of any account] "Doe John"	Return: Error ("Account with name does not exist")
Empty string provided	ec ec	Return: Error ("No name provided")
Provided name undefined	undefined	Return: Error ("No name provided")
SQL Injection	[assumes: Test is not the name of any account] "Test\' OR \'1 = 1"	Return: Error ("Account with name does not exist")

Users Module, UserStore: UserAccount findByld(String user_id):

Scenario	Input	Expected Result
Account with id exists	"1"	Return: UserAccount of John Doe
Account with id does not exist	[assumes: -1 is not the id of any account] "-1"	Return: Error ("Account with id does not exist")
Empty string provided	u u	Return: Error ("No id provided")
Provided id undefined	undefined	Return: Error ("No id provided")
SQL Injection	[assumes: 123 is not the id of any account] "123\' OR \'1 = 1"	Return: Error ("Account with id does not exist")

Users Module, UserStore: UserAccount login(TokenInfo credentials)

(credentials.sub (id) and credentials.name only parts used in this interface)
Name is only used when the account does not exist already

Scenario	Input	Expected Result
Successfully login	credentials{sub: "1", name: "John Doe"}	Return: The UserAccount with id 1
Successful login of new account	[assumes: There is no account with id 1234] credentials{sub: "1234", name: "Doe John"}	Return: The newly created UserAccount Account added to the database
Credentials has no id	credentials{name: "Doe John"}	Return: Error ("No id provided")
Credentials has no name and account does not already exist	[assumes: There is no account with id 1234] credentials{sub: "1234"}	Return: Error ("No name provided") Database not updated
Invalid id	credentials{sub: "abc", name: "Doe John"}	Return: Error ("Invalid id") Database not updated
Successful login of existing account with no name	[assumes: There is an account with id 1] credentials{sub: "1"}	Return: The UserAccount with id 1

Users Module, UserStore: UserAccount createAccount(TokenInfo credentials)

(credentials.sub (id) and credentials.name only parts used in this interface)

Scenario	Input	Expected Result
Successfully create an account	credentials{sub: 1234, name: "Doe John"}	Return: The newly created UserAccount Account added to the database
Account with name exists	[assumes: There exists an account with name John Doe] credentials{sub: 12345, name: "John Doe"}	Return: The newly created UserAccount with the name John Doe1 Account added to the database
Account with id exists	[assumes: There exists an account with id 1] credentials{sub: 1, name: "Johnny Doe"}	Return: Error("Account with id already exists") Database not updated

Credentials has no id	credentials{name: "Doe John"}	Return: Error("No id provided") Database not updated
Credentials has no name	credentials{sub: 1234}	Return: Error("No name provided") Database not updated
Invalid id	credentials{sub: "abc", name: "Doe John"}	Return: Error ("Invalid id") Database not updated

Users Module, UserStore: List getGlobalLeaderboard()

Scenario	Input	Expected Result
No users exist		Return: []
No users are participating in leaderboards		Return: []
The leaderboard has participants	[assume: JohnDoe1, JohnDoe2, JohnDoe3 are all participating in leaderboards and have scores 20,10,5]	Return:[{displayName: "John Doe1", score: 20}, {displayName: "John Doe2", score 10},{displayName: "John Doe3", score 5}]

Users Module, UserAccount: UserAccount participateInLeaderboard(String user_id)

Scenario	Input	Expected Result
User is not currently participating in leaderboard	"1"	Return: Updated UserAccount (account.leaderboardPartic ipant = 1) Database sets account to be a leaderboard participant
User is already participating in leadboard	"1"	Return: Unchanged UserAccount Database not updated

Users Module, UserAccount: UserAccount changeDifficulty(String user_id, String difficulty)

Scenario Input	Expected Result
----------------	-----------------

Successfully change difficulty	[assumes: The previous difficulty was Easy] "1", "Medium"	Return: Updated UserAccount (account.difficulty = "Medium") Database sets account difficulty to the new difficulty
Difficulty is the same as before	[assumes: The previous difficulty was Medium] "1", "Medium"	Return: Unchanged UserAccount Database not updated
Provided difficulty is not "Easy" or "Medium"	"1", "Impossible"	Return: Error("Invalid difficulty") Database not updated
Difficulty undefined	"1", undefined	Return: Error("No difficulty provided") Database not updated

Users Module, UserAccount: UserAccount addFriend(String user_id, String friendName)

Scenario	Input	Expected Result
Successfully send request to provided name	[assumes: Johnny Doe is another user] "1", "Johnny Doe"	Return: Updated UserAccount (account.outGoingRequest s contains Johnny Doe) Database relationship created with status pending
Account with provided name does not exist	[assumes: No account has name Doe John] "1", "Doe John"	Return: Error("Account with name does not exist") Database not updated
Provided name undefined	"1", undefined	Return: Error("No name providedt") Database not updated
Sending a request to self	[assumes: This account is named John Doe] "1", "John Doe"	Return: Error("Cannot send requests to self") Database not updated
Already friends with the provided name	[assumes: This account is already friends with Anne Smith] "1", "Anne Smith"	Return: Error("Already friends with this user") Database not updated

Already sent a request to the provided name	[assumes: This account has already sent a request to Johnny Doe] "1", "Johnny Doe"	Return: Error("Already sent a request to this user") Database not updated
Provided name already sent a request to this account	[assumes: Joe Shmoe already sent a request to this account] "1", "Joe Shmoe"	Return: Error("Already been sent a request by this user") Database not updated

Users Module, UserAccount: UserAccount removeFriend(String user_id, String friendName)

Scenario	Input	Expected Result
Successfully remove provided name	"1", "Anne Smith"	Return: Updated UserAccount (account.friends no longer contains Anne Smith) Database relationship deleted.
Account with provided name does not exist	[assumes: No account has name Doe John] "1", "Doe John"	Return: Error("Account with name does not exist") Database not updated
Provided name undefined	"1", undefined	Return: Error("No name provided") Database not updated
Not friends with the provided name	[assumes: Joe Shmoe is not friends with this account] "1", "Joe Shmoe"	Return: Error("User not on friends list") Database not updated
Removing self	[assumes: This account is named John Doe] "1", "John Doe"	Return: Error("Cannot remove self") Database not updated

Users Module, UserAccount: UserAccount acceptRequest(String user_id, String friendName)

Scenario	Input	Expected Result
Successfully accept a request from provided name	"1", "Joe Shmoe"	Return: Updated UserAccount(Joe Shmoe now in account.friends

		instead of account.incomingRequests) Database relationship status updated to friends
Account with provided name does not exist	[assumes: No account has name Doe John] "1", "Doe John"	Return: Error("Account with name does not exist") Database not updated
Provided name undefined	undefined	Return: Error("No name provided") Database not updated
No request from provided name	[assumes: No request from Anne Smith] "1", "Anne Smith"	Return: Error("No request from this user") Database not updated
Accepting a request from self	[assumes: This account is named John Doe] "1", "John Doe"	Return: Error("Cannot accept a request from self") Database not updated
Already friends with the provided name	[assumes: This account is already friends with Joe Shmoe] "1", "Joe Shmoe"	Return: Error("Already friends with this user") Database not updated
Account already sent a request to provided name	[assumes: This account has sent a request to Johnny Doe] "1", "Johnny Doe"	Return: Error("Cannot accept outgoing requests") Database not updated

Users Module, UserAccount: UserAccount denyRequest(String user_id, String friendName)

Scenario	Input	Expected Result
Successfully deny a request from provided name	"1", "Joe Shmoe"	Return Updated UserAccount (Joe Shmoe removed from account.incomingRequests) Database relationship deleted
Account with provided	[assumes: No account has	Return: Error("Account with

name does not exist	name Doe John] "1", "Doe John"	name does not exist") Database not updated
Provided name undefined	"1", undefined	Return: Error("No name provided") Database not updated
No request from provided name	[assumes: No request from Anne Smith] "1", "Anne Smith"	Return: Error("No request from this user") Database not updated
Denying a request from self	[assumes: This account is named John Doe] "1", "John Doe"	Return: Error("Cannot deny a request from self") Database not updated
Already friends with the provided name	[assumes: This account is already friends with Joe Shmoe] "1", "Joe Shmoe"	Return: Error("Already friends with this user") Database not updated
Account already sent a request to provided name	[assumes: This account has sent a request to Johnny Doe] "1", "Johnny Doe"	Return: Error("Cannot deny outgoing requests") Database not updated

Users Module, UserAccount: UserAccount setDisplayName(String user_id, String displayName)

Scenario	Input	Expected Result
Successfully change name	"1", "unique name"	Return: Updated UserAccount (account.displayName = "unique name") Database sets account name to "unique name"
Provided name is the same as old name	[assumes: John Doe was the old account name] "1", "John Doe"	Return: Unchanged account Database not updated
Provided name is already taken	[assumes: There is an account with name Joe Shmoe] "1", "Joe Shmoe"	Return: Error("Name taken") Database not updated
Provided name undefined	"1", undefined	Return: Error("No name

		provided") Database not updated
Provided name is too short	"1", "A"	Return: Error ("Name is not between 3 and 45 characters") Database not updated
Provided name is too long	"1", "ABCDEFGHIJKLMNOPQ RSTUVWXYZABCDEFGHI JKLMNOPQRST" (46 characters)	Return: Error ("Name is not between 3 and 45 characters") Database not updated

Users Module, UserAccount: UserAccount unlockLocation(String user_id, LocationInfo location)

(location.location_name is the only part used in this interface)

Scenario	Input	Expected Result
Successfully unlock a location	"1", location{location_name: "Super secret spot"}	Return: Updated UserAccount (account.unlockedLocation s contains "Super secret spot") Database creates connection between account and "Super secret spot"
Location has no name	location{}	Return: Error("Location missing fields") Database not updated
Already unlocked location	[assumes: Already unlocked location called "Super secret spot"] location{location_name: "Super secret spot"}	Return: Unchanged UserAccount Database not updated
Unlock location that does not exist	[assumes: Location called "Fake Spot" does not exist] location{location_name: "Fake Spot"}	Return: Error("Location does not exist") Database not updated
Location is undefined	undefined	Return: Error("No location provided")

Users Module, UserAccount: UserAccount unlockItem(String user_id, ARModel item)
(item.id is the only part used in this interface)

Scenario	Input	Expected Result
Successfully unlock an item	"1", item{id:1}	Return: Updated UserAccount (account.collection.items contains item with id 1) Database creates connection between account and item with id 1
Item has no id	"1", item{}	Return: Error("Item missing fields") Database not updated
Already unlocked item	[assumes: Already unlocked location with id 1] "1", item{id: 1}	Return: Unchanged UserAccount Database not updated
Unlock item that does not exist	[assumes: Item with id -1" does not exist] litem{id:-1}	Return: Error("Item does not exist") Database not updated
Item is undefined	undefined	Return: Error("No item provided") Database not updated

Users Module, UserAccount: UserAccount updateAchievements(String user_id, AchievementInfo achievement)

Scenario	Input	Expected Result
Successfully collect a new achievement	"1", achievement{id:1, type: "collection", points:1, image: "image"}	Return: Updated UserAccount (account.collection.achieve ments contains achievement, account.score is incremented by achievement.points) Database creates a new connection between account and achievement

		and updates account score
Successfully update an achievement	[assumes: Already collect achievement with id 1] "1", achievement{id:1, type: "collection", points:1, image: "image"}	Return: Updated UserAccount (account.collection.achieve ments contains the updated achievement and account.score is incremented) Database updates the related achievement by incrementing its points and updates account score
Achievement does not exist	[assumes: given achievement is not valid] "1", achievement{id: -1, "collection", points:1, image: "image"}	Return: Error("Achievement does not exist") Database not updated
Achievement is undefined	"1", undefined	Return: Error("No achievement provided") Database not updated
Achievement is missing fields	"1", achievement{}	Return: Error("Achievement missing fields") Database not updated

Users Module, UserAccount: List getFriendsLeaderboard(String user_id)

Scenario	Input	Expected Result
Account has no friends	"1"	Return: []
Account has friends but none are participating in leaderboards	"1"	Return: []
Account has friends that are participating in leaderboards	[assume: Friend1, Friend2, and Friend3 are all participating in leaderboards, on the friends list and have scores 6,5,7]	Return: [{displayName: "Friend3", score: 7}, {displayName: "Friend1", score 6},{displayName: "Friend2", score 5}]

```
Locations Module, LocationStore: LocationInfo addLocation(string location_name,double coordinate_latitude,double coordinate_longitude, string fun_facts,string related_links,string about,string image_url,string access_permission):
Unless noted these are the default values

`{

    "location_name": "Engineering Cairn",
    "coordinate_latitude": 49.262209793949296,
    "coordinate_longitude": -123.25068964753649,
    "fun_facts": "Did you know that Cairn is painted all the time?",
    "related_links": "https://www.instagram.com/theubce/?hl=en",
    "about": "Historical landmark in University Endowment Lands, British Columbia",
    "image_url": "http://maps.ubc.ca/PROD/images/photos/N044_a.jpg",
    "access_permission": "PUBLIC"

}`
```

Scenario	Input	Expected Result
location_name is duplicate	"UBC"	Error("Duplicate Name")
Location_name	"Engineering Cairn"	LocationInfo of Engineering Cairn
Coordinate_latitude is invalid	Coordinate_latitude = 91	Error("Coordinate latitude is not between -90 and 90"
Coordinate_longitude is invalid	Coordinate_longitude = -182	Error("Coordinate longitude is not between -180 and 180"
Location_name is greater than 255 chars	Location_name = "Lorem ipsum dolor sit amet, nonummy ligula volutpat hac integer nonummy. Suspendisse ultricies, congue etiam tellus, erat libero, nulla eleifend, mauris pellentesque. Suspendisse integer	Error("Location name is not between 1 and 255 characters")

	praesent vel, integer gravida mauris, fringilla vehicula lacinia nona"	
Access Permission is invalid	Access_permission = "NONE"	Error("Access permission is not either \"PUBLIC\" or \"PRIVATE\"");

Locations Module, LocationStore: LocationInfo updateLocation(string location_name,double coordinate_latitude,double coordinate_longitude, string fun_facts,string related_links,string about,string image_url,string access_permission): Unless noted these are the default values

```
"location_name": "Engineering Cairn",
   "coordinate_latitude": 49.262209793949296,
   "coordinate_longitude": -123.25068964753649,
   "fun_facts": "Did you know that Cairn is painted all the time?",
   "related_links": "https://www.instagram.com/theubce/?hl=en",
   "about": "Historical landmark in University Endowment Lands, British Columbia",
   "image_url": "http://maps.ubc.ca/PROD/images/photos/N044_a.jpg",
   "access_permission": "PUBLIC"
}
```

Scenario	Input	Expected Result
Location_name exists	"Engineering Cairn"	Location Info of Engineering Cairn
Location_name doesn't exist	"Walter"	
Coordinate_latitude is invalid	Coordinate_latitude = 91	Error("Coordinate latitude is not between -90 and 90"
Coordinate_longitude is invalid	Coordinate_longitude = -182	Error("Coordinate longitude is not between -180 and 180"
Location_name is greater than 255 chars	Location_name = "Lorem ipsum dolor sit amet, nonummy ligula volutpat	Error("Location name is not between 1 and 255 characters")

	hac integer nonummy. Suspendisse ultricies, congue etiam tellus, erat libero, nulla eleifend, mauris pellentesque. Suspendisse integer praesent vel, integer gravida mauris, fringilla vehicula lacinia nona"	
Access Permission is invalid	Access_permission = "NONE"	Error("Access permission is not either \"PUBLIC\" or \"PRIVATE\"");

Locations Module, LocationStore: deleteLocation(String location_name)

Scenario	Input	Expected Result
Location_name exists	"Engineering Cairn"	"Location Deleted"
Location_name doesn't exist	"Walter"	"Location Deleted"

Locations Module, LocationStore: deleteAllLocations()

Scenario	Input	Expected Result
Success		"All locations deleted"

Locations Module, LocationStore:List LocationInfo [] getLocationsByParameters(string location_name,double coordinate_latitude,double coordinate_longitude,double radius, string fun_facts,string related_links,string about,string image_url,string access_permission):

Scenario	Input	Expected Result
Location_name exists	"Engineering Cairn"	Location Info of Engineering Cairn
Location_name doesn't exist	"Walter"	
No inputs		Returns all locations in the database

Locations Module, Location_management: List LocationInfo [] getLocationsByUserAccountId(string user_account_id)

Scenario	Input	Expected Result
No account with given id	"46578123"	"No account with given id"
Account Exists and there are unlocked locations	"123456"	[LocationInfo, LocationInfo]
Account Exists and there are no unlocked locations	"1234561"	

World Module, Message Store: Message addMessage(double coordinate_latitude,double coordinate_longitude, string message_text, int user_account_id)
Unless noted these are the default values
`{

"coordinate_latitude": 49.262209793949296,

"coordinate_longitude": -123.25068964753649,

"message_text": "Treasure here",

"User_account_id": 2
}

Scenario	Input	Expected Result
Coordinate_latitude and coordinate_longitude exists	"coordinate_latitude": 50,	Error("Message cannot be placed there")
	"coordinate_longitude":	
	-60,	
Coordinate_latitude and	default	}′
coordinate_longitude doesn't exist		"id":2
docsii i caisi		"coordinate_latitude":
		49.262209793949296,

		"coordinate_longitude": -123.25068964753649, "message_text": "Treasure here", "User_account_id": 2 }`
Coordinate_latitude is invalid	Coordinate_latitude = 91	Error("Coordinate latitude is not between -90 and 90"
Coordinate_longitude is invalid	Coordinate_longitude = -182	Error("Coordinate longitude is not between -180 and 180"
message _text is greater than 255 chars	Messsage_text = "Lorem ipsum dolor sit amet, nonummy ligula volutpat hac integer nonummy. Suspendisse ultricies, congue etiam tellus, erat libero, nulla eleifend, mauris pellentesque. Suspendisse integer praesent vel, integer gravida mauris, fringilla vehicula lacinia nona"	Error("Message Text name is not between 1 and 255 characters")
User_account doesn't exist	User_Account_id:0	Error("This user does not exist")

World Module, Message Store: Message updateMessage(int id, double coordinate_latitude,double coordinate_longitude, string message_text, int user_account_id)
Unless noted these are the default values
`{
 "id":2
 "coordinate_latitude": 49.262209793949296,
 "coordinate_longitude": -123.25068964753649,

"message_text": "Treasure here",

"User_account_id": 2

Scenario	Input	Expected Result
Coordinate_latitude and coordinate_longitude exists	default	Return the updated Message
Coordinate_latitude and coordinate_longitude doesn't exist	"coordinate_latitude": 50, "coordinate_longitude": -60,	Error("Message does not exist")
Id exists	default	Return the updated Message
Id does not exist	Id: 0	Error("Message does not exist")
message _text is greater than 255 chars	Messsage_text = "Lorem ipsum dolor sit amet, nonummy ligula volutpat hac integer nonummy. Suspendisse ultricies, congue etiam tellus, erat libero, nulla eleifend, mauris pellentesque. Suspendisse integer praesent vel, integer gravida mauris, fringilla vehicula lacinia nona"	Error("Message Text name is not between 1 and 255 characters")
User_account doesn't exist	User_Account_id:0	Error("This user does not exist")

World Module, MessageStore: deleteMessage(int id)

Scenario	Input	Expected Result
Id exists	"1"	"Message Deleted"
Id doesn't exist	"0"	"Message Deleted"

World Module, MessageStore: deleteAllMessages()

Scenario	Input	Expected Result
Success		"All messages deleted"

World Module, MessageStore: List Message [] getMessagesByParameters(int id,double coordinate_latitude,double coordinate_longitude,double radius, string message_text, string user_account_id):

Scenario	Input	Expected Result
Id exists	"1"	Message of id
Id doesn't exist	"0"	
X parameter exists		Message with X parameter
X parameter does not exist		0
No inputs		Returns all messages in the database

Interfaces:

```
Manage Locations

`{

    "location_name": "",,

    "coordinate_latitude":,

    "coordinate_longitude":,

    "fun_facts": "",

    "related_links": "",

    "about": "",

    "image_url": "",

    "access_permission": "PUBLIC"
}`
```

Scenario	Action	Expected Behavior
Add Location	Add location non-existing location_name	"Location Added" Status code: 201
	Add location with existing location_name	"Duplicate Location" Status code: 400
	Add location with missing parameter	"Missing x" Status code:400
	Add location with invalid coordinate_latitude	"Cooridinate_latitude is not between -90 and 90" Status code:400
	Add location with invalid coordinate_longitude	"Coordinate Longitude is not between -180 and 180" Status code:400
	Add location with invalid image url	"Image URL is invalid" Status code:400
Get Location	Get location with blank location name	Returns all the locations inside the database Status code:200
	Get location with existing location name	Returns the location with the associated location name Status code:200
	Get location with non-existing location name	Returns an empty array Status code:404
	Get location with access_permission = "PUBLIC"	Returns all locations with "PUBLIC" access_permissions Status code:200
Delete Location	Delete with Location name is blank	Cannot delete Status code:404
	Delete with Location name exists	"Location deleted" Status code:200
	Delete with Location name that does not exist	"Location deleted" Status code:200

Update Location	Update with Location name is blank	Cannot update Status code:404
	Update with Location name exists	"Location updated" Status code:200
	Update with Location name that does not exist	Cannot update Status code:404

```
Manage Messages
```

```
`{
    "id":
    "coordinate_latitude":,
    "coordinate_longitude":,
    "message_text": ""
}`
```

Scenario	Action	Expected Behavior
Add Message	Add message on already existing coordinates	"Cannot add a message there" Status code: 400
	Add message on new coordinates	"Message added" Status code: 200
	Add message with missing parameters	"Missing x" Status code:400
	Add message with invalid coordinate_latitude	"Cooridinate_latitude is not between -90 and 90" Status code:400
	Add message with invalid coordinate_longitude	"Coordinate Longitude is not between -180 and 180" Status code:400
	Add message with text greater than 255	"Message text is not between 1 and 255" Status code:400
Get Message	Get message with blank id	Returns all the messages inside the database

		Status code:200
	Get message with existing id	Returns the message with the associated id Status code:200
	Get message with non-existing id	Returns an empty array Status code:404
	Get a message with coordinates = (x,y) and radius = 10.	Returns all messages within 10 degrees of (x,y) Status code:200
	Get messages with existing user_account_id	Returns all messages with user_account_id Status code:200
	Get messages with non-existing user_account_id	"This user does not exist" Status code:400
Delete Message	Delete with id blank	Cannot delete Status code:404
	Delete with id exists	"Message deleted" Status code:200
	Delete with id that does not exist	"Message deleted" Status code:200
Update Message	Update with id blank	Cannot update Status code:404
	Update with id that exists	"Message updated" Status code:200
	Update with id that does not exist	Cannot update Status code:404

Manage Profile

Scenario	Action	Expected Behavior
Changing name	Change name to an available name	Return updated account Update account in database with new name Status code: 200

	Change name to same name	Return unchanged account Database not updated Status code: 200
	Change name to a taken name	Name taken error Status code: 400
	Change name to a name that is too short	Name length error Status code: 400
	Change name to a name that is too long	Name length error Status code: 400
	Change name of non-existing user	No account with id error Status code: 404
	Change name with no name	No name provided error Status code: 400
	Change name with no account id	No id provided error Status code: 400
Sending requests	Send a request to existing user	Return updated account Status code: 200 Add relationship to database
	Send a request to a non-existing user	No account with name error Status code: 404
	Send a request to a friend	Already friends error Status code: 400
	Send a request to a user twice	Already sent request error Status code: 400
	Send a request to a user that has sent you a request	Already sent request by user error Status code: 400
	Send a request to self	Self request error Status code: 400
	Send a request from a non-existing user	No account with id error Status code: 404
	Send a request with no	No name provided error

1		
	name	Status code: 400
	Send a request with no account id	No id provided error Status code: 400
	Send a request to empty name	No name provided error Status code: 400
Removing friends	Remove an existing friend	Return updated account Delete relationship from database Status code: 200
	Remove a non-existing user	No account with name error Status code: 404
	Remove a existing non-friend	Not friends error Status code: 400
	Remove self	Self request error Status code: 400
	Remove a friend from a non-existing user	No account with id error Status code: 404
	Remove a friend with no account id	No id provided error Status code: 400
	Remove a friend with no name	No name provided error Status code: 400
Accepting requests	Accept an existing incoming request	Return updated account Update relationship in database Status code: 200
	Accept a request from a non-existing user	No account with name error Status code: 404
	Accept a request that does not exist	No request error Status code: 404
	Accept a request from self	Self request error Status code: 400
	Accept a request from a	Already friends error

	friend	Status code: 400
	Accept an outgoing request	Accepting outgoing request error Status code: 400
	Accept a request to a non-existing user	No account with id error Status code: 404
	Accept a request with no name	No name provided error Status code: 400
	Accept a request with no account id	No id provided error Status code: 400
	Accept a reqeuest with empty name	No name provided error Status code: 400
Denying requests	Deny an existing incoming request	Return updated account Delete relationship from database Status code: 200
	Deny a request from a non-existing user	No account with name error Status code: 404
	Deny a request that does not exist	No request error Status code: 404
	Deny a request from self	Self request error Status code: 400
	Deny a request from a friend	Already friends error Status code: 400
	Deny an outgoing request	Denying outgoing request error Status code: 400
	Deny a request to a non-existing user	No account with id error Status code: 404
	Deny a request with no account id	No id provided error Status code: 400
	Deny a request with no name	No name provided error Status code: 400

Unlocking locations	Unlocking a location that is new	Return updated account Create account-location connection in database Status code: 200
	Unlocking a location that was previously unlocked	Return unchanged account Status code: 200
	Unlocking a location that does not exist	Location does not exist error Status code: 404
	Unlocking a location with empty location	Location missing fields error Status code: 400
	Unlocking a location for a non-existing account	No account with id error Status code: 404
	Unlocking a location with no account id	No id provided error Status code: 400
Unlocking items	Unlocking an item that is new	Return updated account Create account-item connection in database Status code: 200
	Unlocking an item that was previously unlocked	Return unchanged account Status code: 200
	Unlocking an item that does not exist	Item does not exist error Status code: 404
	Unlocking an item with empty item	Item missing fields Status code: 400
	Unlocking a location for a non-existing account	No account with id error Status code: 404
	Unlocking a location with no account id	No id provided error Status code: 400
Updating achievements	Updating an achievement that is new	Return updated account with new achievement and score Create new account-achievement connection in database

		and update account score Status code: 200
	Updating an achievement that was previously collected	Return updated account with updated achievement and score Update account-achievement connection in database and update account score Status code: 200
	Updating an achievement that does not exist	Achievement does not exist error Status code: 404
	Updating an achievement with empty achievement	Achievement missing fields Status code: 400
	Updating an achievement for a non-existing account	No account with id error Status code: 404
	Updating an achievement with no account id	No id provided error Status code: 400
Getting account	Get existing account	Return account with provided id Status code: 200
	Get non-exising account	No account with id error Status code: 404
	Get with no id	No id provided error Status code: 400

Change difficulty

Scenario	Action	Expected Behavior
Change difficulty	Change difficulty to a new difficulty	Return updated account Update account in database with new difficulty Status code: 200
	Change difficulty to same difficulty	Return unchanged account Database not updated

	Status code: 200
Change difficulty to invalid difficulty	Invalid difficulty error Status code: 400
Change difficulty with no difficulty	No difficulty provided error Status code: 400
Change difficulty of non-existing user	No account with id error Status code: 404
Change difficulty with no account id	No id provided error Status code: 400

Login

Scenario	Action	Expected Behavior
Login	Login with valid token account does not exist	Return newly created account Create new account in database Status code: 200
	Login with valid token account already exists	Return account Status code: 200
	Login with valid token name already taken	Return account with number appended onto name Status code: 200
	Login with no token	No token error Status code: 500
	Login with invalid token	Invalid token error Status code: 500

Puzzles

Scenario	Action	Expected Behavior
Get AR items	Get AR items at location x (location exists)	Return AR model Status code: 200
	Get AR items at location x	Invalid location error

(location does not exist)	Status code: 404
---------------------------	------------------

Manage Leaderboards

Scenario	Action	Expected Behavior
View global leaderboard	View global leaderboard with participants	Return ranked list of usernames and scores Status code: 200
	View global leaderboard with no participants	Return empty list Status code: 200
View friend leaderboard	View friend leaderboard with valid user id with friends	Return ranked list of usernames (that are friends to the user) and scores Status code: 200
	View friend leaderboard with valid user id with empty friends list	Return empty list Status code: 200
	View friend leaderboard of non-existing user	No account with id error Status code: 404
	View friend leaderboard with no account id	No id provided error Status code: 400
Participate in leaderboard	Participate in leaderboard for first time	Return updated user account Update account in database to be leaderboard participant Status code: 200
	Participate in leaderboard, already participating	Return user account No database updates Status code: 200
	Participate in leaderboard with non-exsiting user	No account with id error Status code: 404
	Participate in leaderboard with no account id	No id provided error Status code: 400

Front-end:

Manage profile

Action	Expected Behavior
The user clicks on the profile button on the main page.	If the user is not logged in yet, the login page appears prompting the user to login using their Google account. If the user is logged in, the profile page appears, displaying the user's display name, score, collection of creatures and any puzzle pieces they have obtained.
The user clicks on the "edit display name" button.	A text box is displayed and two buttons: "cancel" and "confirm".
The user clicks "cancel".	The text box and the two buttons disappear.
The user enters a display name that's not between 3-20 characters.	A toast message appears saying "Name must be between 3 and 20 characters!"
The user enters a display name that's within the required length and clicks "confirm".	The app displays their profile page with the updated name. The textbox and the two buttons disappear.
The user clicks on the "friends" button.	The app displays the friends page with a list of the user's friends and buttons for adding friends, removing friends, and checking outgoing and incoming friend requests.
The user clicks on the "+" button for adding friends.	The app displays a text box and two buttons: "send request" and "cancel".
The user clicks on the "cancel" button.	The text box and two buttons disappear.
The user enters the friend's name and clicks "send request".	The app displays "Friend request sent!" and the text box and the two buttons disappear. If the send fails, the corresponding error from the backend is displayed.
The user clicks on the "x" button for removing friends.	The app displays a text box and two buttons: "remove" and "cancel".

The user enters the friend's name and clicks "remove".	The app displays "removed successfully!" If the remove fails, the corresponding error from the backend is displayed.
The user clicks on the "" button.	The app displays the friend requests page with two buttons "outgoing friend requests" and "incoming friend requests".
The user clicks on the "outgoing requests" button.	The app displays a list of the user's outgoing friend requests.
The user clicks on the "incoming requests" button.	The app displays a list of the user's incoming friend requests.
The user clicks on a friend on the incoming friend requests list.	The app displays two buttons: "accept" and "decline".
The user clicks on "accept".	The app displays "Friend request accepted!" If it fails, the corresponding error from the backend is displayed.
The user clicks on "decline".	The app displays "Friend request denied!" If it fails, the corresponding error from the backend is displayed.

Explore locations

Action	Expected Behavior
User selects the "location" tab on the main page.	The app opens the location list screen displaying a list of locations
User selects a location from the list	The app confirm if the user want to explore the location by displaying a text asking if the user want to go to the location
User presses "Yes" for the selected location	The app displays a map with the location marked and a route from user's current location to the destination
User presses "No" for the selected location	The app displays the list of locations
User presses "Cancel" while the app displaying the map	The app returns to the main screen

Puzzles

Action	Expected Behavior
The user points their camera in a certain direction.	A set of AR interactable buttons is shown.
The user presses buttons in sequence.	If the sequence is correct, the app displays the achievement and scores they get, and the name of the secret location. If the sequence is wrong, the app displays a message: "wrong order, please try again".
The user points their camera in a certain direction where a puzzle piece is.	A puzzle piece is displayed.
The user clicks on the puzzle piece.	A message is displayed: "You have collected the puzzle piece!"

Non-functional requirements:

- Performance: When the user reaches the location they choose to go to, the app should display relevant information about the location within 1 second. This requirement can be tested by writing automated tests to change the location of the virtual device and record the time it takes from the location change to when the relevant info successfully shows up to check if the time is within 1 second.
- Energy efficiency: After using the app for 5 minutes, the battery life should not drop by more than 1%. We plan to test this requirement by setting random automatic interactions with the app several times while recording the battery usage by using Battery Historian and AccuBattery.

Folder for tests:

(On develop branch)

- Frontend:
 frontend/app/src/androidTest/java/com/example/ubcexplore/EspressoTest.java
- Backend:

backend/users/users_server_mock.test.js backend/world/test/messages.test.js backend/world/test/locations.test.js

Tool Setup:

Mocked backend module and interfaces:

Users Module:

- login
- addFriend
- removeFriend
- acceptRequest
- denyRequest
- participateInLeaderboard
- setDisplayName
- changeDifficulty
- unlockLocation
- unlockItem
- updateAchievements
- getFriendsLeaderboard
- findByld
- getGlobalLeaderboard

Location Module

- addLocation
- deleteLocation
- updateLocation
- getLocationsByParameters

World Module

- addMessage
- deleteMessage
- updateMessage
- getMessageByParameters

UI Component tested:

Tested pressing the add location button on the main screen leads to the input_name text box being displayed.

Github Actions:

github\workflows\jest-backend-test.yml

Test Design:

}`

Back-end:

Locations Module, LocationStore: LocationInfo addLocation(string location_name,double coordinate_latitude,double coordinate_longitude, string fun_facts,string related_links,string about,string image_url,string access_permission): Unless noted these are the default values

`{

 "location_name": "Engineering Cairn",
 "coordinate_latitude": 49.262209793949296,
 "coordinate_longitude": -123.25068964753649,
 "fun_facts": "Did you know that Cairn is painted all the time?",
 "related_links": "https://www.instagram.com/theubce/?hl=en",
 "about": "Historical landmark in University Endowment Lands, British Columbia",
 "image_url": "http://maps.ubc.ca/PROD/images/photos/N044_a.jpg",
 "access_permission": "PUBLIC"

Scenario	Input	Expected Result
location_name is duplicate	"UBC"	Error("Duplicate Name")
Location_name	"Engineering Cairn"	LocationInfo of Engineering Cairn
Coordinate_latitude is invalid	Coordinate_latitude = 91	Error("Coordinate latitude is not between -90 and 90"
Coordinate_longitude is invalid	Coordinate_longitude = -182	Error("Coordinate longitude is not between -180 and 180"
Location_name is greater	Location_name = "Lorem	Error("Location name is

than 255 chars	ipsum dolor sit amet, nonummy ligula volutpat hac integer nonummy. Suspendisse ultricies, congue etiam tellus, erat libero, nulla eleifend, mauris pellentesque. Suspendisse integer praesent vel, integer gravida mauris, fringilla vehicula lacinia nona"	not between 1 and 255 characters")
Access Permission is invalid	Access_permission = "NONE"	Error("Access permission is not either \"PUBLIC\" or \"PRIVATE\"");

Locations Module, LocationStore: LocationInfo updateLocation(string location_name,double coordinate_latitude,double coordinate_longitude, string fun_facts,string related_links,string about,string image_url,string access_permission): Unless noted these are the default values `{

"location_name": "Engineering Cairn",

"coordinate_latitude": 49.262209793949296,

"coordinate_longitude": -123.25068964753649,

"fun_facts": "Did you know that Cairn is painted all the time?",

"related_links": "https://www.instagram.com/theubce/?hl=en",

"about": "Historical landmark in University Endowment Lands, British Columbia",

"image_url": "http://maps.ubc.ca/PROD/images/photos/N044_a.jpg",

"access_permission": "PUBLIC"

Coordinate latitude is

}`

Scenario	Input	Expected Result
Location_name exists	"Engineering Cairn"	Location Info of Engineering Cairn
Location_name doesn't exist	"Walter"	0

Coordinate_latitude = 91

Error("Coordinate latitude

invalid		is not between -90 and 90"
Coordinate_longitude is invalid	Coordinate_longitude = -182	Error("Coordinate longitude is not between -180 and 180"
Location_name is greater than 255 chars	Location_name = "Lorem ipsum dolor sit amet, nonummy ligula volutpat hac integer nonummy. Suspendisse ultricies, congue etiam tellus, erat libero, nulla eleifend, mauris pellentesque. Suspendisse integer praesent vel, integer gravida mauris, fringilla vehicula lacinia nona"	Error("Location name is not between 1 and 255 characters")
Access Permission is invalid	Access_permission = "NONE"	Error("Access permission is not either \"PUBLIC\" or \"PRIVATE\"");

Locations Module, LocationStore: deleteLocation(String location_name)

Scenario	Input	Expected Result
Location_name exists	"Engineering Cairn"	"Location Deleted"
Location_name doesn't exist	"Walter"	"Location Deleted"

Locations Module, LocationStore: deleteAllLocations()

Scenario	Input	Expected Result
Success		"All locations deleted"

Locations Module, LocationStore:List LocationInfo [] getLocationsByParameters(string location_name,double coordinate_latitude,double coordinate_longitude,double radius, string fun_facts,string related_links,string about,string image_url,string access_permission):

Scenario	Input	Expected Result
		P

Location_name exists	"Engineering Cairn"	Location Info of Engineering Cairn
Location_name doesn't exist	"Walter"	П
No inputs		Returns all locations in the database

Locations Module, Location_management: List LocationInfo [] getLocationsByUserAccountId(string user_account_id)

Scenario	Input	Expected Result
No account with given id	"46578123"	"No account with given id"
Account Exists and there are unlocked locations	"123456"	[LocationInfo, LocationInfo]
Account Exists and there are no unlocked locations	"1234561"	П

World Module, Message Store: Message addMessage(double coordinate_latitude,double coordinate_longitude, string message_text, int user_account_id)
Unless noted these are the default values
`{
 "coordinate_latitude": 49.262209793949296,
 "coordinate_longitude": -123.25068964753649,
 "message_text": "Treasure here",
 "User_account_id": 2

}`

Scenario	Input	Expected Result
Coordinate_latitude and coordinate_longitude exists	"coordinate_latitude": 50,	Error("Message cannot be placed there")

	"coordinate_longitude": -60,	
Coordinate_latitude and coordinate_longitude doesn't exist	default	"id":2 "coordinate_latitude": 49.262209793949296, "coordinate_longitude": -123.25068964753649, "message_text": "Treasure here", "User_account_id": 2 }
Coordinate_latitude is invalid	Coordinate_latitude = 91	Error("Coordinate latitude is not between -90 and 90"
Coordinate_longitude is invalid	Coordinate_longitude = -182	Error("Coordinate longitude is not between -180 and 180"
message _text is greater than 255 chars	Messsage_text = "Lorem ipsum dolor sit amet, nonummy ligula volutpat hac integer nonummy. Suspendisse ultricies, congue etiam tellus, erat libero, nulla eleifend, mauris pellentesque. Suspendisse integer praesent vel, integer gravida mauris, fringilla vehicula lacinia nona"	Error("Message Text name is not between 1 and 255 characters")
User_account doesn't exist	User_Account_id:0	Error("This user does not exist")

World Module, Message Store: Message updateMessage(int id, double coordinate_latitude,double coordinate_longitude, string message_text, int user_account_id)

```
Unless noted these are the default values
`{
    "id":2
    "coordinate_latitude": 49.262209793949296,
    "coordinate_longitude": -123.25068964753649,
    "message_text": "Treasure here",
    "User_account_id": 2
```

}`

Scenario	Input	Expected Result
Coordinate_latitude and coordinate_longitude exists	default	Return the updated Message
Coordinate_latitude and coordinate_longitude doesn't exist	"coordinate_latitude": 50, "coordinate_longitude": -60,	Error("Message does not exist")
Id exists	default	Return the updated Message
Id does not exist	Id: 0	Error("Message does not exist")
message _text is greater than 255 chars	Messsage_text = "Lorem ipsum dolor sit amet, nonummy ligula volutpat hac integer nonummy. Suspendisse ultricies, congue etiam tellus, erat libero, nulla eleifend, mauris pellentesque. Suspendisse integer praesent vel, integer gravida mauris, fringilla vehicula lacinia nona"	Error("Message Text name is not between 1 and 255 characters")
User_account doesn't exist	User_Account_id:0	Error("This user does not

	exist")

World Module, MessageStore: deleteMessage(int id)

Scenario	Input	Expected Result
Id exists	"1"	"Message Deleted"
Id doesn't exist	"0"	"Message Deleted"

World Module, MessageStore: deleteAllMessages()

Scenario	Input	Expected Result
Success		"All messages deleted"

World Module, MessageStore: List Message [] getMessagesByParameters(int id,double coordinate_latitude,double coordinate_longitude,double radius, string message_text, string user_account_id):

Scenario	Input	Expected Result
Id exists	"1"	Message of id
Id doesn't exist	"0"	0
X parameter exists		Message with X parameter
X parameter does not exist		0
No inputs		Returns all messages in the database

Interfaces:

```
Manage Locations
`{
    "location_name": "",,
```

```
"coordinate_latitude":,
"coordinate_longitude":,
"fun_facts": "",
"related_links": "",
"about": "",
"image_url": "",
"access_permission": "PUBLIC"
```

}`

Scenario	Action	Expected Behavior
Add Location	Add location non-existing location_name	"Location Added" Status code: 201
	Add location with existing location_name	"Duplicate Location" Status code: 400
	Add location with missing parameter	"Missing x" Status code:400
	Add location with invalid coordinate_latitude	"Cooridinate_latitude is not between -90 and 90" Status code:400
	Add location with invalid coordinate_longitude	"Coordinate Longitude is not between -180 and 180" Status code:400
	Add location with invalid image url	"Image URL is invalid" Status code:400
Get Location	Get location with blank location name	Returns all the locations inside the database Status code:200
	Get location with existing location name	Returns the location with the associated location name Status code:200
	Get location with non-existing location name	Returns an empty array Status code:404
	Get location with	Returns all locations with

	access_permission = "PUBLIC"	"PUBLIC" access_permissions Status code:200
Delete Location	Delete with Location name is blank	Cannot delete Status code:404
	Delete with Location name exists	"Location deleted" Status code:200
	Delete with Location name that does not exist	"Location deleted" Status code:200
Update Location	Update with Location name is blank	Cannot update Status code:404
	Update with Location name exists	"Location updated" Status code:200
	Update with Location name that does not exist	Cannot update Status code:404

Manage Messages

```
`{
    "id":
    "coordinate_latitude":,
    "coordinate_longitude":,
    "message_text": ""
}`
```

Scenario	Action	Expected Behavior
Add Message	Add message on already existing coordinates	"Cannot add a message there" Status code: 400
	Add message on new coordinates	"Message added" Status code: 200
	Add message with missing parameters	"Missing x" Status code:400
	Add message with invalid coordinate_latitude	"Cooridinate_latitude is not between -90 and 90"

		Status code:400	
	Add message with invalid coordinate_longitude	"Coordinate Longitude is not between -180 and 180" Status code:400	
	Add message with text greater than 255	"Message text is not between 1 and 255" Status code:400	
Get Message	Get message with blank id	Returns all the messages inside the database Status code:200	
	Get message with existing id	Returns the message with the associated id Status code:200	
	Get message with non-existing id	Returns an empty array Status code:404	
	Get a message with coordinates = (x,y) and radius = 10.	Returns all messages within 10 degrees of (x,y) Status code:200	
	Get messages with existing user_account_id	Returns all messages with user_account_id Status code:200	
Delete Message	Delete with id blank	Cannot delete Status code:404	
	Delete all messages	"All messages deleted" Status code:200	
	Delete with id exists	"Message deleted" Status code:200	
	Delete with id that does not exist	"Message deleted" Status code:200	
Update Message	Update with id blank	Cannot update Status code:404	
	Update with id that exists	"Message updated" Status code:200	
	Update with id that does	Cannot update	

	not exist	Status code:404
--	-----------	-----------------

Puzzles

Scenario	Action	Expected Behavior
Get AR items	Get AR items at location x (location exists)	Return AR model Status code: 200
	Get AR items at location x (location does not exist)	Invalid location error Status code: 404

Front-end:

Manage profile

Action	Expected Behavior
The user clicks on the profile button on the main page.	If the user is not logged in yet, the login page appears prompting the user to login using their Google account. If the user is logged in, the profile page appears, displaying the user's display name, score, collection of creatures and any puzzle pieces they have obtained.
The user clicks on the "edit display name" button.	A text box is displayed and two buttons: "cancel" and "confirm".
The user clicks "cancel".	The text box and the two buttons disappear.
The user enters a display name that's not between 3-20 characters.	A toast message appears saying "Name must be between 3 and 20 characters!"
The user enters a display name that's within the required length and clicks "confirm".	The app displays their profile page with the updated name. The textbox and the two buttons disappear.
The user clicks on the "friends" button.	The app displays the friends page with a list of the user's friends and buttons for adding friends, removing friends, and checking outgoing and incoming friend requests.
The user clicks on the "+" button for	The app displays a text box and two

adding friends.	buttons: "send request" and "cancel".
The user clicks on the "cancel" button.	The text box and two buttons disappear.
The user enters the friend's name and clicks "send request".	The app displays "Friend request sent!" and the text box and the two buttons disappear. If the send fails, the corresponding error from the backend is displayed.
The user clicks on the "x" button for removing friends.	The app displays a text box and two buttons: "remove" and "cancel".
The user enters the friend's name and clicks "remove".	The app displays "removed successfully!" If the remove fails, the corresponding error from the backend is displayed.
The user clicks on the "" button.	The app displays the friend requests page with two buttons "outgoing friend requests" and "incoming friend requests".
The user clicks on the "outgoing requests" button.	The app displays a list of the user's outgoing friend requests.
The user clicks on the "incoming requests" button.	The app displays a list of the user's incoming friend requests.
The user clicks on a friend on the incoming friend requests list.	The app displays two buttons: "accept" and "decline".
The user clicks on "accept".	The app displays "Friend request accepted!" If it fails, the corresponding error from the backend is displayed.
The user clicks on "decline".	The app displays "Friend request denied!" If it fails, the corresponding error from the backend is displayed.

Explore locations

Action	Expected Behavior
User selects the "location" tab on the main page.	The app opens the location list screen displaying a list of locations
User selects a location from the list	The app confirm if the user want to

	explore the location by displaying a text asking if the user want to go to the location
User presses "Yes" for the selected location	The app displays a map with the location marked and a route from user's current location to the destination
User presses "No" for the selected location	The app displays the list of locations
User presses "Cancel" while the app displaying the map	The app returns to the main screen

Puzzles

Action	Expected Behavior
The user points their camera in a certain direction.	A set of AR interactable buttons is shown.
The user presses buttons in sequence.	If the sequence is correct, the app displays the achievement and scores they get, and the name of the secret location. If the sequence is wrong, the app displays a message: "wrong order, please try again".
The user points their camera in a certain direction where a puzzle piece is.	A puzzle piece is displayed.
The user clicks on the puzzle piece.	A message is displayed: "You have collected the puzzle piece!"

Non-functional requirements:

- Performance: When the user reaches the location they choose to go to, the app should display relevant information about the location within 1 second. This requirement can be tested by writing automated tests to change the location of the virtual device and record the time it takes from the location change to when the relevant info successfully shows up to check if the time is within 1 second. - Energy efficiency: After using the app for 5 minutes, the battery life should not drop by more than 1%. We plan to test this requirement by setting random automatic interactions with the app several times while recording the battery usage by using Battery Historian and AccuBattery.

Folder for tests:

(On develop branch)

- Frontend:
 - front end/app/src/and roid Test/java/com/example/ubc explore/Espresso Test. java
- Backend:

backend/users/users_server_mock.test.js backend/world/test/messages.test.js

backend/world/test/locations.test.js

Codacy Reports

Repository Dashboard Page:

https://app.codacy.com/gh/CPEN321-ubcexplore/CPEN321-final-project/dashboard?branch=main

Commit SHA: 0fe8a312433264df4b6566b6298a141c71476d8e Issues by Category



Issues by Pattern

- Unused Imports 25
 - import android.widget.TextView
- Field Declarations Should Be At Start Of Class 7
 - private Socket mSocket
- Unused Local Variable 5
 - MarkerOptions markerOptions = new MarkerOptions()

```
    Unused Private Field - 5
```

- o private int ID
- Unnecessary Constructor 5
 - public CameraFragment()
- Use Equals To Compare Strings 5

```
o if (user id == null || user id == "")
```

- No unused vars 5
 - const user id = req.params.user id
- Compare Objects With Equals 5

```
o if (user_id == null || user_id == "")
```

- No extra semi 4
 - o catch (err) { throw err; };
- One Declaration Per Line 3
 - o int lat = 0, lng = 0;
- Empty If Stmt 3
 - PackageManager.PERMISSION GRANTED){
- Inaccurate Numeric Literal 3
 - "duration": 3100000000
- Non Static Initializer 2
 - private Socket mSocket;
 - 0 {
 - o try {
- Security: Detect non literal fs filename 1
 - (function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])return s[e].ex}</p>

- Singular Field 1
 - private ActivityLocationMapBinding binding;
- Class Naming Conventions 1
 - public class recyclerAdapter extends
 RecyclerView.Adapter<recyclerAdapter.MyViewHolder> {
- ESLint8 n no-path-concat 1
 - o res.sendFile(dirname + "/index.html");
- No extra parens 1
 - (function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])}return s[e].ex</p>
- Uncommented Empty Method Body 1
 - public void onItemClick(AdapterView<?> parent, View view, int position, long id) {
- Node: No extraneous require 1
 - const { createProxyMiddleware } = require("http-proxy-middleware");
- No useless catch 1

- String To String 1
 - String response;

response.toString().equals("[]");

New cap - 1

(function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])}return s[e].ex</p>

No sequences - 1

- (function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])return s[e].ex}</p>
- No mixed operators 1
 - (function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])return s[e].ex}</p>
- Switch Stmts Should Have Default 1

One var - 1

o (function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])return s[e].ex}</p>

Yoda - 1

(function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])}return s[e].ex</p>

No return assign - 1

- (function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])return s[e].ex</p>
- Unnecessary Fully Qualified Name 1
 - public void onLocationChanged(android.location.Location newLoc) {
- Assignment In Operand 1
 - (function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])return s[e].ex}</p>
- No redeclare 1
 - var message text = req.query.message text;
- No void 1
 - (function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])return s[e].ex}</p>
- No unused expressions 1

(function(t){function e(e){for(var s,n,l=e[0],o=e[1],c=e[2],u=0,f=[];u<l.length;u++)n=l[u],Object.prototype.has OwnProperty.call(i,n)&&i[n]&&f.push(i[n][0]),i[n]=0;for(s in o)Object.prototype.hasOwnProperty.call(o,s)&&(t[s]=o[s]);d&&d(e);while(f.l ength)f.shift()();return r.push.apply(r,c||[]),a()}function a(){for(var t,e=0;e<r.length;e++){for(var a=r[e],s=!0,l=1;l<a.length;l++){var o=a[l];0!==i[o]&&(s=!1)}s&&(r.splice(e--,1),t=n(n.s=a[0]))}return t}var s={},i={app:0},r=[];function n(e){if(s[e])return s[e].ex}</p>

Commit SHA (after fixing issues): 13973c4bb894a21e5b7093b8b6b29ce6149004a2 0 issues left for all categories and all patterns.

Two Major Issues Found in Peer Group Code (Gruwup):

Backend - Duplicate Adventures:

When creating adventures it seems that multiple adventures of the same values (owner, title, location, etc.) can be created. While the creation returns a unique adventureld it seems unintuitive for events with the same information to exist.

Frontend - Should provide more feedback to the user:

It would be better if the user could be provided with more feedback when using the app. For instance, if the user fails to login, instead of getting a blank welcome page, the app can show a toast message (or other forms of message) informing the user of what went wrong, like internet connection issues or wrong credentials, so the user would know what to do. The same is true for other parts of the app, like when the user fails to logout or the profile page fails to load, they should be provided with relevant details.

Two Major Issues Peer Group Found in Our Code:

Frontend / Avoid Repetition:

Server addresses and api key values are repeated heavily in files for frontend code. It is recommended to make a common file for it / include the strings in strings.xml to avoid repetition.

Backend file structure/Readability:

The controller, service, and database code are all in one single file for each major module, with no clear boundaries in between the code to indicate which ones belong to which layer. This makes it very hard to read and understand the structure. Also all sql queries are hard coded, making it very hard to debug. A better way would be having a folder/file to document all the string for fields of each data model, and importing them as variables to insert into sql query strings, this ensures consistency in the code and makes database calls easier to debug.

Fixing Identified Issues:

Backend: Created an sql procedures for the users database (found in backend/users/database/user_procedures.sql) which the user server now uses to interface with the database rather than hardcoding queries. Example of code before and after is provided below

Code before in users_server.js:

```
async function createAccount(credentials) {
    //Ensure that default name is not already taken
    van displayName = await getName(credentials.name);
    const user_id = credentials.sub;

var user = new UserAccount(displayName, 0, Difficulty.Easy, 0, user_id);

var score = user.score;

var leaderboardParticipant = user.leaderboardParticipant;

var difficulty = user.difficulty;

var sql = `INSERT INTO useraccounts (user_id,displayName,score,leaderboardParticipant,difficulty)

VALUES ('${user_id}','${displayName}','${score}','${leaderboardParticipant}','${difficulty}')`;

return new Promise((resolve, reject) => {
    con.query(sql, function (err, result) {
        if (err) reject(err);
        console.log("Added account" + user_id);
        resolve(user);
    });

22    });

23 }
```

Code after in users server.js:

Code after in user procedures.sql

```
DROP PROCEDURE IF EXISTS createAccount;

DELIMITER |

CREATE PROCEDURE createAccount (IN id varchar(255), IN name varchar(45)) BEGIN

INSERT INTO useraccounts (user_id, displayName)

VALUES (id, name);

END |

DELIMITER;
```

Backend: Adjusted structure of users_server and added comments to break up code for better distinction between layers. Added comments at the start and end of different parts (controller, userstore, useraccount). Moved lower level functionality like UserAccount to the top of the file and higher level functionality like routing to the bottom of the file.

Note: After fixing this identified issue, codacy reported an unnecessary try block in the run function in users_server.js which we chose to ignore for similar reasons discussed in Piazza post @405.

Backend: Made MySQL queries softcoded for locations and messages server. If a table column name is changed, only one variable must be changed to change all other MySQL queries.

```
class Location{
   // \ \ MYSQL \ Location \ Table \ params \ into \ string \ from \ database\_queries/world\_database\_locations.sql
   static paramsName(){
       return {
           table_name: "locations",
          location_name: "location_name",
           coordinate_latitude: "coordinate_latitude",
          coordinate_longitude: "coordinate_longitude",
          fun_facts: "fun_facts",
          related_links: "related_links",
           about: "about",
          image_url: "image_url",
           access_permission: "access_permission"
   }
    constructor(location_name,coordinate_latitude,coordinate_longitude,fun_facts,related_links,about,image_url,access_permission = "PUBLIC"){
       this.coordinate_latitude = coordinate_latitude;
       this.coordinate_longitude = coordinate_longitude;
@@ -182,35 +202,35 @@ class Location{
// get messages from database by various parameters, coordinates +- 0.01, location_name, fun_facts, related_links, about, image_url, access_permission
async function getLocationsByParameters(location_name,coordinate_latitude,coordinate_longitude,radius = 0,fun_facts,related_links,about,image_url,access_permission)
   return new Promise((resolve, reject) =>{
      var sql = `SELECT * FROM locations WHERE`;
    var sql = `SELECT * FROM ${Location.paramsName().table_name} WHERE`;
       if(coordinate_latitude !== undefined){
          coordinate_latitude = parseFloat(coordinate_latitude);
           radius = parseFloat(radius);
    sql += ` coordinate_latitude BETWEEN ${coordinate_latitude - radius} AND ${coordinate_latitude + radius} AND `;
       sql += ` ${Location.paramsName().coordinate_latitude} BETWEEN ${coordinate_latitude - radius} AND ${coordinate_latitude + radius} AND `;
```

More location changes are in the commit a9778b388cf9b02c598c1db1873a8d574333cda4. More message changes are in the commit f41c13ffa487240b6fc9eda627d88902ce4a63ad.

Frontend: moved the server address and api key value to strings.xml and updated corresponding parts in the files.

```
@@ -38,7 +38,6 @@
38
       38
             import java.util.List;
39
       39
40
             public class LocationMapActivity extends FragmentActivity implements OnMapReadyCallback {
41
           - String apiKey = "AIzaSyDugR-uQNHu0yZSOh91qAmnw6ELDbd6i8A";
             private GoogleMap map;
ServerLocation destLoc;
42
      41
43
      42
44
      43
               Location currLoc = new Location("provider");
            @@ -125,14 +124,15 @@ private void drawDirections(LatLng origin, LatLng dest) {
125
      124
126
     125
                private String getDirectionsUrl(LatLng origin, LatLng dest) {
127 126
      127 +
128
      128
                   // Origin of route
      129
                   String str_origin = "origin=" + origin.latitude + "," + origin.longitude;
130
      130
131
     131
                   // Destination of route
    132
                   String str_dest = "destination=" + dest.latitude + "," + dest.longitude;
132
133 133
134 134
                    // Building the parameters to the web service
135
                   String parameters = str_origin + "%" + str_dest + "&key=" + apiKey;
      135
                   String parameters = str_origin + "&" + str_dest + "&key=" + getString(R.string.apiKey);
136
      136
     137
137
                    // Output format
138
     138
                    String output = "json";
  ····
```

```
v 🗘 2 🔳 👊 frontend/app/src/main/java/com/example/ubcexplore/AddLocationActivity.java 📮
              @@ -114,7 +114,7 @@ public void onClick(View v) {
114
       114
115
       115
                  private void uploadLocation() {
116
                      RequestQueue requestQueue = Volley.newRequestQueue(this);
117
                     String URL = "http://20.228.168.55/locations";
       117 +
                 String URL = getString(R.string.ip_address) + "/locations";
                      JSONObject jsonBody = new JSONObject();
119
      120
120
                      try {
v ♣ 2 ■■□□ frontend/app/src/main/java/com/example/ubcexplore/AddMessage.java [□
              @@ -90,7 +90,7 @@ private void submitMessage(String message,float lat, float lon, String id){
90
        90
                  private void uploadMessage(String message,float lat, float lon, String id){
91
92
                      RequestQueue requestQueue = Volley.newRequestQueue(this);
93
                   String URL = "http://20.228.168.55/messages";
       93
                   String URL = getString(R.string.ip_address) + "/messages";
                      JSONObject jsonBody = new JSONObject();
95
        95
 96
✓ ♣ 4 ■■■■ frontend/app/src/main/java/com/example/ubcexplore/CameraFragment.java [ □
              @@ -157,7 +157,7 @@ public void onClick(View v) {
157
      157
158
159
      159
                  private void getMessages() {
160
                    String URL = "http://20.228.168.55/messages/?coordinate_latitude=" + lat + "&coordinate_longitude=" + lon + "&radius=1";
                   String URL = getString(R.string.ip_address) + "/messages/?coordinate_latitude=" + lat + "&coordinate_longitude=" + lon + "&radius=i
161
       161
                      StringRequest stringRequest = new StringRequest(URL, new Response.Listener<String>() {
162
       162
                          public void onResponse(String response) {
              @@ -356,7 +356,7 @@ private void getLocationInfo() {
356
       356
       357
357
                      locationManager.requestLocationUpdates(LocationManager.GPS_PROVIDER, 1000, 0, (LocationListener) this);
                      Log.d(TAG, "lat: " + lat + ", lon: " + lon);
359
                    String URL = "http://20.228.168.55/locations/?coordinate_latitude=" + lat + "&coordinate_longitude=" + lon + "&radius=0.001";
       359
                   String URL = getString(R.string.ip_address) + "/locations/?coordinate_latitude=" + lat + "&coordinate_longitude=" + lon + "&radius=0
360
       360
                      StringRequest stringRequest = new StringRequest(URL, new Response.Listener<String>() {
361
       361
                          @Override
                          public void onResponse(String response) {
```

Other file changes are similar and can be found in commit (fdf21c1eeed5adc749133ab719b5d29fe2fb63c4)

Changes in Project Scope:

- Updated tests relating to locations and messages module for better coverage and error detection
- Deleted backend api check for valid user accout for messages
- Updated tests relating to users module for better coverage and to have more descriptive error messages
- Frontend: moved view AR functionality to the view AR button on the camera page.

Back-end Test Results:

Back-end test suites:

```
Users module item 6:
      /backend/users/ tests /user store.test.js
      /backend/users/ tests /user account.test.js
      Can be run from CPEN321-final-project/ with: npm test --
user store.test.js user account.test.js
Users module item 7:
      /backend/users/ tests /user login.test.js
      /backend/users/ tests /user leaderboard.test.js
      /backend/users/__tests__/user_changedifficulty.test.js
      /backend/users/ tests /user manageporfile.test.js
      Can be run from CPEN321-final-project/ with: npm test --
user login.test.js user leaderboard.test.js user changedifficulty.test.js
user manageprofile.test.js
      \backend\world\test\locations.test.js
      \backend\world\test\messages.test.js
      Can be run from CPEN321-final-project/ with: npx jest
locations.test.js messages.test.js
```

Location of .yml files:

.github\workflows

Code locations:

Users Module, UserStore: UserAccount findByName(String displayName):

Scenario	Input	Expected Result	Location in Git
Account with name exists	"John Doe"	Return: UserAccount of John Doe	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L37
Account with name does not exist	[assumes: Doe John is not the name of any account] "Doe John"	Return: Error ("Account with name does not exist")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L55
Empty string provided	и и	Return: Error ("No name provided")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L67
Provided name undefined	undefined	Return: Error ("No name provided")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L76

SQL Injection	[assumes: Test is not the name of any account] "Test\' OR \'1 = 1"	Return: Error ("Account with name does not exist")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L85
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Users Module, UserStore: UserAccount findById(String user_id):

Scenario	Input	Expected Result	Location in Git
Account with id exists	"1"	Return: UserAccount of John Doe	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L95
Account with id does not exist	[assumes: -1 is not the id of any account] "-1"	Return: Error ("Account with id does not exist")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L101
Empty string provided	α α	Return: Error ("No id provided")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L113
Provided id undefined	undefined	Return: Error ("No id provided")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p

			roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L122
SQL Injection	[assumes: 123 is not the id of any account] "123\' OR \'1 = 1"	Return: Error ("Account with id does not exist")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L131

Users Module, UserStore: UserAccount login(TokenInfo credentials)

Scenario	Input	Expected Result	Location in Git
Successfully login	credentials{sub: "1", name: "John Doe"}	Return: The UserAccount with id 1	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L142
Successful login of new account	[assumes: There is no account with id 1234] credentials{sub: "1234", name: "Doe John"}	Return: The newly created UserAccount Account added to the database	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L152
Credentials has no id	credentials{name: "Doe John"}	Return: Error ("No id provided")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53

			/backend/users/t ests/user_store.t est.js#L160
Credentials has no name and account does not already exist	[assumes: There is no account with id 1234] credentials{sub: "1234"}	Return: Error ("No name provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L169
Invalid id	credentials{sub: "abc", name: "Doe John"}	Return: Error ("Invalid id") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L181
Successful login of existing account with no name	[assumes: There is an account with id 1] credentials{sub: "1"}	Return: The UserAccount with id 1	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L147

Users Module, UserStore: UserAccount createAccount(TokenInfo credentials)

Scenario	Input	Expected Result	Location in Git
Successfully create an account	credentials{sub: 1234, name: "Doe John"}	Return: The newly created UserAccount Account added to the database	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L192

Account with name exists	[assumes: There exists an account with name John Doe] credentials{sub: 12345, name: "John Doe"}	Return: The newly created UserAccount with the name John Doe1 Account added to the database	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L200
Account with id exists	[assumes: There exists an account with id 1] credentials{sub: 1, name: "Johnny Doe"}	Return: Error("Account with id already exists") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L205
Credentials has no id	credentials{name: "Doe John"}	Return: Error("No id provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L213
Credentials has no name	credentials{sub: 1234}	Return: Error("No name provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L221
Invalid id	credentials{sub: "abc", name: "Doe John"}	Return: Error ("Invalid id") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53

	/backend/users/t ests/user_store.t est.js#L229
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Users Module, UserStore: List getGlobalLeaderboard()

Scenario	Input	Expected Result	Location in Git
No users exist		Return: []	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L239
No users are participating in leaderboards		Return: []	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L247
The leaderboard has participants	[assume: JohnDoe1, JohnDoe2, JohnDoe3 are all participating in leaderboards and have scores 20,10,5]	Return:[{displayNa me: "John Doe1", score: 20}, {displayName: "John Doe2", score 10},{displayName: "John Doe3", score 5}]	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_store.t est.js#L261

Users Module, UserAccount: UserAccount participateInLeaderboard(String user_id)

Scenario	Input	Expected Result	Location in Git
User is not currently participating in leaderboard	"1"	Return: Updated UserAccount (account.leaderboa rdParticipant = 1)	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3

		Database sets account to be a leaderboard participant	f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L47
User is already participating in leadboard	"1"	Return: Unchanged UserAccount Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L53

Users Module, UserAccount: UserAccount changeDifficulty(String user_id, String difficulty)

Scenario	Input	Expected Result	Location in Git
Successfully change difficulty	[assumes: The previous difficulty was Easy] "1", "Medium"	Return: Updated UserAccount (account.difficulty = "Medium") Database sets account difficulty to the new difficulty	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L61
Difficulty is the same as before	[assumes: The previous difficulty was Medium] "1", "Medium"	Return: Unchanged UserAccount Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L71
Provided difficulty is not "Easy" or "Medium"	"1", "Impossible"	Return: Error("Invalid difficulty") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9

			737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L76
Difficulty undefined	"1", undefined	Return: Error("No difficulty provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L86

Users Module, UserAccount: UserAccount addFriend(String user_id, String friendName)

Scenario	Input	Expected Result	Location in Git
Successfully send request to provided name	[assumes: Johnny Doe is another user] "1", "Johnny Doe"	Return: Updated UserAccount (account.outGoing Requests contains Johnny Doe) Database relationship created with status pending	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L338
Account with provided name does not exist	[assumes: No account has name Doe John] "1", "Doe John"	Return: Error("Account with name does not exist") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L351
Provided name undefined	"1", undefined	Return: Error("No name providedt") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou

			nt.test.js#L360
Sending a request to self	[assumes: This account is named John Doe] "1", "John Doe"	Return: Error("Cannot send requests to self") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L369
Already friends with the provided name	[assumes: This account is already friends with Anne Smith] "1", "Anne Smith"	Return: Error("Already friends with this user") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L378
Already sent a request to the provided name	[assumes: This account has already sent a request to Johnny Doe] "1", "Johnny Doe"	Return: Error("Already sent a request to this user") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L393
Provided name already sent a request to this account	[assumes: Joe Shmoe already sent a request to this account] "1", "Joe Shmoe"	Return: Error("Already been sent a request by this user") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L402

Users Module, UserAccount: UserAccount removeFriend(String user_id, String friendName)

Scenario Input Expected Result Location in Git	
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Successfully remove provided name	"1", "Anne Smith"	Return: Updated UserAccount (account.friends no longer contains Anne Smith) Database relationship deleted.	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L416
Account with provided name does not exist	[assumes: No account has name Doe John] "1", "Doe John"	Return: Error("Account with name does not exist") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L422
Provided name undefined	"1", undefined	Return: Error("No name provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L431
Not friends with the provided name	[assumes: Joe Shmoe is not friends with this account] "1", "Joe Shmoe"	Return: Error("User not on friends list") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L440
Removing self	[assumes: This account is named John Doe] "1", "John Doe"	Return: Error("Cannot remove self") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53

	/backend/users/t ests/user_accou nt.test.js#L449
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Users Module, UserAccount: UserAccount acceptRequest(String user_id, String friendName)

Scenario	Input	Expected Result	Location in Git
Successfully accept a request from provided name	"1", "Joe Shmoe"	Return: Updated UserAccount(Joe Shmoe now in account.friends instead of account.incomingR equests) Database relationship status updated to friends	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L460
Account with provided name does not exist	[assumes: No account has name Doe John] "1", "Doe John"	Return: Error("Account with name does not exist") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L467
Provided name undefined	undefined	Return: Error("No name provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L476
No request from provided name	[assumes: No request from Anne Smith] "1", "Anne Smith"	Return: Error("No request from this user") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53

			/backend/users/t ests/user_accou nt.test.js#L485
Accepting a request from self	[assumes: This account is named John Doe] "1", "John Doe"	Return: Error("Cannot accept a request from self") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L494
Already friends with the provided name	[assumes: This account is already friends with Joe Shmoe] "1", "Joe Shmoe"	Return: Error("Already friends with this user") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L503
Account already sent a request to provided name	[assumes: This account has sent a request to Johnny Doe] "1", "Johnny Doe"	Return: Error("Cannot accept outgoing requests") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L512

Users Module, UserAccount: UserAccount denyRequest(String user_id, String friendName)

Scenario	Input	Expected Result	Location in Git
Successfully deny a request from provided name	"1", "Joe Shmoe"	Return Updated UserAccount (Joe Shmoe removed from account.incomingR equests) Database	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t

	I	I	<u> </u>
		relationship deleted	ests/user_accou nt.test.js#L523
Account with provided name does not exist	[assumes: No account has name Doe John] "1", "Doe John"	Return: Error("Account with name does not exist") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L534
Provided name undefined	"1", undefined	Return: Error("No name provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L543
No request from provided name	[assumes: No request from Anne Smith] "1", "Anne Smith"	Return: Error("No request from this user") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L552
Denying a request from self	[assumes: This account is named John Doe] "1", "John Doe"	Return: Error("Cannot deny a request from self") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L561
Already friends with the provided name	[assumes: This account is already friends with Joe Shmoe]	Return: Error("Already friends with this user")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3

	"1", "Joe Shmoe"	Database not updated	f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L570
Account already sent a request to provided name	[assumes: This account has sent a request to Johnny Doe] "1", "Johnny Doe"	Return: Error("Cannot deny outgoing requests") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L583

Users Module, UserAccount: UserAccount setDisplayName(String user_id, String displayName)

Scenario	Input	Expected Result	Location in Git
Successfully change name	"1", "unique name"	Return: Updated UserAccount (account.displayNa me = "unique name") Database sets account name to "unique name"	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L283
Provided name is the same as old name	[assumes: John Doe was the old account name] "1", "John Doe"	Return: Unchanged account Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L290
Provided name is already taken	[assumes: There is an account with name Joe Shmoe] "1", "Joe Shmoe"	Return: Error("Name taken") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9

			737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L297
Provided name undefined	"1", undefined	Return: Error("No name provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L309
Provided name is too short	"1", "A"	Return: Error ("Name is not between 3 and 45 characters") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L318
Provided name is too long	"1", "ABCDEFGHIJKLM NOPQRSTUVWXY ZABCDEFGHIJKL MNOPQRST" (46 characters)	Return: Error ("Name is not between 3 and 45 characters") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L327

Users Module, UserAccount: UserAccount unlockLocation(String user_id, LocationInfo location)

Scenario	Input	Expected Result	Location in Git
Successfully unlock a location	"1", location{location_n ame: "Super secret spot"}	Return: Updated UserAccount (account.unlockedL ocations contains "Super secret spot") Database creates	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53

		connection between account and "Super secret spot"	/backend/users/t ests/user_accou nt.test.js#L99
Location has no name	location{}	Return: Error("Location missing fields") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L114
Already unlocked location	[assumes: Already unlocked location called "Super secret spot"] location_n ame: "Super secret spot"}	Return: Unchanged UserAccount Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L109
Unlock location that does not exist	[assumes: Location called "Fake Spot" does not exist] location{location_n ame: "Fake Spot"}	Return: Error("Location does not exist") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L133
Location is undefined	undefined	Return: Error("No location provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L123

Users Module, UserAccount: UserAccount unlockItem(String user_id, ARModel item)

Scenario	Input	Expected Result	Location in Git
Successfully unlock an item	"1", item{id:1}	Return: Updated UserAccount (account.collection.i tems contains item with id 1) Database creates connection between account and item with id 1	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L145
Item has no id	"1", item{}	Return: Error("Item missing fields") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L160
Already unlocked item	[assumes: Already unlocked location with id 1] "1", item{id: 1}	Return: Unchanged UserAccount Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L155
Unlock item that does not exist	[assumes: Item with id -1" does not exist] Iitem{id:-1}	Return: Error("Item does not exist") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L179
Item is undefined	undefined	Return: Error("No item provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9

	737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L169
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Users Module, UserAccount: UserAccount updateAchievements(String user_id, AchievementInfo achievement)

Scenario	Input	Expected Result	Location in Git
Successfully collect a new achievement	"1", achievement{id:1, type: "collection", points:1, image: "image"}	Return: Updated UserAccount (account.collection. achievements contains achievement, account.score is incremented by achievement.points) Database creates a new connection between account and achievement and updates account score	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L191
Successfully update an achievement	[assumes: Already collect achievement with id 1] "1", achievement{id:1, type: "collection", points:1, image: "image"}	Return: Updated UserAccount (account.collection. achievements contains the updated achievement and account.score is incremented) Database updates the related achievement by incrementing its points and updates account score	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L202
Achievement does not exist	[assumes: given achievement is not valid]	Return: Error("Achievement does not exist")	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p

	"1", achievement{id: -1, "collection", points:1, image: "image"}	Database not updated	roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L228
Achievement is undefined	"1", undefined	Return: Error("No achievement provided") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L218
Achievement is missing fields	"1", achievement{}	Return: Error("Achievement missing fields") Database not updated	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L209

Users Module, UserAccount: List getFriendsLeaderboard(String user_id)

Scenario	Input	Expected Result	Location in Git
Account has no friends	"1"	Return: []	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L241
Account has friends but none are participating in leaderboards	"1"	Return: []	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53

			/backend/users/t ests/user_accou nt.test.js#L253
Account has friends that are participating in leaderboards	[assume: Friend1, Friend2, and Friend3 are all participating in leaderboards, on the friends list and have scores 6,5,7]	Return: [{displayName: "Friend3", score: 7}, {displayName: "Friend1", score 6},{displayName: "Friend2", score 5}]	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_accou nt.test.js#L267

Manage Profile

Scenario	Action	Expected Behavior	Location in Git
Changing name	Change name to an available name	Return updated account Update account database with new name Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L45
	Change name to same name	Return unchanged account Database not updated Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L54
	Change name to a taken name	Name taken error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9

		<u> </u>
		737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L62
Change name to a name that is too short	Name length error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L70
Change name to a name that is too long	Name length error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L78
Change name of non-existing user	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L86
Change name with no name	No name provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L10 2
Change name with	No id provided error	https://github.com/

	no account id	Status code: 400	CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L94
Sending requests	Send a request to existing user	Return updated account Status code: 200 Add relationship to database	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L11 2
	Send a request to a non-existing user	No account with name error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L12
	Send a request to a friend	Already friends error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L13
	Send a request to a user twice	Already sent request error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3

		f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L12 9
Send a request to a user that has sent you a request	Already sent request by user error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L14 8
Send a request to self	Self request error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L15 9
Send a request from a non-existing user	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L17
Send a request with no name	No name provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53

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			/backend/users/t ests/user_manag eprofile.test.js#L18 7
	Send a request with no account id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L17
	Send a request with empty name	No name provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L19 5
Removing friends	Remove an existing friend	Return updated account Delete relationship from database Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L20 5
	Remove a non-existing user	No account with name error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag

		eprofile.test.js#L21 6
Remove a existing non-friend	Not friends error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L22 3
Remove self	Self request error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L23 0
Remove a friend from a non-existing user	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L23 7
Remove a friend with no account id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L24

	Remove a friend with no name	No name provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L25
Accepting requests	Accept an existing incoming request	Return updated account Update relationship in database Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L26
	Accept a request from a non-existing user	No account with name error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L27
	Accept a request that does not exist	No request error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L28
	Accept a request from self	Self request error Status code: 400	https://github.com/ CPEN321-ubcexplo

		re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L28 9
Accept a request from a friend	Already friends error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L29
Accept an outgoing request	Accepting outgoing request error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L30 5
Accept a request to a non-existing user	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L31 6
Accept a request with no name	No name provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3

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			f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L33 2
	Accept a request with no account id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L32
	Accept a request with empty name	No name provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L34 0
Denying requests	Deny an existing incoming request	Return updated account Delete relationship from database Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L35 0
	Deny a request from a non-existing user	No account with name error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53

		/backend/users/t ests/user_manag eprofile.test.js#L36 4
Deny a request that does not exist	No request error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L37
Deny a request from self	Self request error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L37
Deny a request from a friend	Already friends error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L38
Deny an outgoing request	Denying outgoing request error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag

			eprofile.test.js#L39 5
	Deny a request to a non-existing user	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L40 5
	Deny a request with no account id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L41 2
	Deny a request with no name	No name provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L41
Unlocking locations	Unlocking a location that is new	Return updated account Create account-location connection in database Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L42 8

Unlocking a location that was previously unlocked	Return unchanged account Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L44 0
Unlocking a location that does not exist	Location does not exist error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L47 3
Unlocking a location with empty location	Location missing fields error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L44 8
Unlocking a location for a non-existing account	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L45
Unlocking a location with no	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo

	account id		re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L46 4
Unlocking items	Unlocking an item that is new	Return updated account Create account-item connection in database Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L48 3
	Unlocking an item that was previously unlocked	Return unchanged account Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L49 7
	Unlocking an item that does not exist	Item does not exist error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L53 0
	Unlocking an item with empty item	Item missing fields Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3

			f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L50 5
	Unlocking a location for a non-existing account	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L51 3
	Unlocking a location with no account id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L52
Updating achievements	Updating an achievement that is new	Return updated account with new achievement and score Create new account-achieveme nt connection in database and update account score Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L54 0
	Updating an achievement that was previously collected	Return updated account with updated achievement and score	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9

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		Update account-achieveme nt connection in database and update account score Status code: 200	737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L55 4
	Updating an achievement that does not exist	Achievement does not exist error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L58 9
	Updating an achievement with empty achievement	Achievement missing fields Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L56 4
	Updating an achievement for a non-existing account	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L57
	Updating an achievement with no account id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9

			737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L58 0
Getting account	Get existing account	Return account with provided id Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L59 9
	Get non-exising account	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L60 6
	Get with no id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_manag eprofile.test.js#L61 3

Change difficulty

Scenario	Action	Expected Behavior	Location in Git
Change difficulty	Change difficulty to	Return updated	https://github.com/

	a new difficulty	account Update account in database with new difficulty Status code: 200	CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_chang edifficulty.test.js#L3 4
	Change difficulty to same difficulty	Return unchanged account Database not updated Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_chang edifficulty.test.js#L4
	Change difficulty to invalid difficulty	Invalid difficulty error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_chang edifficulty.test.js#L5 2
	Change difficulty with no difficulty	No difficulty provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_chang edifficulty.test.js#L6
	Change difficulty of non-existing user	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p

		roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_chang edifficulty.test.js#L6 9
Change difficulty with no account id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_chang edifficulty.test.js#L7 7

Login

Scenario	Action	Expected Behavior	Location in Git
Login	Login with valid token account does not exist	Return newly created account Create new account in database Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_login.t est.js#L33
	Login with valid token account already exists	Return account Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_login.t est.js#L42
	Login with valid	Return account with	https://github.com/

1			
	token name already taken	number appended onto name Status code: 200	CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_login.t est.js#L51
	Login with no token	No token error Status code: 500	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_login.t est.js#L66
	Login with invalid token	Invalid token error Status code: 500	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_login.t est.js#L75

Manage Leaderboards

Scenario	Action	Expected Behavior	Location in Git
View global leaderboard	View global leaderboard with participants	Return ranked list of usernames and scores Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_leader board.test.js#L53
	View global	Return empty list	https://github.com/

	leaderboard with no participants	Status code: 200	CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_leader board.test.js#L60
View friend leaderboard	View friend leaderboard with valid user id with friends	Return ranked list of usernames (that are friends to the user) and scores Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_leader board.test.js#L85
	View friend leaderboard with valid user id with empty friends list	Return empty list Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_leader board.test.js#L78
	View friend leaderboard of non-existing user	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_leader board.test.js#L110
	View friend leaderboard with no account id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t

			ests /user leader
			board.test.js#L117
Participate in leaderboard	Participate in leaderboard for first time	Return updated user account Update account in database to be leaderboard participant Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_leader board.test.js#L126
	Participate in leaderboard, already participating	Return user account No database updates Status code: 200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_leader board.test.js#L137
	Participate in leaderboard with non-exsiting user	No account with id error Status code: 404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_leader board.test.js#L144
	Participate in leaderboard with no account id	No id provided error Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/4b57cb3 f00ecad6cbb839e9 737d779d7fac97f53 /backend/users/t ests/user_leader board.test.js#L151

Manage messages use case

https://github.com/CPEN321-ubcexplore/CPEN321-final-project/blob/ab076ea85aed34c f6ec8b0a6a57a5300f6f724ce/backend/world/test/messages.test.js#L57

Manage locations use case

https://github.com/CPEN321-ubcexplore/CPEN321-final-project/blob/ab076ea85aed34c f6ec8b0a6a57a5300f6f724ce/backend/world/test/locations.test.js#L62

Scenario	Action	Expected Behavior	Location in git
Add Location	Add location non-existing location_name	"Location Added" Status code: 201	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/ab076ea 85aed34cf6ec8b0a 6a57a5300f6f724ce /backend/world/test /locations.test.js#L9 5
	Add location with existing location_name	"Duplicate Location" Status code: 400	
	Add location with missing parameter	"Missing x" Status code:400	
	Add location with invalid coordinate_latitude	"Cooridinate_latitud e is not between -90 and 90" Status code:400	
	Add location with invalid coordinate_longitud e	"Coordinate Longitude is not between -180 and 180" Status code:400	
	Add location with invalid image url	"Image URL is invalid" Status code:400	

Get Location	Get location with blank location name	Returns all the locations inside the database Status code:200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/ab076ea 85aed34cf6ec8b0a 6a57a5300f6f724ce /backend/world/test /locations.test.js#L3 40
	Get location with existing location name	Returns the location with the associated location name Status code:200	
	Get location with non-existing location name	Returns an empty array Status code:404	
	Get location with access_permission = "PUBLIC"	Returns all locations with "PUBLIC" access_permission s Status code:200	
Delete Location Delete with Location name is blank		Cannot delete Status code:404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/ab076ea 85aed34cf6ec8b0a 6a57a5300f6f724ce /backend/world/test /locations.test.js#L5 94
	Delete with Location name exists	"Location deleted" Status code:200	
	Delete with Location name that does not exist	"Location deleted" Status code:200	
Update Location	Update with Location name is	Cannot update Status code:404	https://github.com/ CPEN321-ubcexplo

blank		re/CPEN321-final-p roject/blob/ab076ea 85aed34cf6ec8b0a 6a57a5300f6f724ce /backend/world/test /locations.test.js#L4 25
Update with Location name exists	"Location updated" Status code:200	
Update with Location name that does not exist	Cannot update Status code:404	

Manage Messages

```
`{
    "id":
    "coordinate_latitude":,
    "coordinate_longitude":,
    "message_text": ""
}`
```

Scenario	Action	Expected Behavior	Location in git
Add Message	Add message on already existing coordinates	"Cannot add a message there" Status code: 400	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/afd02f93 4adab3c91775c361 bdee7bbae2b9853 4/backend/world/te st/messages.test.js #L98
	Add message on new coordinates	"Message added" Status code: 200	
	Add message with missing parameters	"Missing x" Status code:400	

	Add message with invalid coordinate_latitude Add message with invalid coordinate_longitud e Add message with	"Cooridinate_latitud e is not between -90 and 90" Status code:400 "Coordinate Longitude is not between -180 and 180" Status code:400 "Message text is	
	text greater than 255	not between 1 and 255" Status code:400	
Get Message	Get message with blank id	Returns all the messages inside the database Status code:200	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/ab076ea 85aed34cf6ec8b0a 6a57a5300f6f724ce /backend/world/test /locations.test.js#L3 40
	Get message with existing id	Returns the message with the associated id Status code:200	
	Get message with non-existing id	Returns an empty array Status code:404	
	Get a message with coordinates = (x,y) and radius = 10.	Returns all messages within 10 degrees of (x,y) Status code:200	
	Get messages with existing user_account_id	Returns all messages with user_account_id Status code:200	
	Get messages with non-existing	"This user does not exist"	

	user_account_id	Status code:400	
Delete Message	Delete with id blank	Cannot delete Status code:404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/ab076ea 85aed34cf6ec8b0a 6a57a5300f6f724ce /backend/world/test /locations.test.js#L5 94
	Delete with id exists	"Message deleted" Status code:200	
	Delete with id that does not exist	"Message deleted" Status code:200	
Update Message Update with id blank		Cannot update Status code:404	https://github.com/ CPEN321-ubcexplo re/CPEN321-final-p roject/blob/afd02f93 4adab3c91775c361 bdee7bbae2b9853 4/backend/world/te st/messages.test.js #L306
	Update with id that exists	"Message updated" Status code:200	
	Update with id that does not exist	Cannot update Status code:404	

Item 6 Jest Screenshots:

Users module:

```
File | % Stmts | % Branch | % Funcs | % Lines | Uncovered Line #s |

All files | 69.16 | 59.37 | 84.09 | 72 |
test_vars.js | 100 | 100 | 100 | 100 |
users_server.js | 68.58 | 59.37 | 84.09 | 71.45 | 513-530,537-554,560-578,584-605,612-631,638-659,665-686,692-706,713-730,737-754,761-778,785-799,806-811,817-830,854,910 |

Test Suites: 1 failed, 1 passed, 2 total
Tests: 3 failed, 78 passed, 81 total
Snapshots: 0 total
Time: 10.275 s
Ran all test suites matching /user_store.test.js|user_account.test.js/i.
```

- Uncovered lines/branches relate to database and other error handling that cannot be triggered. Additionally, code related to routing front-end requests is not covered
- Note: Tried mocking User Store when testing User Account but was unsuccessful

Item 7 Jest Screenshots:

Manage Profile:

Manage Leaderboard:

```
File | % Stmts | % Fanch | % Funcs | % Lines | Uncovered Line #5

All files | 35.21 | 14.39 | 42.04 | 36.1 |
test_vars.js | 100 | 100 | 100 | 100 |
users_server.js | 34.01 | 14.39 | 42.04 | 34.84 | 75.94,113,133,144,170-375,398,426-494,513-530,537-554,560-578,584-605,612-631,638-659,665-686,706,713-730,737-754,761-778,799,811,817-830,854,861-910

Test Suites: 1 passed, 1 total
Tests: 10 passed, 10 total
Snapshotzs: 0 total
Time: 8.192 s
Ran all test suites matching /user_leaderboard.test.js/i.
```

Change Difficulty:



Login:

 Note: Have not figured out how to programmatically use refresh tokens to generate id_tokens to be used for testing so doing it manually for now

```
File | X Stats | X Branch | X Funcs | X Funcs | Wincs | Uncovered Line #5

All files | 37.15 | 16.28 | 38.63 | 38.15 |

test_vars.js | 100 | 100 | 100 | 100 | 100 |

test_vars.js | 16.28 | 38.63 | 38.15 |

test_vars.js | 16.28 | 38.63 | 38.15 |

test_vars.js | 100 | 100 | 100 | 100 |

Test Suites: 1 passed, 1 total

Tests | 5 passed, 5 total

Snapshots: 0 total

Time: 2.73 |

Sna all test suites matching /user_login.test.js/1.
```

Login, Change Difficulty, Manage Profile, Manage Leaderboard:

 Uncovered lines/branches relate to database and other error handling that cannot be triggered. Also situations which cannot be triggered through the front end such as login with no id since the token will not be valid.

Manage Locations

- The uncovered lines happened due to either server startup errors or database error catching.
- Some are due to missing test coverage

Manage Messages

 The uncovered lines happened due to either server startup error, or database error catching.

File	 % Stmts	% Branch	% Funcs	 % Lines	Uncovered Line #s
All files		88.13			45, 005, 024, 226, 270
messages_server.js	93.41	88.13	92.98	96.8/	45,205,234,336,378

Backend Module Files:

Users Module: /backend/users/users_server.js

Locations Module: backend\world\locations_server.js

Messages Module: backend\world\messages_server.js

Front-end Tests:

Manage profile use case:

frontend\app\src\androidTest\java\com\example\ubcexplore\EspressoTest.java Puzzles use case:

frontend\app\src\androidTest\java\com\example\ubcexplore\EspressoTestAR.java Explore locations use case:

frontend\app\src\androidTest\java\com\example\ubcexplore\EspressoTestLocation.java

Because managing profile requires Google authentication, to run the tests for the manage profile use case, the serverClientId inside CameraFragment.java needs to be changed accordingly.

To run EspressoTestAR.java, one has to manually operate on the emulator a bit, since Espresso does not have hardware level access nor AR object recognition. Within the first 5 seconds after the test starts, the location of the device has to be set to a remote point far from any existing location, all of which are within UBC campus range, through extended controls->Location->Click on map->Set Location. After the emulator freezes on main camera scene, set location to a documented landmark, e.g. Engineering Cairn within 5 seconds. For the following test process, everytime when AR is activated, go to Extended controls->Virtual sensors->Device pose->Move and move the device around to let AR calibrate.

To run other tests, simply choose EspressoTest in Android Studio and click Run.

Espresso execution Log can be found in the frontend test result folder.

For all tests, the success criteria is if all check matches are true, and failure if at least one is false.

Non-functional Requirements Tests:

Performance: When the user reaches the location they choose to go to, the app should display relevant information about the location within 1 second.

displayLocInfo() inside
 frontend\app\src\androidTest\java\com\example\ubcexplore\EspressoTest.java

Energy efficiency: After using the app for 5 minutes, the battery life should not drop by more than 1%.

- This requirement was tested by using the app continuously for 5 minutes and checking that the battery on the phone did not drop by more than 1%.

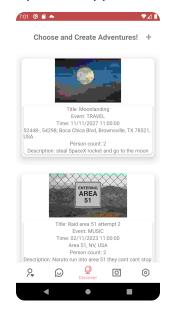
Customer Acceptance:

Major Fault in Peer Group's App (Gruwup):

- When searching and using the filter feature the user is able to apply filters without specifying a location or max number of people which causes the app to crash. This crash occurs when both the max number of people and location fields are blank and when max number of people is blank and location has a value.

- Event Sequence:

Open the app:



Go to search:





Click on filters:

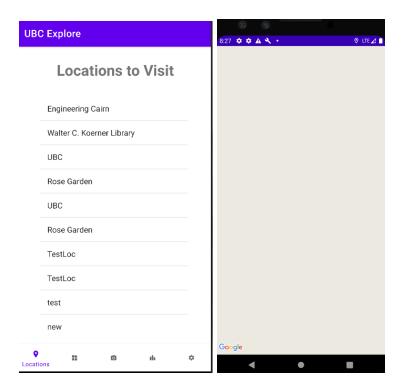


Apply filters:



Major Fault Found in Our App:

From the Location navigation tab, clicking on list items from Locations to Visit does not show the location of place (and only blank screen appears) on Google Map.



Member Contributions:

- Akshat: Wrote code for message and locations testing. Wrote the yml files for github actions
- Jane: Wrote espresso tests for the manage profile use case and performed tests for non-functional requirements.
- Dylan: Performed unit and integration testing of users module. Identified and formalized fault in peer groups app.
- Mei: Wrote espresso tests for explore locations and puzzles use cases.
 Implemented the AR module.