Test Plan and Report

Product Name: Callout Demon

Team Name: Callout Demon

Date: 6/04/24

User Story 1:

As a user practicing callouts, I want the option to be able to guess callouts using voice commands instead of clicking the map, so it is more like when playing the game.

Scenario 1: Voice Callouts Gamemode (Pass/Fail)

1. Change gamemode selector from click to vocal.

   Click Start Game.

   Hold 't', then release after guessing the callout location.

2. Displayed callout location image should change if the correct callout was said.

Scenario 1 Passes, for User Story 1

User Story 2:

As a user practicing callouts, I want to be able to add new callouts and edit existing callouts, so that I can practice custom callout names and locations I use with a team.

Scenario 1: Add Callout (pass/fail)

1. Press add callout button

   Drag to select callout area on map

   Enter the new callouts name

2. New callout appears on map

Scenario 2: Edit Callout (pass/fail)

1. Click on callout

   Enter the callouts new name

2. The callouts name changes on the map

Scenario 3: Delete Callout (pass/fail)

1. Click delete callout button

   Click on a callout

2. Callout disappears from map

Scenario 1, 2, 3 Pass for User Story 2.

User Story 3:

As a user practicing callouts, I want a callout name to be displayed under the map, so that I can guess the callout location on a map by clicking that location.

Scenario 1: Click Callout Gamemode (Pass/Fail)

1. Change gamemode using the selector to click

   Click the Start Game button

   Random callouts should display on the bottom screen

2. Pressing the correct callout on the image should change the callout on the bottom

Scenario 1 Pass for User Story 3

User Story 4:

As a user, I want to have clear feedback when I'm struggling with the click gamemode and adding callouts.

Scenario 1: Add Callout feedback (Pass/Fail)

1. Click Add Callout Button

   Click on map and drag

Move cursor outside of Image Container

Mouse cursor back into Image Container

Release Click

2. Dragbox created when adding callout

Scenario 2: Click Gamemode Hint (Pass/Fail)

1. Select Click as the gamemode

Press the start game button

Click an incorrect location on the map (x3)

Click Hint on Map

2. Hint is displayed on map

Scenario 1, 2 Pass for User Story 4

User Story 5:

As a user, I want to be able to save my callouts on the website.

Scenario 1: Create Account / Sign In (pass/fail)

1. Press Sign In/Create Account button

Google auth sso popup appears

Choose account to sign in with

2. Map data should now be based on signed in account

Scenario 2: Saving Callouts (pass/fail)

1. Sign In

Add new callout to map

Click Save callouts button

2. Local map data should be saved to the database

Scenario 1, 2 Pass for User Story 5.