

Test Plan and Report

System Test Scenarios: Provide a list of system test scenarios. Ideally, the scenarios should relate to specific user stories and associated acceptance criteria.

A scenario is a list of system level interactions (including precise input and output) a user would follow to determine that each user story has been completed; i.e., all the acceptance criteria for a user story are met.

Proposed Scenario:

- A. User story 1: As a user I want to create an account to play VocabVenture.
- B. User story 2: As a registered user I want to view a map showing everything I can do in the game.
- C. User story 3: As a registered user I want to learn words in a specific category/genre.
- D. User story 4: As a registered user I want to review all the words I have learned.
- E. User story 5: As a registered user I want to switch between French and Spanish modes.
- F. User story 6: As a registered user I want to get quizzes to test my proficiency.
- G. User story 7: As a registered user, I want a variant gaming experience.

Scenario 1: Create Account (Pass/Fail)

1. Access VocabVenture website; select 'register'; type
name = <username in alphanumerics, case sensitive>
password = <string in alphanumerics, case sensitive>
Press Enter Key
2. On success, the user will be directed to language select page.
3. On failure, the user will be prompted to re-enter a different username/password
4. User may close the browser and open again, using login button to enter their account.

Scenario 2: Enter main page (Pass/Fail)

1. After register/login, click on Spanish.
2. Then the user shall see the map with options:
 - a. Learn about Colors (Pass/Fail)
 - b. Learn about food (Pass/Fail)
 - c. Learn about Clothing (Pass/Fail)
 - d. Learn about School (Pass/Fail)

- e. Test your understanding (Pass/Fail)
- f. DICTIONARY (Pass/Fail)
- g. MENU (Pass/Fail)

Scenario 3: Learn mode (Pass/Fail)

- 1. Click into any of the four “Learn about ...” options. (Pass/Fail)
- 2. View NPC’s greetings, and click NEXT. (Pass/Fail)
- 3. The NPC should prompt user a word, and user type in to learn the word. (Pass/Fail)
- 4. The user can quit to map whenever they want. (Pass/Fail)

Scenario 4: Dictionary mode (Pass/Fail)

- 1. To review all words, click DICTIONARY tab to enter dictionary mode. (Pass/Fail)
- 2. The dictionary shall show words with their English representation, definition, and image. The first page will show two words that user has learned. To view more words, the user will click the bottom corners of the dictionary book. (Pass/Fail)

Scenario 5: Language switcher (Pass/Fail)

- 1. From either map view or the dictionary mode, the user can return to language select page. (Pass/Fail)
- 2. User can choose another language, French, to start their game. (Pass/Fail)
- 3. Click the dictionary tab, the user should see that they have not learned any word in this language. (Pass/Fail)
- 4. Proceed to learn mode, and do the same as scenario 3 to reproduce the game experience in French mode. (Pass/Fail)

Scenario 6: Quiz mode (Pass/Fail)

- 1. In the map view, the user can click the forest icon to enter the outskirts page. (Pass/Fail)
- 2. In the outskirts page, the user can select to start the quiz or return to map view. (Pass/Fail)
- 3. Click on either of the 3 buttons:
 - A. Click the “TYPE” button, the user will enter typing challenge mode. (Pass/Fail)
 - a. The user will see a countdown timer, a picture plus an English representation of a word. The user must type in the correct spanish/french word before the timer goes to zero. (Pass/Fail)
 - b. On success, the user will be prompted "Correct!". Then, next quiz will appear. (Pass/Fail)
 - c. On failure, the user will be prompted "Try again!". Then, the user can type in the word another agian. (Pass/Fail)
 - d. On time out, the user will be forced to stop typing, and will continue to the next word (Pass/Fail)
 - B. Click the “MULTIPLECHOICE” button, the user will enter multiple-choice challenge mode. (Pass/Fail)

- a. The user will see a countdown timer, a picture plus an English representation of a word, and four choices. The user must select one choice to proceed. (Pass/Fail)
 - b. On success, the user will be prompted "Correct!". Then, next quiz will appear. (Pass/Fail)
 - c. On failure, the user will be prompted "Try again!" Then, the user can select another word. (Pass/Fail)
 - d. On time out, the user can no longer click and will continue to the next word (Pass/Fail)
- C. Click the "Quiz" button, the user will see all the abovementioned challenge modes in random order. (Pass/Fail)
 - a. On each success, the page will pop up next problem. (Pass/Fail)
 - b. On each failure, the page will prompt the user "Incorrect", and change to next question in 3 seconds. (Pass/Fail)
 - c. On time out, the page will print a report containing how many words the user got correct. (Pass/Fail)

Scenario 7: Variant experience.

1. In the outskirts page, the user can select the difficulty level. Higher difficulty means less amount of time to complete the quizzes. (Pass/Fail)
2. Higher difficulty will more likely quiz the user the least proficient words. (Pass/Fail)
3. In learn mode, the NPC will have different conversations when teaching the words. (Pass/Fail)

Unit tests:

node /module/frontend/client/testscript.js