Product Name: Dunes
Team Name: Dudes
12/3/17

System and Unit Test Report

System Test Scenarios:

Sprint 1:

- User Story 2: As a user, I want a language to create web scrapers with
  Scenario:

1) Open our app
2) Drag a download module to get a web page
3) Drag select modules in to edit page
4) Use other modules for additional functionality

- User Story 3: As a UI developer, I want to have an initial version of the UI so that we can have the basic placement and connection of blocks in place.
  Scenario:

1) Open our app
2) Drag blocks to see connection
3) UI in place as can be seen

Sprint 2:

- User Story 1: As a user, I want to have basic block types to perform simple actions like downloading and parsing web pages so that I can easily create web scrapers.
  Scenario:

1) Open app
2) Load a demo file that we've prepared -- NBAStats.dunes
3) Set node and npm paths in options dialog
4) Hit the run code button
5) Set CSV save file location
6) Open save file -- should have various stats listed in CSV format

- User Story 2: As a user, I want to be able to export generated code so that I can use the web scraper I've created elsewhere
  Scenario:

1) Open app
2) Drag some modules into block area
3) Hit Generate
4) Set destination for the CSV and code generated
5) Open javascript file created

- User Story 3: As a user, I want an easy to use UI so that I can access the features in a simple, easy to use manner.
  Scenario:

1) Open app
2) Drag blocks into blockarea/double click
3) Click buttons to do various tasks
4) Edit configurations on blocks themselves inside blockarea

Sprint 3:

- User Story 1: As a user, I want more block types, such as conditionals, loops, and post data, so that I can create more complicated scripts
  Scenario:

1) Open app
2) Load NBAStats.dunes
3) Blocks such as for each and scope are used to perform more advanced parsing
4) Set node and npm paths
5) Hit run code
6) Look at the generated CSV file

- User Story 2: As a user, I want there to be the ability to save and load the scripts so that I can continue working on them later

1) Open app
2) Add any number of blocks to the block area.
3) Click save.
4) Exit app
5) Open app
6) Click load and load the script you saved.

- User Story 4: As a user, I want to be able to export generated code so that I can use the web scraper I've created elsewhere.
  Scenario:

1) Open app
2) Add any number of blocks into block area
3) Click generate
4) Set destinations for CSV and javascript
5) Click generated javascript

- User Story 5: As a user, I want a nice UI so that I can perform code generation.

1) Open app
2) Drag, add blocks into the app, create a script if you want to.
3) Click generate code.

Sprint 4:

- User Story 1: As a user, I would like an easy to install package
  Scenario:
    For Mac:
      1) Go to https://github.com/Colecf/Dunes
      2) Download the Dunes.app folder under Dunes_Release_Mac
      3) Run the Dunes.app application
    For Linux:
      1) Go to https://github.com/Colecf/Dunes
      2) Download Dunes_Release_Linux folder
      3) Run the AppRun file

- User Story 2: As a user, I would like to be able to drag blocks and for there to be an indicator
  Scenario:

1) Open app
2) Drag 1 block into blockarea
3) Indicator will appear when 2nd block is dragged into blockarea
4) If there are multiple blocks in blockarea, indicator will appear any block is dragged

- User Story 4: As a user, I want there to be the ability to save and load the scripts so that I can continue working on them later
  Scenario:

1) Open app
2) Add any number of blocks to the block area.
3) Click save.
4) Exit app
5) Open app
6) Click load and load the script you saved.

- User Story 5: As a user, I want the ability to delete blocks
  Scenario:

1) Open app
2) Add blocks to block area
3) Select a block
4) Press delete/backspace

Unit Test: Please refer to the Testing file in our git repo