**Trello:** [**https://trello.com/b/hnU8ma5N/zenquest**](https://trello.com/b/hnU8ma5N/zenquest)

**Functionality Testing**

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| Description | Input | Expected Outcome | Actual Outcome (w/ screenshots) | Pass |
| Daily quests - Expected | Any text in the daily quest entry field | Daily quest is added to list, and a toast message pops up (same for all types of quests) |  |  |
| Daily quests – Invalid | Empty entry field/ only spaces | User is unable to add quest |  |  |
| Habits - Expected | Any text in the habit entry field | Habit is added to list  Green label if positive; red label if negative |  |  |
| Habits – Invalid | Empty entry field/only spaces | User is unable to add habit |  |  |
| Main quests - Expected | Any text in the main quest entry field, with or without due date.  (User can only choose a future date from the calendar pop-up) | Main quest is added to list  If due date is selected, it is shown as a small label under the quest |  |  |
| Main quests - Boundary | User manually enters a due date that is the day before current date  User enters current date or the following day | If the due date is a day before current date, error message shows up.  If due date is current date or the next day, accept |  |  |
| Main quests - Invalid | Empty entry field/ only spaces  Any date before the current date is chosen. | Empty: user is unable to add quest  Invalid date: error message shows up |  |  |
| Side quests – Expected | Any text in the side quest entry field | Side quest is added to list |  |  |
| Side quests – Invalid | Empty entry field/ only spaces | User is unable to add quest |  |  |
| Quest Completion - Expected | User clicks the tick/plus buttons | For main and side, quest is removed.  For daily and habits, quest counter increases by 1.  XP is added depending on quest type, and Zen Coins are added depending on chance (50% at level 1), with toasts indicating specific numbers). XP progress bar and Zen Coins display are updated.  For negative habits, HP is deducted (no rewards). HP progress bar is updated. |  |  |
| Quest Removal – Expected | User empties out an existing quest item | The quest is removed from the list, and a toast pops up |  |  |
| Market – Custom Rewards – Expected | User enters a real-life reward with name, description and price | Reward is added to list |  |  |
| Market – Custom Rewards – Boundary | 0 is entered as price  1 is entered as price | 0: error message  1: accepted |  |  |
| Market – Custom Rewards – Invalid | Any field is left empty/ only spaces | Error message pops up |  |  |
| Market – Any Item (Weapons/  Equipment/  Potions) – Expected | User clicks Purchase button with enough Zen Coins | User successfully buys the item, and it is added to inventory. Zen Coins is deducted according to price. Item stats added to user. |  |  |
| Market – Any Item - Boundary | User has 99 Zen Coins and tries to buy an item that costs 100  User has 101 Zen Coins and tries to buy an item that costs 100 | 99: error message pops up  101: user successfully buys the item, and it is added to inventory. Zen Coins is deducted according to price. |  |  |
| Market – Any Item – Invalid | User clicks Purchase button with insufficient Zen Coins | Error message pops up |  |  |
| Inventory - Expected | Weapons/Equipment: User clicks Equip button  Potions: User clicks Use button  User clicks Sell button | Equip: User gains extra bonuses depending on the weapon/equipment. If an item is already equipped, the new item is equipped in place of it.  Use: User gains bonuses from potions  Sell: Item is sold for half its price. If weapon/equipment, item stats are removed. |  |  |
| Nav bar - Expected | User clicks a nav button | User is taken to respective page.  Quests -quest page  Market- market page  Items - inventory page |  |  |
| Mini HUD - Expected | User scrolls past the main HUD  User clicks the hide button at top right corner (hides header and main HUD) | The mini HUD shows up at top of the screen. |  |  |
| HTML/CSS Validation |  |  |  |  |
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Things to test:

* **Functionality:**
  + **Link Testing:** Check all links (internal, external, anchor, and MailTo) to ensure they work as expected and lead to the intended pages.
  + **Form Testing:** Test all forms, including input validation, data handling, default values, and scripting.
  + **Cookie Testing:** Ensure cookies (sessions) are handled correctly for user experience and security.
  + **HTML/CSS Validation:** Verify that the website uses correct HTML and CSS and that there are no syntax errors.
* **Usability:**
  + **User Experience (UX) Testing:** Evaluate the website's ease of use, intuitive design, and readability.
  + **Content Testing:** Ensure content is clear, concise, and well-organized, with proper spelling and grammar.
  + **Readability Testing:** Audit the website's content to ensure readability with short paragraphs, bullet points, and adequate whitespace.
  + **Visual and Design Appeal:** Test the website's visual appearance, including layout, color schemes, and typography.
* **Performance:**
  + **Site Speed:** Test page load times, error rates, and responsiveness to ensure the website performs optimally.
  + **Load Testing:** Simulate high traffic to ensure the website can handle multiple users without crashing.
* **Compatibility:**
  + **Cross-Browser Compatibility:** Test the website on different browsers and versions to ensure consistent rendering and functionality.
  + **Mobile Responsiveness:** Verify the website's layout and functionality on different mobile devices and screen sizes.
  + **Device Compatibility:** Test on different devices and operating systems to ensure a consistent user experience.
* **Security:**
  + **Security Testing:** Identify and address potential vulnerabilities, such as SQL injection and cross-site scripting.
  + **Payment Gateway Testing (If Applicable):** Ensure secure and reliable payment processing if your website has an e-commerce component.
* **Accessibility:**
  + **Accessibility Testing:** Ensure the website complies with accessibility standards (e.g., Web Content Accessibility Guidelines) to accommodate users with disabilities.