**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 quest types) | **To-do** |  |
| 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. Quest is not removed. A completed daily quest is blurred (resets daily).  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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**User feedback**

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| Feedback | Improvements | Evidence |
| Add an option to hide the header/HUD. It becomes unnecessary and takes up space when the user is more familiar with the website | Added a button to hide the header and HUD. A mini HUD shows up at the top of the screen instead. |  |
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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.