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| Test report |
| For Synthesis assignment |



Test report

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| 1.1 | Clarified tests with result column | 3.06.2022 | Yordan Doykov |

# Introduction

This document aims to provide understanding based on the feedback received from the test cases presented first-hand in the Test Plan document.

Ongoing tests made on people with no prior knowledge of the application have generated data which is going to be summed up in the test report. Based on these results a recommendation to the client can be made about the state of the system

# Test Cases and the summary of the test

## Desktop application

|  |  |  |
| --- | --- | --- |
| TC-01 | Log in with correct credentials | Result:  Success |

As straight-forward as it can be. No bugs, exceptions or confusion of the person being tested has been encountered.

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| --- | --- | --- |
| TC-02 | Log in with incorrect credentials | Result:  Success |

No bugs have been found.

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| TC-03 | Log in with a non-staff account | Result:  Success |

Everything is as-expected. If an employee for some reason tries to log in with a player account, they are greeted by an error message.

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| TC-04 | Log Out | Result:  Success |

App works as intended. Current user data is cleared and awaits a new login. The log out button is easy to find.

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| TC-05 | Create account in the system | Result:  Success |

The process is straight-forward, no bugs have been encountered.

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| TC-06 | Create account with missing or incorrect details | Result:  Success |

The test subject wondered what would happen if he did not fill in the information. No bugs have been found.

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| --- | --- | --- |
| TC-07 | Add tournament to the system with correct information | Result:  Success |

Process is straight-forward, tournament is created and everything is bug-free.

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| --- | --- | --- |
| TC-08 | Create tournament with missing or incorrect information | Result:  Success |

No bugs have been found. System works as intended – shows an error message and takes no further action.

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| TC-09 | Access the list of pending tournaments in the system | Result:  Success |

Test subject was a little bit confused, as the pending tournaments are loaded by default. Still, the system loads the requested information and there are no bugs.

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| TC-10 | Access the list of ongoing tournaments in the system | Result:  Success |

The system loads the requested information and there are no bugs.

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| TC-11 | Access the list of ended tournaments in the system | Result:  Success |

The system loads the requested information and there are no bugs.

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| TC-12 | Edit tournament with correct information | Result:  Success |

This process is very similar to the one to create a tournament, so test subject was familiar with the way that this process works. No bugs found.

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| --- | --- | --- |
| TC-13 | Edit tournament with incorrect information | Result:  Success |

This process is very similar to the one to create a tournament, so test subject was familiar with the way that this process works. If the required field are left empty or non-valid, the system takes no further action and user is warned. No bugs found.

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| TC-14 | Edit tournament that starts in one week or has ended | Result:  Success |

The system displays error message and does not allow the staff member to reach the “Edit tournament” screen. Process is bug-free.

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| TC-15 | Delete a tournament successfully | Result:  Success |

User was very cautious with the scenario of deleting a tournament. Maybe it is a good idea to include a confirmation, as if a tournament is deleted the process cannot be reversed. System functions as intended.

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| TC-16 | Start any pending tournament | Result:  Success |

System generates a tournament’s schedule and everything is bug-free.

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| TC-17 | Tournament starts in more than 1 week | Result:  Success |

User is warned about the fact that a schedule cannot yet be generated. No bugs have been found.

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| TC-18 | Tournament schedule has already been generated | Result:  Success |

This case confused the test subject a little bit. There was no way for them to identify which tournaments have been scheduled, unless he goes to the “View games” screen and confirms if there are any games. Still, system works with no bugs found.

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| TC-19 | Conclude an ended tournament | Result:  Success |

Selected tournament is concluded and system ranks players in the tournament. System displays success message. No bugs have been found.

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| TC-20 | Tournament has not ended yet | Result:  Success |

Requires the user to pay attention to the timespan of a tournament, but nothing can really be done to amend this. Expected result is achieved with no bugs.

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| TC-21 | View all games to be played for a tournament | Result:  Success |

As straight-forwards as it can be. No issues or bugs encountered.

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| TC-22 | Register results of a concluded game with a correct score | Result:  Success |

Process felt intuitive to the user and no bugs have been found.

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| --- | --- | --- |
| TC-23 | Register results of a game with an incorrect score | Result:  Success |

This would be a very rare case to come by, as a result is entered only after a game is finished, which by itself means that the result must be valid. Still, system is bug-free and takes no further action upon entering a wrong result.

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| TC-24 | Register results of a not yet started game | Result:  Success |

Very similar to TC-20. Scenario requires the user to pay attention to the date of which the game is being played, but nothing can really be done to amend this. Expected result is achieved with no bugs.

## Web application

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| --- | --- | --- |
| TC-25 | User creates a player account with correct details | Result:  Success |

The process is straight-forward, no bugs have been encountered.

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| TC-26 | User creates an account with incorrect or missing information | Result:  Success |

The test subject wondered what would happen if he did not fill in the information. No bugs have been found.

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| --- | --- | --- |
| TC-27 | Log in with correct credentials | Result:  Success |

As straight-forward as it can be. No bugs, exceptions or confusion of the person being tested has been encountered.

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| --- | --- | --- |
| TC-28 | Log in with incorrect credentials | Result:  Success |

No bugs have been found.

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| TC-29 | Log Out | Result:  Success |

App works as intended. Current user data is cleared and awaits a new login. The log out button is easy to find.

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| --- | --- | --- |
| TC-30 | Go to tournaments page | Result:  Success |

As straight-forward as it can be. No bugs, exceptions or confusion of the person being tested has been encountered

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| TC-31 | Access the list of pending tournaments in the system | Result:  Success |

Very simple and intuitive, compared to the desktop application. There is no confusion as the section of tournaments that are currently being displayed is highlighted. No bugs have been found.

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| TC-32 | Access the list of ongoing tournaments in the system | Result:  Success |

The system loads the requested information and there are no bugs.

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| TC-33 | Access the list of ended tournaments in the system | Result:  Success |

The system loads the requested information and there are no bugs.

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| --- | --- | --- |
| TC-34 | See tournament details | Result:  Success |

As straight-forward as it can be. No bugs or exceptions have been found.

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| TC-35 | Register for a tournament | Result:  Success |

Very intuitive for the user. No problems encountered.

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| TC-36 | Try to register but already registered for the tournament | Result:  Success |

This scenario was rather confusing for the user, as it was hard to tell if they were registered for a tournament or not. The system does not hide the “Register” button if you have been registered for the tournament. Still, website shows an error message and everything works as expected.

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| TC-37 | Register for a tournament that begins in less than one week | Result:  Success |

The register button is hidden here and there is no confusion, as the page states that the tournament is not open for registration. No bugs have been found.

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| TC-38 | Register for a tournament that has reached maximum payer capacity | Result:  Success |

Yet again this was rather confusing for the user, as it was hard to tell if the tournament has reached maximum capacity. Possible solution is to hide the register button. No bugs have been found.

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| TC-39 | Deregister for a tournament | Result:  Success |

Very intuitive for the user. No problems encountered.

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| TC-40 | Try to deregister but not registered for the tournament | Result:  Success |

Similar to TC-36, the deregister button is visible even if a player is not registered. Still, website shows an error message and everything works as expected.

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| TC-41 | Deregister for a tournament that begins in less than one week | Result:  Success |

There was no confusion here, as the registration period is over and the deregister button is hidden. No bugs or exceptions have been found.

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| --- | --- | --- |
| TC-42 | User sees their profile | Result:  Success |

As simple as it can be. System is bug-free.

# Recommendation to the client

System is working as expected and no bugs have been found throughout the thorough testing of the applications. Tests were conducted with users that had no prior knowledge to the application. There were some minor issues and confusions that can possibly be taken into consideration, but other than that, the system is ready for deployment.