

# CZ3003 - Software System Analysis & Design

# Lab 3 Deliverables

Project Name: Food Wars

Group Name: Team 1

Lab group: TDDP3

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#### **Testing Summary**

For our Blackbox testing, our team has adopted the mocha package. A total of 35 test cases were conducted for all the various components and all of them have passed.

```
### Indexis _ Mosets  
### Index  
### Index
```

We will go into the details for each component's testing in the document below!

#### Sample Script

The following is a sample snippet from our testing scripts which is testing for whether the character object retrieved from the server has the necessary properties:

```
//Test GET

describe('GET character with id', () => {
    it("This should get a character", (done) => {
        chai.request(server)
        .get("/character")
        .query({id: trial_id})
        .end((err, res) => {
            expect(res).to.have.status(200);
            expect(res).to.be.json;
            expect(res.body).to.have.property('characterName');
            expect(res.body).to.have.property('characterDescription');
            expect(res.body).to.have.property('characterSprite');
            expect(res.body).to.have.property('characterID').eq(trial_id);
            done();
            })
      })
```

#### **Detailed Test Results - Testing Character API**

```
Testing Character API (character.controller.js)

GET character with id

✓ This should get a character (1241ms)

GET character with missing id param

✓ This should get an error message for missing id param

POST new character

✓ This should add a character (78ms)

DELETE character that does not exist

✓ This should not delete anything and return an error message (469ms)

DELETE existing character in the database

✓ This should delete an existing character (138ms)
```

#### **Detailed Test Results - Testing Item API**

```
Testing Item API (item.controller.js)

GET Shop powerup with 2 valid params

/ This should get all powerups in shop ($27ms)

GET leaderboard accessories with 2 valid params

/ This should get all accessories on the leaderboard (190ms)

GET shop powerup with missing itemType param

/ This should get an error message for missing itemType param

/ This should get an error message for missing itemType param

/ This should get an error message for missing itemType param

POST new item into the shop

/ This should add a item into the shop

DELETE item that does not exist

/ This should not delete any items and return an error message (120ms)

DELETE existing item in the items database
```

#### **Detailed Test Results – Testing Question API**

```
Testing Question API (question.controller.js)

GET questionList with valid param

/ This should get all questions for the specified primaryLevel (191ms)

GET questionList with invalid param

/ This should return an error message

GET questionList with invalid param

/ This should return an error message

GET questionList with invalid param

/ This should return an error message

GET questionList with missing param

/ This should get all questions for the specified primaryLevel

POST new question into the database

/ This should add a question into the database

DELETE non-existent question in the questions database with invalid qn param

/ This should return an error message (163ms)

DELETE existing question in the questions database with valid qn param

/ This should return an error message

DELETE should return an error message

DELETE should return an error message
```

#### **Detailed Test Results - Testing Restaurant API**

```
Testing Restaurant API (restaurant.controller.js)

GET Restaurant with valid param

\[
\This should get all dishes for the specified Restaurant (205ms)

GET Restaurant with invalid name param

\[
\This should neturn an error message (186ms)

GET Restaurant with missing name param

\[
\This should return an error message

POST new restaurant dish into the database

\[
\This should add a restaurant dish into the database (184ms)

DELETE non-existent restaurant in the restaurant database with invalid name param

\[
\This should return an error message (114ms)

DELETE extsurant in the restaurant database with missing name param

\[
\This should return an error message (115ms)

DELETE existing restaurant in the restaurant database with missing name param

\[
\This should return an error message (115ms)

DELETE existing restaurant in the restaurant database with valid name param

\[
\This should return an error message (115ms)

DELETE existing restaurant in the restaurant database with valid name param

\[
\This should delete a restaurant (127ms)

\]
```

#### **Detailed Test Results - Testing User API**

# **Test Cases**

Test#	Component	Test Name	Expected Result	Status
1	Character	GET character with id	A character object is returned from the	Passed
			database	
2	Character	GET character with missing id param	An error message for missing id param	Passed
3	Character	POST new character	Adds a character to database	Passed
4	Character	DELETE character that does not exist	Nothing is deleted and an error message is returned	Passed
5	Character	DELETE existing character in the database	Delete an existing character	Passed
6	Item	GET Shop powerup with 2 valid params	Get all powerups in shop	Passed
7	Item	GET leaderboard accessories with 2 valid params	Get all accessories on the leaderboard	Passed
8	Item	GET shop powerup with missing itemType param	An error message for missing itemType parameter	Passed
9	Item	GET shop powerup with missing itemSource param	An error message for missing itemSource parameter	Passed
10	Item	POST new item into the shop	An item is added into the shop	Passed
11	Item	DELETE item that does not exist	No items are deleted and an error message is returned	Passed
12	Item	DELETE existing item in the items database	An existing item is deleted from database	Passed
13	Question	GET questionList with valid param	Returns all questions for the specified primaryLevel	Passed
14	Question	GET questionList with invalid param	An error message regarding invalid parameters is returned	Passed
15	Question	GET questionList with missing param	An error message regarding missing parameters is returned	Passed
16	Question	GET questionList with invalid param	An error message regarding invalid parameters is returned	Passed
17	Question	POST new question into the database	A question is added into database	Passed
18	Question	DELETE non-existent question in the questions database with invalid qn param	No questions are deleted and an error message regarding invalid parameters is returned	Passed
19	Question	DELETE question in the questions database with missing qn param	No questions are deleted and an error message regarding missing parameters is returned	Passed
20	Question	DELETE existing question in the questions database with valid qn param	An existing question is deleted from the database	Passed
21	Restaurant	GET Restaurant with valid param	All dishes for the specified Restaurant are returned	Passed
22	Restaurant	GET Restaurant with invalid name param	An error message regarding invalid name is returned	Passed
23	Restaurant	GET Restaurant with missing name param	An error message regarding missing name is returned	Passed
24	Restaurant	POST new restaurant dish into the database	New restaurant dish is added to the database	Passed
25	Restaurant	DELETE non-existent restaurant in the restaurant database with invalid name param	No restaurants are deleted and an error message regarding invalid name is returned	Passed
26	Restaurant	DELETE restaurant in the restaurant database with missing name param	No restaurants are deleted and an error message regarding missing name is returned	Passed
27	Restaurant	DELETE existing restaurant in the restaurant database with valid name param	A restaurant object is deleted from the database	Passed
28	Init	Check app status	The app is without error	Passed

29	User	GET user with a valid user_id param	User object with the corresponding id is returned	Passed
30	User	GET user with a invalid user_id param	An error message regarding invalid user_id is returned	Passed
31	User	POST new user into the database	A new user object is added into the database	Passed
32	User	PUT update existing user in the database with user_id param	The existing user object is updated in the database	Passed
33	User	PUT update non-existent user in the database with invalid user_id param	No user object is updated and an error message regarding invalid user_id is returned	Passed
34	User	DELETE non-existent user in the user database	No user is deleted and an error is returned	Passed
35	User	DELETE existing user in the user database	User object is deleted	Passed

<sup>\*</sup> Passed means that the result of running the test is consistent with the expected result

#### **Leaderboard Testing**

For the leaderboard component, the following tests were conducted:

- There were five rows of data in the leaderboard
- The users in the leaderboard were arranged in descending order by their elo
- All five rows of data were correct
- The table headers were all correct
- The sharing buttons for WhatsApp and Telegram were both present
- View Season Rewards Button was functioning on click

```
    ✓ LeaderboardTest
    ✓ leaderboard_content_check_correct_all_rows_have_elo
    ✓ leaderboard_content_check_correct_all_rows_have_name
    ✓ leaderboard_content_check_correct_all_rows_have_rank
    ✓ leaderboard_content_check_correct_five_rows
    ✓ leaderboard_header_my_elo_check_correct_text
    ✓ leaderboard_header_my_name_check_correct_text
    ✓ leaderboard_header_my_rank_check_correct_text
    ✓ leaderboard_rows_check_arranged_by_descending_elo
    ✓ telegram_logo_check_truthy
    ✓ view_season_rewards_button_on_click_success
    ✓ whatsapp_logo_check_truthy
```

## **Register Testing**

For the registration component, the following tests were conducted:

- All UI components, meaning the input boxes, dropdown and buttons, were functioning
- Missing information, be it username, email or password, prompted the user to enter them and registration fails
- The input boxes were containing the correct information after the information is entered
- Usage of an email already in the database would cause registration to fail due to duplicated emails
- · Registration is successful if all information are provided and valid

```
✓ RegisterTest
✓ all_ui_components_check_truthy
✓ correct_information_register_success
✓ duplicate_email_register_returns_warming
✓ email_input_on_text_entered_changed
✓ no_email_on_register_return_warming
✓ no_input_on_register_return_warming
✓ no_password_on_register_return_warming
✓ no_username_on_register_return_warming
✓ password_input_on_text_entered_changed
✓ username_input_on_text_entered_changed
✓ username_input_on_text_entered_changed
```

#### **Login Testing**

For the login component, the following tests were conducted:

- Missing information would cause login to fail and a warning message would appear to prompt the user for the missing information
- If the user entered is not in the database, a warning message is shown to inform that the user credentials does not exist
- If the wrong password is entered meaning it does not match the database's for the user, a warning message is shown to inform that the user credentials entered is invalid
- Login is successful if valid credentials are entered

```
✓ VoginTest

✓ LoginTest

✓ InvalidEmail_LoginButton_Onclick_Warning_Text

✓ MissingEmail_Input_LoginButton_Onclick_Warning_Text

✓ MissingPassword_LoginButton_Onclick_Warning_Text

✓ UserNotFound_LoginButton_Onclick_Warning_Text

✓ Valid_Input_LoginButton_Onclick_Warning_Text

✓ WrongPassword_LoginButton_Onclick_Warning_Text
```

#### **Inventory Testing**

For the inventory component, the following tests were conducted:

• Only items that are owned by the users are displayed on the inventory screen

```
InventoryTestdisplay_items_on_start_only_display_owned_items
```

# **Shop Test**

For the shop component, the following test were conducted:

- The powerups were displayed in the shop
- The accessory page is displayed when the user clicks on the tab to access the accessory page

```
    ShopTest
    activate_accessory_panel_on_click_load_accessory_page
    display_powerups_on_start_display_all_powerups
```

## **Single Mode Test**

For the single player mode component, the following tests were conducted:

- When a question is answered, the questions seen count increases as another question is shown
- When replay is selected, the points reset to zero
- When skip question is selected, the number of correct questions increases by one

```
✓ SingleModeTest

✓ answer_on_click_increase_questions_seen

✓ replay_on_click_reset_points

✓ skip_question_on_click_increase_correct_question
```