User Acceptance Testing: Test Plans

Feature: Login and registration

- *Test Case 1*: User inputs login information incorrectly (case sensitive) of data that exists in the database.
    - Acceptance criteria: Website does not allow user to login, and the user is notified of how to correctly input information.
    - Test Data: usernames and passwords of users
    - Test Environment: Localhost
    - Results: Notification that login information is incorrect ("Login is case sensitive").
- *Test Case 2*: User inputs password that doesn't have sufficient characters.
    - Acceptance criteria: The password should have at least 10 characters containing letters and numbers
    - Test Data: usernames and passwords of users
    - Test Environment: Localhost
    - Results: Notification that registration information is not sufficient ("Password must have 10 characters")

Feature: Managing Pokemon in collection

- *Test Case 1*: A logged-in user should be able to view the Pokémon in their collection
    - Acceptance criteria: Application queries the database for Pokemon associated with a user and correctly returns the Pokemon in their collection
    - Data: User credentials, associated Pokemon in database
    - Environment: Localhost
    - Results: Correctly displays all Pokemon in a user's collection
- *Test Case 2*: A logged-in user should be able to add Pokemon to their collection
    - Acceptance criteria: If a user tries to add a Pokemon to their collection, the application should first check and see if the Pokemon exists in their collection, and if not, the Pokemon should be added to their collection
    - Data: User credentials, Pokemon information, user collection information
    - Environment: Localhost
    - Results: If the Pokemon is already in the user's collection, display an error message. If the Pokemon is not already in the user's collection, add it to their collection and display a success message
- *Test Case 3*: Trading Pokemon with another user should swap the Pokemon in both users' collections correctly
    - Acceptance criteria: When two users trade Pokemon, ownership of the Pokemon the first user is trading should be transferred to the second user and vice versa. If the trade fails for whatever reason, both users' collections should remain unchanged
    - Data: Both users' credentials, the Pokemon in both users' collections
    - Environment: Cloud

○ Results: After the trade is complete, if successful, both users' collections should be updated correctly. If unsuccessful, the application should display an error message and leave both collections unchanged.

Feature: Search

- *Test Case 1*: User looks up "Eevee" in the search bar.
  - ○ Acceptance criteria: Correct pokemon is returned based on name searched
  - ○ Test Data: Pokemon within database
  - ○ Test Environment: Localhost
  - ○ Results: Eevee pokemon card is returned with all correct information.
- *Test Case 2*: The user types in a pokemon that doesn't exist
  - ○ Acceptance criteria: The pokemon that is searched is not in the database
  - ○ Test Data: Pokemon within database
  - ○ Test Environment: Localhost
  - ○ Results: Nothing is returned, meaning there are no cards under the search bar.
- *Test Case 3*: The user clicks "fire" on the filter bar
  - ○ Acceptance criteria: The fire option on the filter bar is clicked and once the search button is clicked it will display results
  - ○ Test Data: Pokemon within database
  - ○ Test Environment: Localhost
  - ○ Results: All fire elemental Pokemon cards are returned with the correct data.