

SRS for Trivia Web Game

Document Information

Date	October 13, 2023
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Document Version	1.0

Introduction

Purpose

The purpose of this SRS document is to define the requirements for the development of a QA Automation Framework to test the Trivia Web Game.

Scope

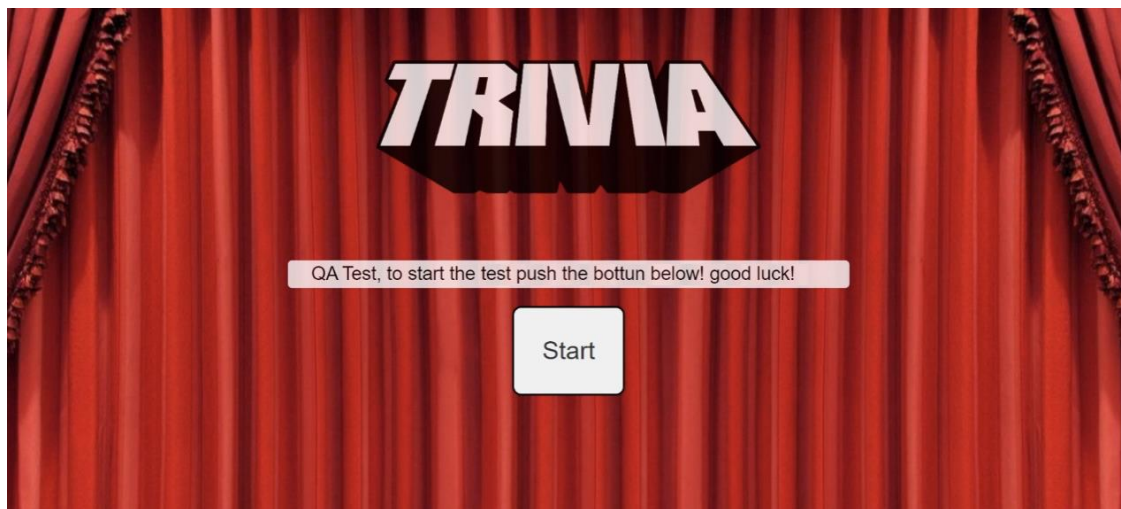
This document is a **Software Requirements Specification (SRS)** that describes the Trivia Web Game features. This document includes a set of use cases that describe user interactions that the Trivia Web Game must provide to the user for perfect interaction.

Overall Description

The Trivia web game is supported only by Google Chrome Browser.

In this game we must enter only 3 questions with 4 answer options to create our Trivia test, after creating the test we can quit or to play the game, if we start playing, we need to fill all the questions and after filling the last question we get 1 of 2 alerts, if we win we get a Success alert and if we lose we get a Failed alert.

The app opens with the starting page – The Home page. (See the image below)



We have the “Trivia” header and below it we have an information text to start and below it we have a “Start” button, the red background image will be the same and won't change from the start to the end of the game.

By clicking the “Start” button the first question form opens with a clickable “next” button and unclickable “Back” button. (See the image below)

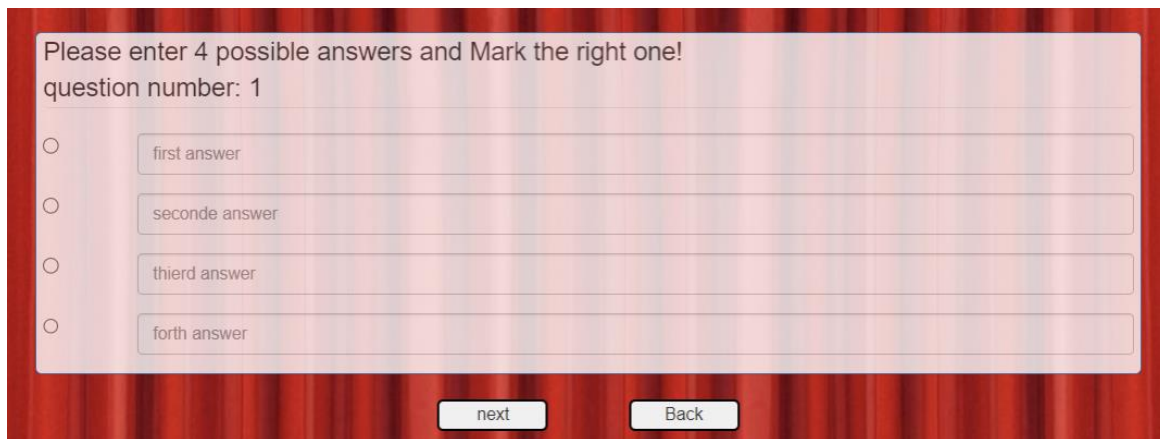
The image shows a form for entering a trivia question. It has a red curtain background. The form is a white rectangular box with a light gray border. Inside the box, the text "Please type here your question :" is followed by "question number: 1". Below this text is a text input field containing the text "gfdgdf". At the bottom of the form, there are two buttons: a white button with the text "next" and a gray button with the text "Back".

In the question field, the question we enter must be only in **English** letters and up to **50 chars** without including the question mark, we can add the question mark but if we don't add it the game will add it automatically.

If we enter a question with another language or if we enter a question with more than 50 chars and we click the "next" button, the question field content will be cleared/removed.

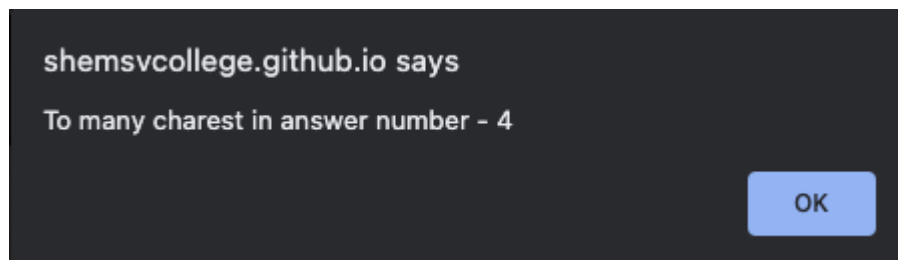
The "Back" button is unclickable in this step, the "next" button is clickable and after entering the question, by clicking it we move to the next step which is filling the answers form.

An answers form opens with 4 answers fields and 4 radio buttons, a clickable "next" button and a clickable "Back" button. (See the image below)

A screenshot of a web form titled "Please enter 4 possible answers and Mark the right one!" with "question number: 1". The form contains four radio buttons, each next to a text input field. The input fields are labeled "first answer", "seconde answer", "thierd answer", and "forth answer". At the bottom of the form, there are two buttons: "next" and "Back". The entire form is set against a red background with a vertical striped pattern.

In this form we must enter 4 answers, the answers must be only in **English** language and up to **30 chars**.

If we enter a string with more than 30 chars in one of the answers, an alert message will appear with the text "To many charest in answer number – the number of the answer field". (See the image below – in this image we entered 31 chars in the answer number 4)

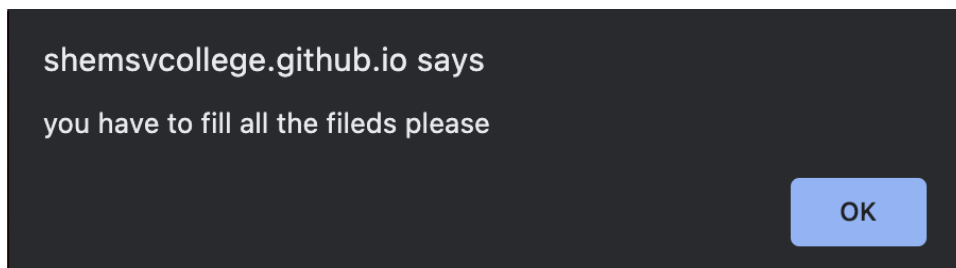


If we enter an answer in a language that's not English, the field we be cleared/removed after clicking the "next" button.

Next to each answer field we have a radio button, when the answers form opens, we don't have a selected radio button, we must select only one radio button that's next to the true answer, if we want to change the selection we can click on the new desired radio button and the selected radio button will be changed to "Unselected" and the new radio button will be selected.

Clicking on the "Back" button takes us back to the question form step that we can update.

If we don't fill in all the answer fields or if we don't check the radio button, an error message will pop up with the text "you have to fill all the fields please". (See the image below)



After clicking the "next" button we will be moved to the second question form, we can go back and forward between the steps from the first question form to the last question answers form (the third question).

By clicking the "next" button in the third question answers form after filling it, a new screen opens with a header which shows that we finished creating the Trivia test and we can quit or start playing by clicking one of the "Play" or "Quit" buttons. (See the image below)

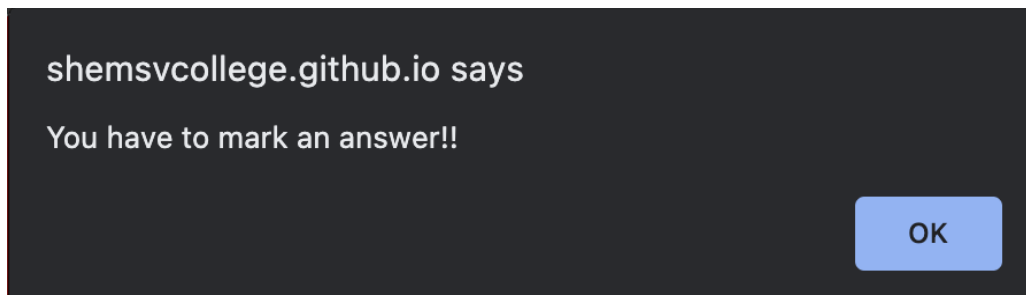


If we click the "Quit" button the game closes, if we click the "Play" button the test opens with the questions from the third question to the first one. (See the image

below – the image is for the first form that opens after clicking the “Play” button, this form contains the third question that we created)

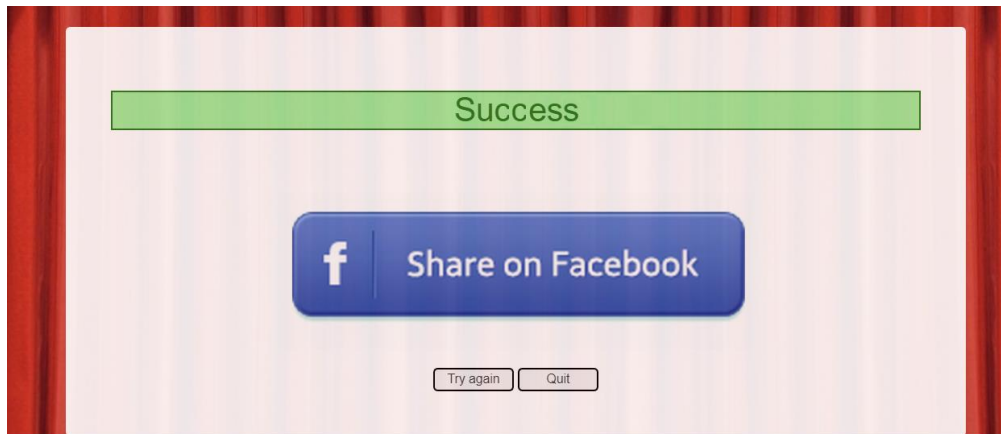
The image shows a web form titled "Test" with a subtitle "Question". Below the subtitle, there are four radio buttons, each followed by the text "Here will be an answer". At the bottom of the form, there are two buttons: "Next!" and "Back!". The form is set against a red background with a subtle pattern.

We can't move forward to the next question without selecting an answer (radio button), if we click on “Next!” button without selecting an answer, an error message will pop up with the text “You have to mark an answer!!”. (See the image below)

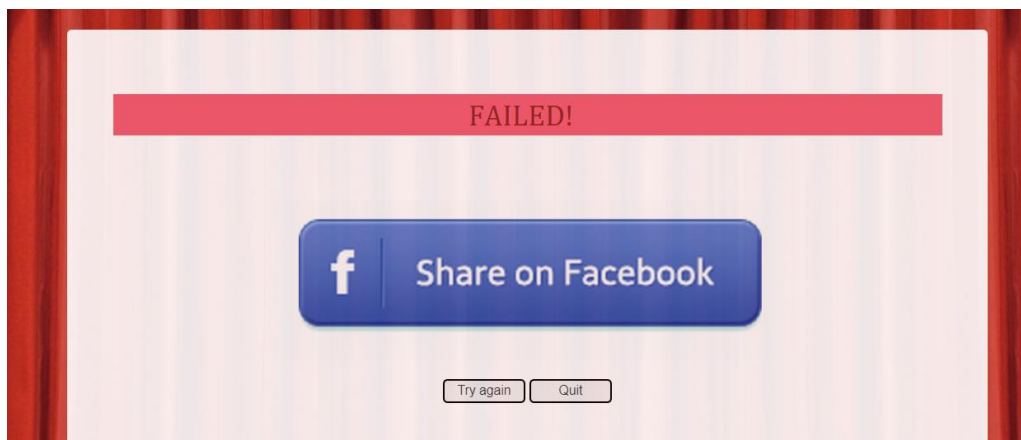


We can change the selected answer the same way we changed the true answer while creating the test.

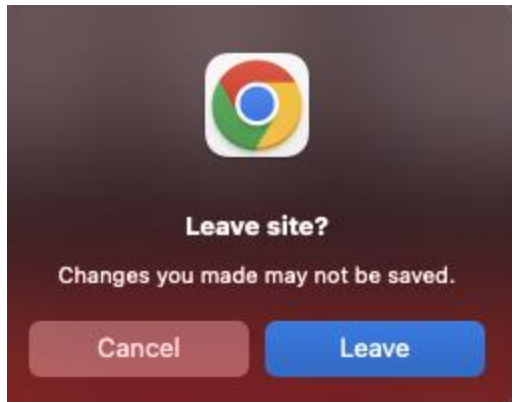
By clicking on the “Next!” & “Back!” button we can move forward and backward between the 3 questions, in the last question if we click on the “Next!” button, if we selected the 3 true answers, we get a success screen with “Share to Facebook” button, “Try again” button and “Quit” button. (See the image below)



If we selected at least 1 error answer, we get a failed screen with “Share to Facebook” button, “Try again” button and “Quit” button. **(See the image below)**

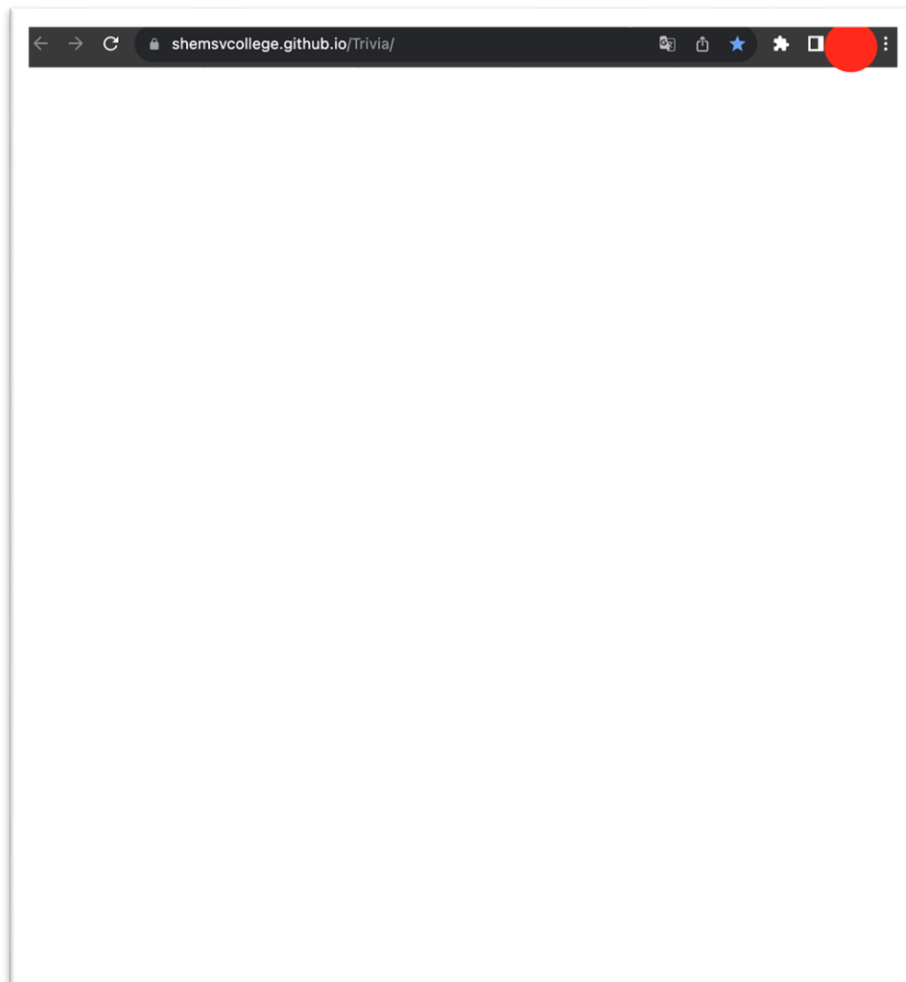


By clicking on “Share to Facebook” button a modal will appear with a question if we want to leave the page and a text which shows that the steps we did won’t be saved and under it we have 2 buttons, a “Leave” button which opens the Login to Facebook page and a “Cancel” button which cancels the modal and keeps the website at the same page that we are browsing, after opening the Facebook we can share the result to as a Facebook post.

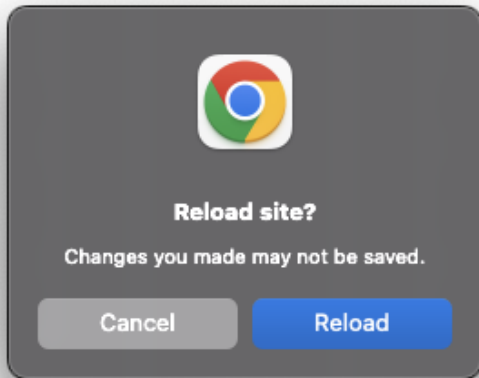


If we click “Try again” button, we restart the test with the same order, from the third question we created to the first one.

By clicking on “Quit” button the game closes and we need to restart the page or reopen the link to go back to the starting page. **(See the image below – in this image we can see how the browser will look after closing the Trivia game)**



In each step from the home page to the end of the test, if we reload any page a message modal will appear with a question if we want to reload the page and a text which shows that the steps we did won't be saved and under it we have 2 buttons, a "Reload" button which reloads the page and we go back to the starting page and a "Cancel" button which cancels the modal and keeps the website at the same page that we are browsing. **(See the image below)**



The Trivia web game link attached below

<https://shemsvcollege.github.io/Trivia/>