

Testcases

Test case 1 Navigation to Page

Description

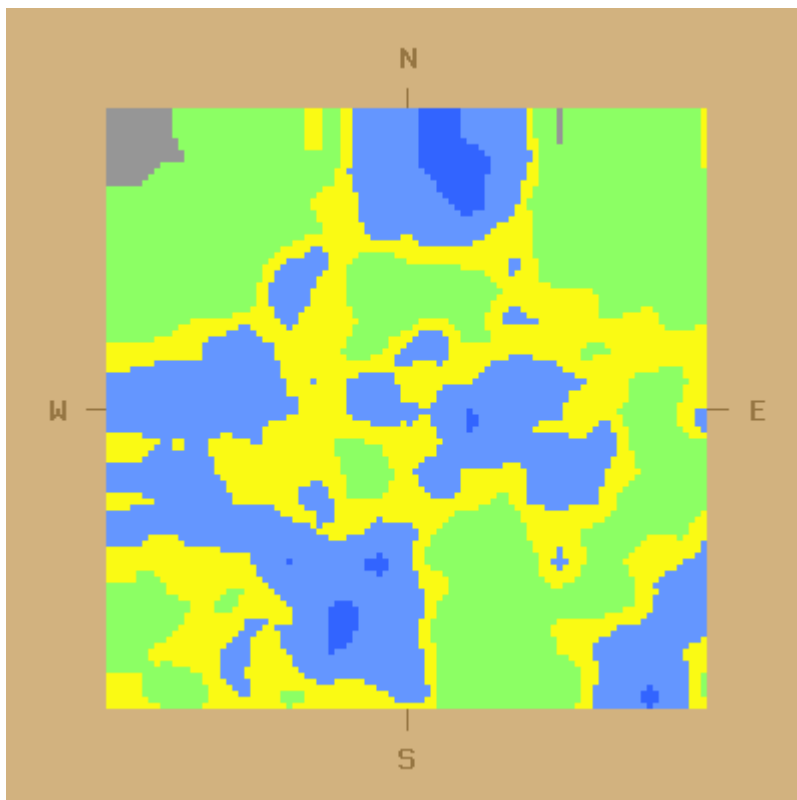
Upon navigation to the page some basic values should be shown.

Input

- Navigate to site

Output

- The world name “Old Mapleton” is shown
- A map is shown (see screenshot)
- The Magnitude, Roughness and Level sliders are in the middle of their range
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 2.1 Change Magnitude slider position

Description

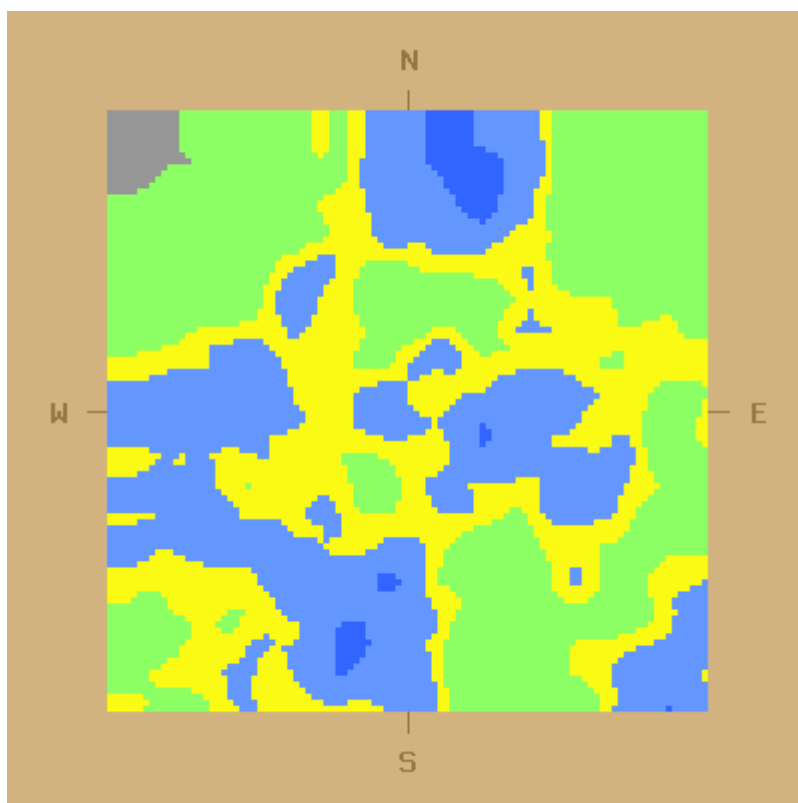
Ensure the right changes happen when the magnitude slider is moved.

Input

- Test case 1
- Move the Magnitude slider one tick to the right
- Click the “Create New Map” button

Output

- The world name “Old Mapleton” is shown
- A map is shown (see screenshot)
- The Roughness and Level sliders remain in their position
- The Magnitude slider is still in its new position (one tick to the right)
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 2.2 Change Roughness slider position

Description

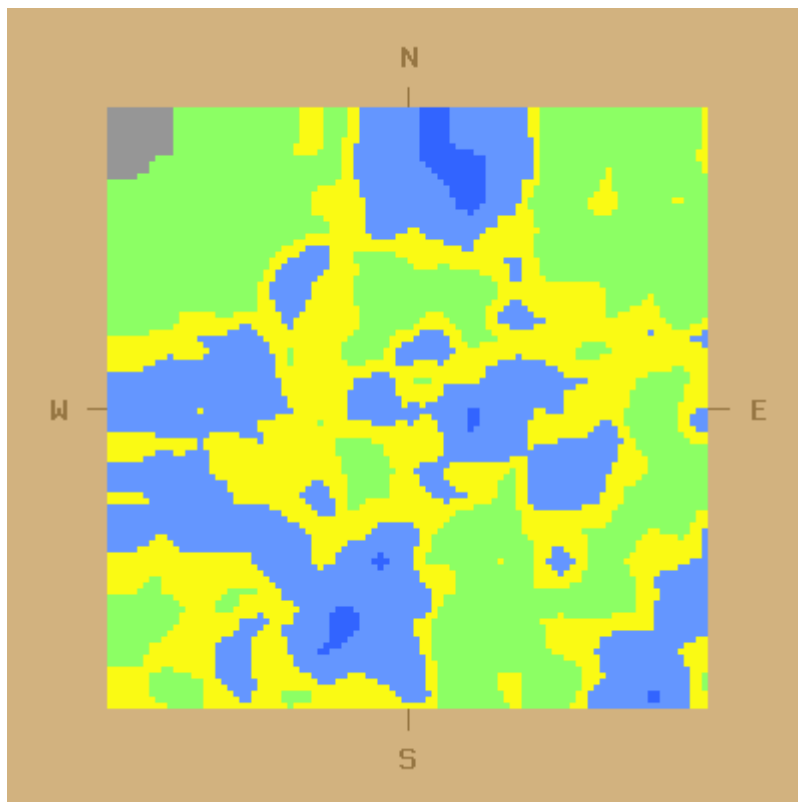
Ensure the right changes happen when the roughness slider is moved.

Input

- Test case 1
- Move the Roughness slider one tick to the right
- Click the “Create New Map” button

Output

- The world name “Hamheim” is shown
- A map is shown (see screenshot)
- The Magnitude and Level sliders remain in their position
- The Roughness slider is still in its new position (one tick to the right)
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 2.3 Change Level slider position

Description

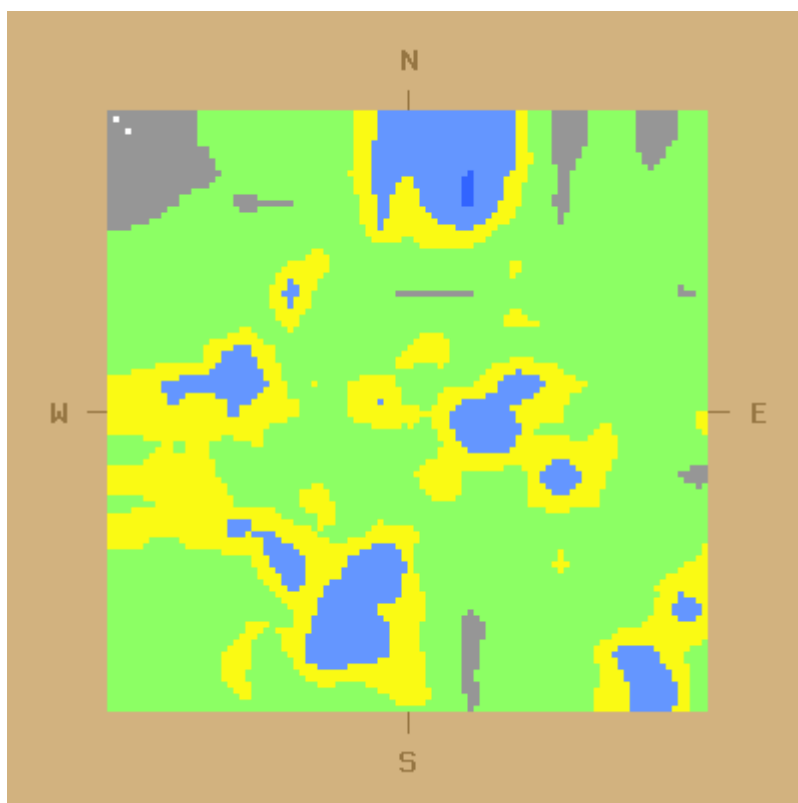
Ensure the right changes happen when the level slider is moved.

Input

- Test case 1
- Move the Level slider one tick to the right
- Click the “Create New Map” button

Output

- The world name “Hamheim” is shown
- A map is shown (see screenshot)
- The Magnitude and Roughness sliders remain in their position
- The Level slider is still in its new position (one tick to the right)
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 2.4 Change Town Density slider position

Description

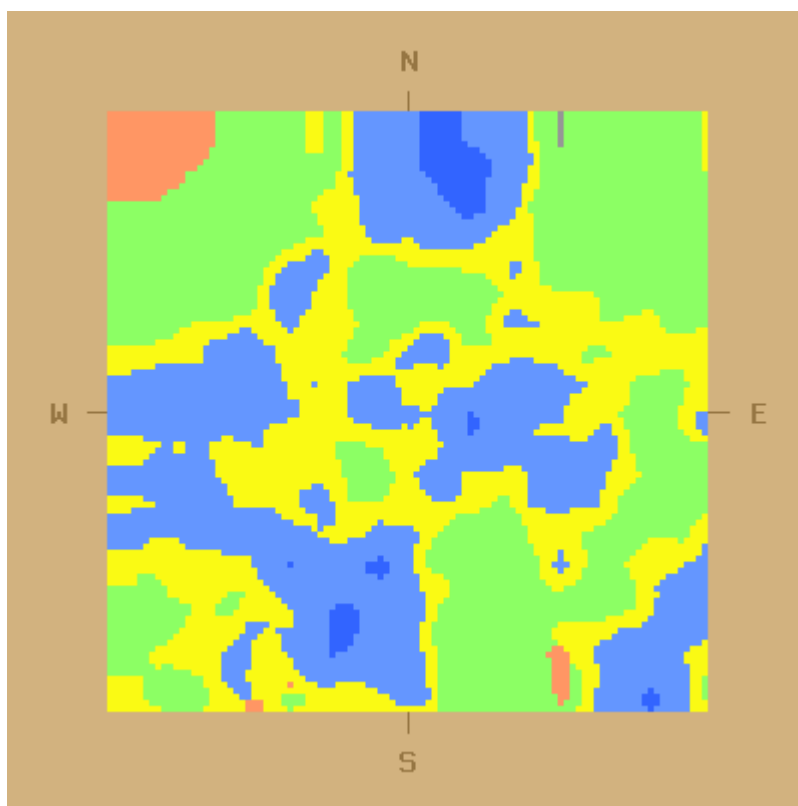
Ensure the right changes happen when the town density slider is moved.

Input

- Test case 1
- Move the Town Density slider one tick to the right
- Click the “Create New Map” button

Output

- The world name “Old Mapleton” is shown
- A map is shown (see screenshot)
- The Level , Magnitude and Roughness sliders remain in their position
- The Town Density slider is still in its new position (one tick to the right)
- The Seed textfield shows “Seed Here”



Test case 3.1 Change Magnitude slider position to maximum

Description

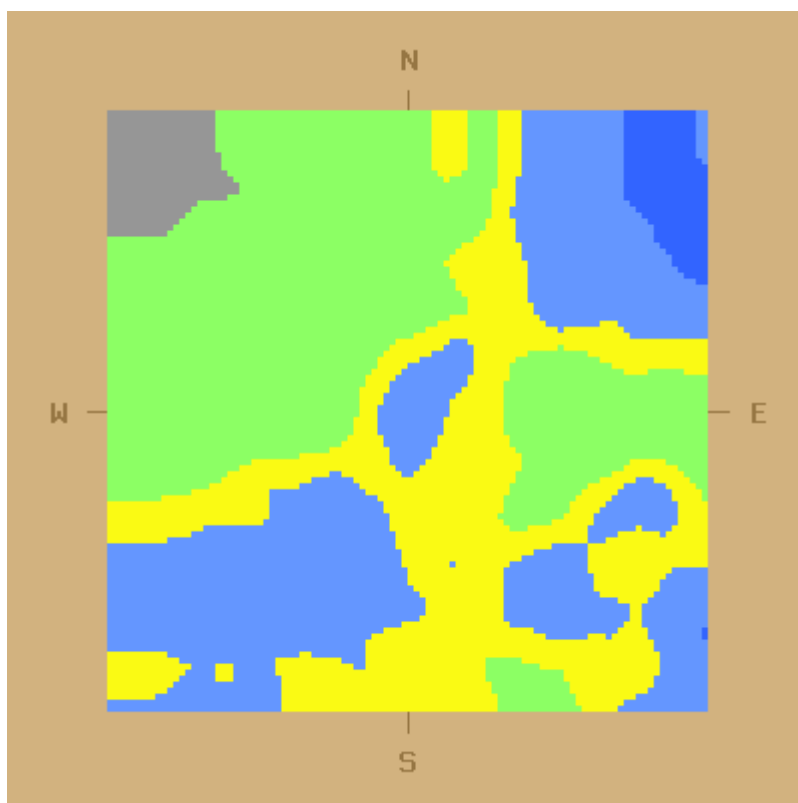
Ensure the right changes happen when the magnitude slider is moved to its maximum.

Input

- Test case 1
- Move the Magnitude slider completely to the right
- Click the “Create New Map” button

Output

- The world name “Old Mapleton” is shown
- A map is shown (see screenshot)
- The Roughness and Level sliders remain in their position
- The Magnitude slider is still in its new position (completely to the right)
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 3.2 Change Roughness slider position to maximum

Description

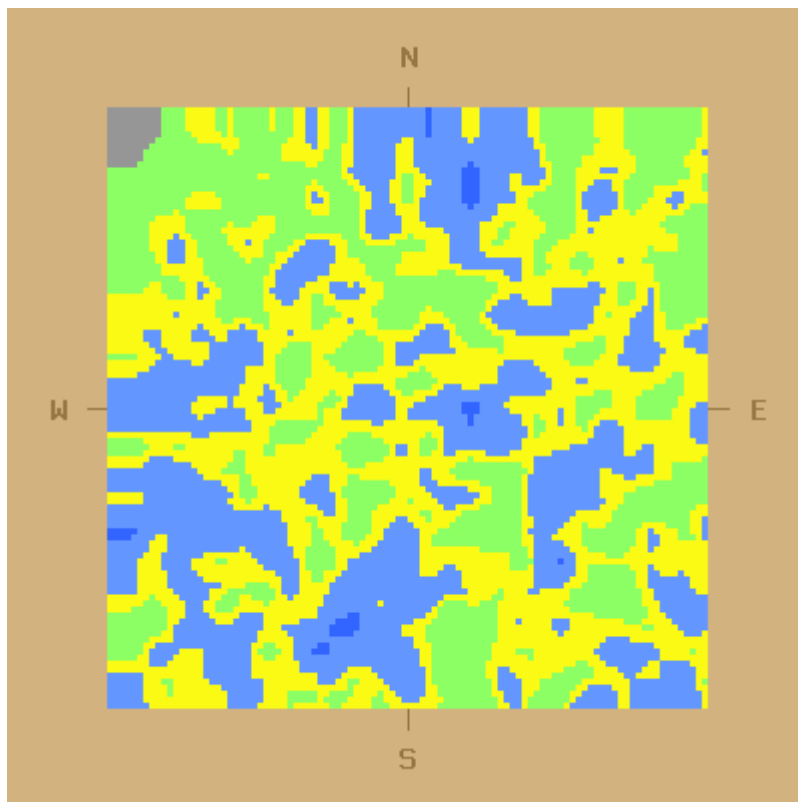
Ensure the right changes happen when the roughness slider is moved to its maximum.

Input

- Test case 1
- Move the Roughness slider completely to the right
- Click the “Create New Map” button

Output

- The world name “Under Gnomton” is shown
- A map is shown (see screenshot)
- The Magnitude and Level sliders remain in their position
- The Roughness slider is still in its new position (completely to the right)
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 3.3 Change Level slider position to maximum

Description

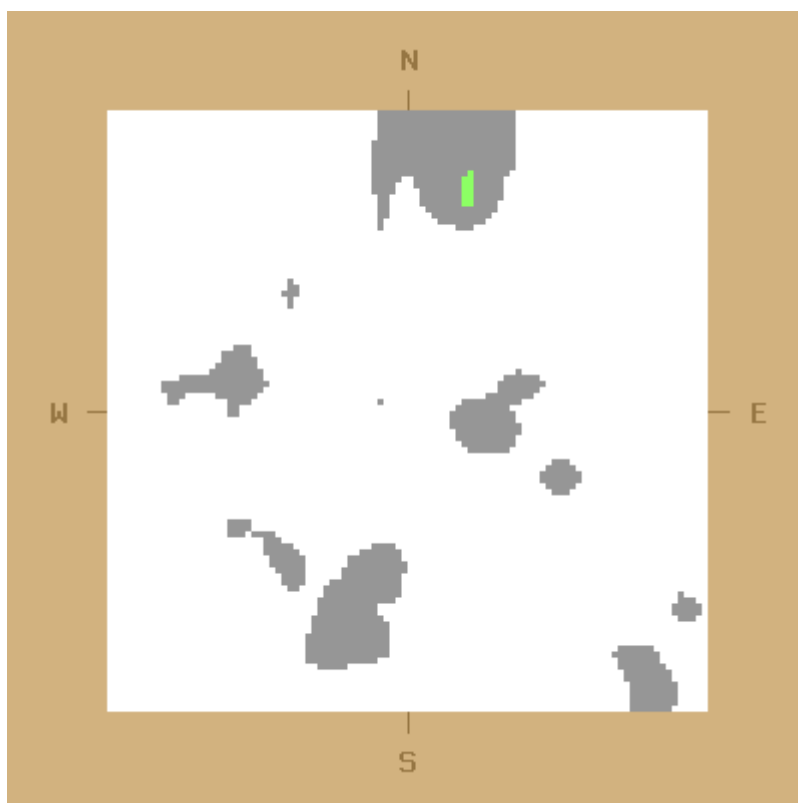
Ensure the right changes happen when the level slider is moved to its maximum.

Input

- Test case 1
- Move the Level slider completely to the right
- Click the “Create New Map” button

Output

- The world name “Hamshire” is shown
- A map is shown (see screenshot)
- The Magnitude and Roughness sliders remain in their position
- The Level slider is still in its new position (completely to the right)
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 3.4 Change Town Density slider position to maximum

Description

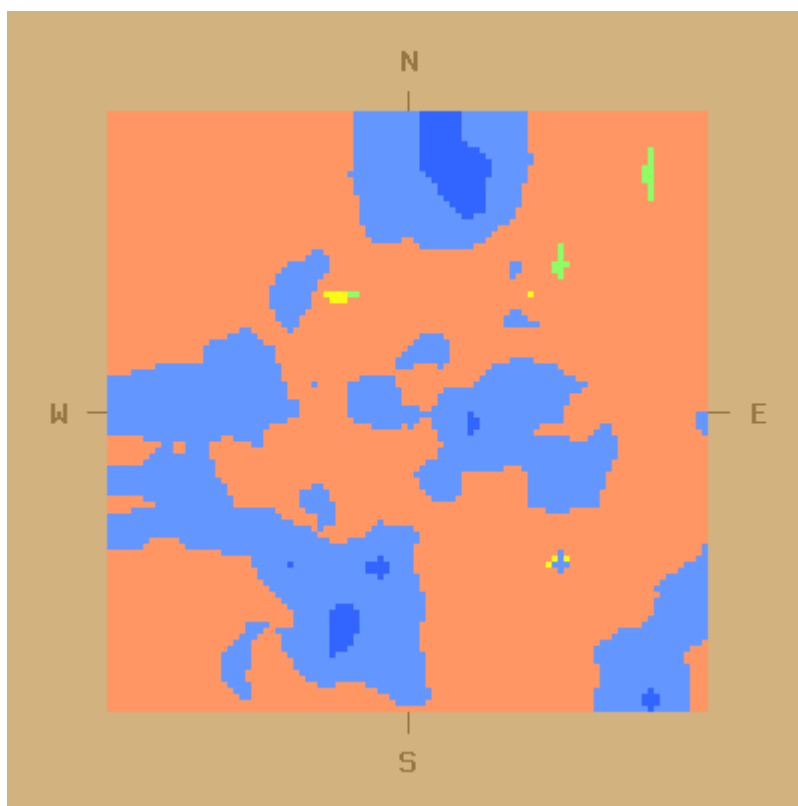
Ensure the right changes happen when the town density slider is moved to its maximum.

Input

- Test case 1
- Move the Town Density slider completely to the right
- Click the “Create New Map” button

Output

- The world name “Old Mapleton” is shown
- A map is shown (see screenshot)
- The Level , Magnitude and Roughness sliders remain in their position
- The Town Density slider is still in its new position (completely to the right)
- The Seed textfield shows “Seed Here”



Test case 4.1 Change Magnitude slider position to minimum

Description

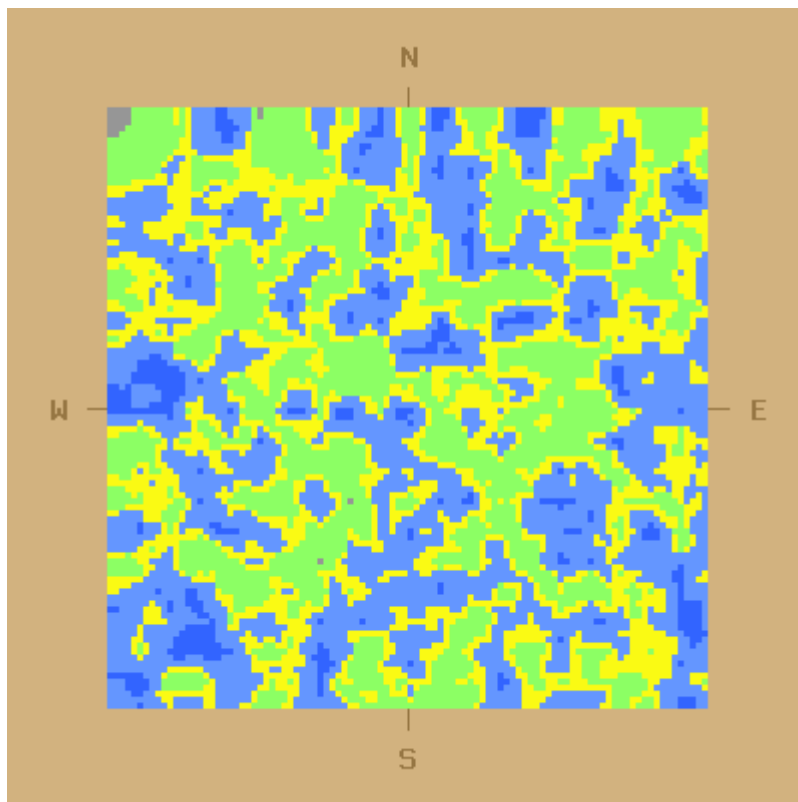
Ensure the right changes happen when the magnitude slider is moved to its minimum.

Input

- Test case 1
- Move the Magnitude slider completely to the left
- Click the “Create New Map” button

Output

- The world name “Old Mapleton” is shown
- A map is shown (see screenshot)
- The Roughness and Level sliders remain in their position
- The Magnitude slider is still in its new position (completely to the left)
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 4.2 Change Roughness slider position to minimum

Description

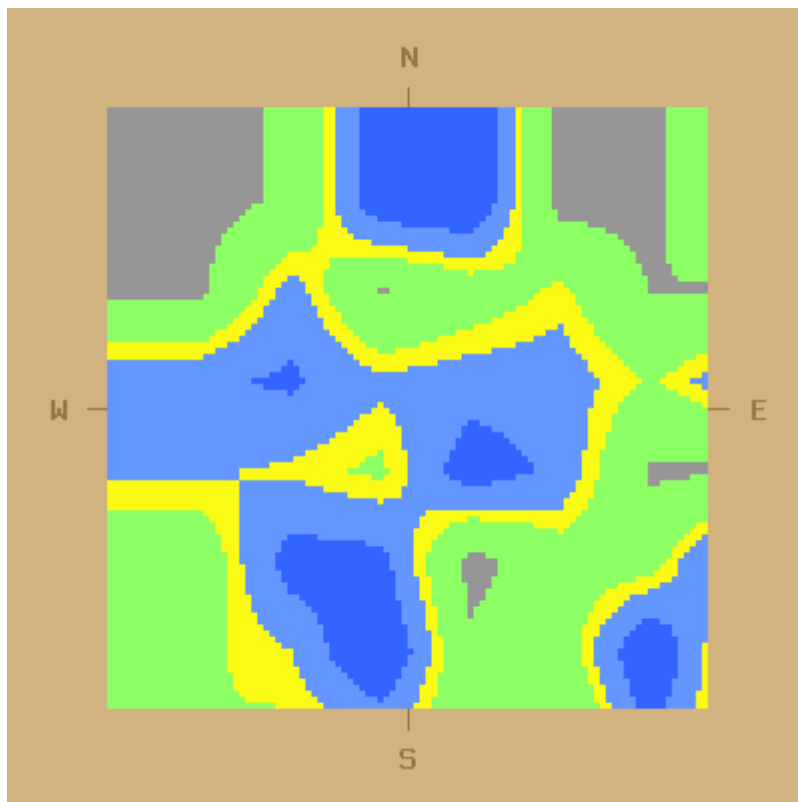
Ensure the right changes happen when the roughness slider is moved to its minimum.

Input

- Test case 1
- Move the Roughness slider completely to the left
- Click the “Create New Map” button

Output

- The world name “Troll Harbour” is shown
- A map is shown (see screenshot)
- The Magnitude and Level sliders remain in their position
- The Roughness slider is still in its new position (completely to the left)
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 4.3 Change Level slider position to minimum

Description

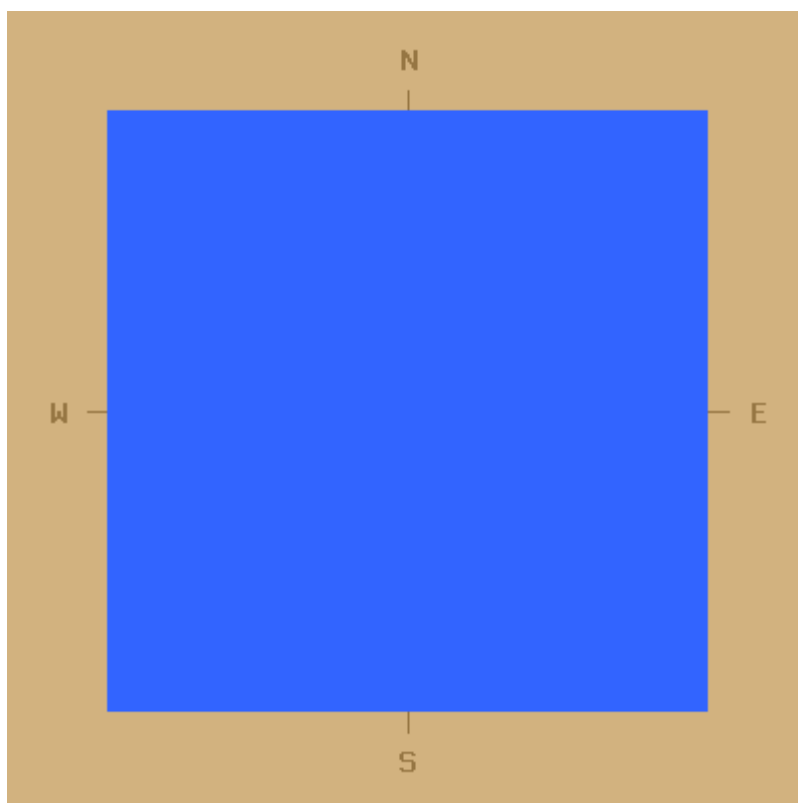
Ensure the right changes happen when the level slider is moved to its minimum

Input

- Test case 1
- Move the Level slider completely to the left
- Click the “Create New Map” button

Output

- The world name “Hilltium” is shown
- A map is shown (see screenshot)
- The Magnitude and Roughness sliders remain in their position
- The Level slider is still in its new position (completely to the left)
- The Town Density slider is on its minimum
- The Seed textfield shows “Seed Here”



Test case 5.1 Change Seed to empty

Description

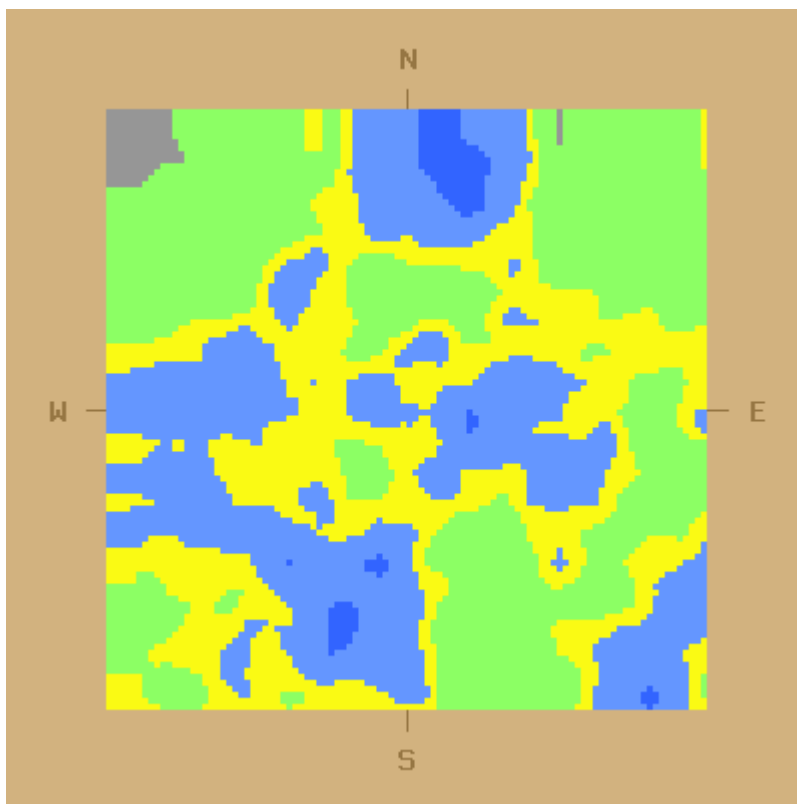
Ensure that nothing goes wrong when the system gets an empty seed

Input

- Test case 1
- Activate the Seed textfield and delete everything in it
- Click the “Create New Map” button

Output

- The world name “Mapleia” is shown
- A map is shown (see screenshot)
- The Level, Magnitude and Roughness sliders remain in their position
- The Town Density slider is on its minimum
- The Seed textfield is empty



Test case 5.2 Change Seed

Description

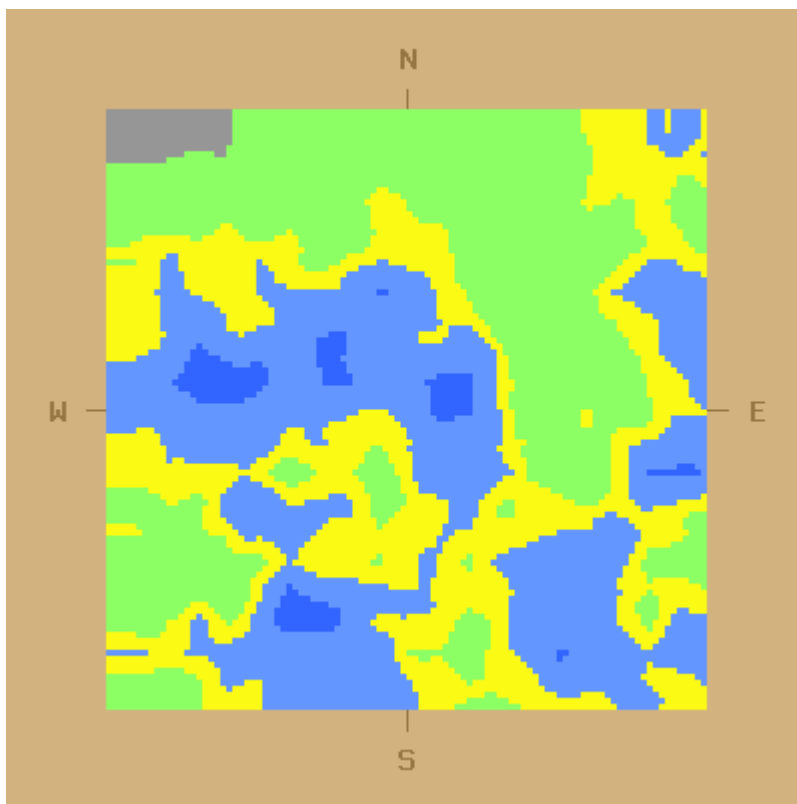
Ensure that the right changes happen when the seed is changed

Input

- Test case 1
- Activate the Seed textfield and type “asdf”
- Click the “Create New Map” button

Output

- The world name “Mapleport” is shown
- A map is shown (see screenshot)
- The Level, Magnitude and Roughness sliders remain in their position
- The Town Density slider is on its minimum
- The Seed textfield shows “asdf”



Test case 5.3 Change Seed to special symbols

Description

Ensure that the application doesn't break on strange input for seeds.

Input

- Test case 1
- Activate the Seed textfield and type “やった{。^●_●^。}やった”
- Click the “Create New Map” button

Output

- The world name “Gnomville” is shown
- A map is shown (see screenshot)
- The Level, Magnitude and Roughness sliders remain in their position
- The Town Density slider is on its minimum
- The Seed textfield shows “やった{。^●_●^。}やった”

