

Summarized Discussion

Anh Minh: Recommended using Selenium or Postman based on feedback from GeoUnity.

Testing Instructions for expert users

1. Go to <https://cave-explorer.vercel.app/>
2. You will start on the guest dashboard with the game.
3. Click on sign up, check if it redirects to the sign up page
4. Click on log in, check if it redirects to the login page.
5. Go to Sign Up and create an account.
6. Try logging into that account to see if the information got added to the database correctly
7. Try clicking and dragging the player with the mouse. See if it moves around following the cursor.
8. Bring the character into the cave. Check if the level transitions.
9. Try moving an obstacle with the mouse by dragging it
10. Check if the obstacles snap to a grid after releasing the mouse.

Automation of testing instructions

Pytest for the back end to test fetch functions

Postman or Selenium for the front end

Coverage of tests

Type	Feature	Desc	Test	Result	Pass/Fail	Run Time
Website	Usability	User can navigate to other pages	Click on the navigation links	User will be taken to the corresponding pages		< 1 minute
	Creating Account	Users can create an account	Click on sign up. Enter required information	User's info will be added to the database		1 minute
	Signing in	Users can sign in to	Log in with your user	User will resume		1 minute

		resume progress	information	where they left off in the game		
	Resetting Password	Admins can reset users password	Log in as an admin user. Enter a username, and the new password	Users password will be changed		1 minute
	Removing accounts	Admins can remove accounts	Enter a user to remove. Then try logging in as that user	User does not exist		1 minute
Game	Multiple Levels	The game has multiple levels	Traverse through the game	There are multiple levels		1-2 minutes
	Requesting hints	Users can request hints	Press Give Hint button	A piece will be moved in the game		< 1 minute
	Getting Solution	The game can give a solution	Press Give Up button	The game will solve itself.		< 1 minute
	Dragging	The player and objects can be dragged	Drag on the player or an obstacle	The player or object moves based on the direction dragged		< 1 minute