

Test Cases

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Test case 1: All correct answers, full game played.

* System: Amazon Echo using Alexa system
* Subsystem: O and M trivia game
* Designed by: LaRome Dickerson
* Executed by: LaRome Dickerson, Ryan Gosling, and Eric Schulze
* Execution Date: 3/29/18

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Action | Expected Response | Result | Comments |
| 1 | “Alexa, Start O and M Trivia” | “Start Menu” is recited and system is waiting for Number of players and Difficulty. | Pass |  |
| 2 | “2 players on beginner difficulty.” | System recognizes Number of players and difficulty then starts a game using these parameters. | Pass |  |
| 3 | All correct answers | Game flows correctly, responds to correct answers correctly, and tallies the score correctly. At the end the scores and the winner are announced. | Pass |  |

Test Case 2: All incorrect answers, full game played.

* System: Amazon Echo using Alexa system
* Subsystem: O and M trivia game
* Designed by: LaRome Dickerson
* Executed by: LaRome Dickerson, Ryan Gosling, and Eric Schulze
* Execution Date: 3/29/18

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Action | Expected Response | Result | Comments |
| 1 | “Alexa, Start O and M Trivia” | “Start Menu” is recited and system is waiting for Number of players and Difficulty. | Pass |  |
| 2 | “2 players on beginner difficulty.” | System recognizes Number of players and difficulty then starts a game using these parameters. | Pass |  |
| 3 | All incorrect answers | Game flows correctly, responds to incorrect answers correctly, and tallies the score correctly. At the end the scores and the winner are announced. | Pass | Ties are not accounted for yet. |

Test Case 3.1: Help menu tested, full game played.

* System: Amazon Echo using Alexa system
* Subsystem: O and M trivia game
* Designed by: LaRome Dickerson
* Executed by: LaRome Dickerson, Ryan Gosling, and Eric Schulze
* Execution Date: 3/29/18

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| --- | --- | --- | --- | --- |
| Step | Action | Expected Response | Result | Comments |
| 1 | “Alexa, Start O and M Trivia” | “Start Menu” is recited and system is waiting for Number of players and Difficulty. | Pass |  |
| 2 | “Help” | “Help Menu” is recited and system is waiting for “Resume” or “Repeat” utterances. | Pass |  |
| 3 | “Repeat” | “Help Menu” is repeated and system is waiting for “Resume” or “Repeat” utterances. | Pass |  |
| 4 | “Resume” | “Start Menu” is recited and system is waiting for Number of players and Difficulty. | Fail | System Crashed |

Test Case 3.2: Help menu tested, full game played.

* System: Amazon Echo using Alexa system
* Subsystem: O and M trivia game
* Designed by: LaRome Dickerson
* Executed by: LaRome Dickerson, Ryan Gosling, and Eric Schulze
* Execution Date: 3/29/18

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Action | Expected Response | Result | Comments |
| 1 | “Alexa, Start O and M Trivia” | “Start Menu” is recited and system is waiting for Number of players and Difficulty. | Pass |  |
| 2 | “Help” | “Help Menu” is recited and system is waiting for “Resume” or “Repeat” utterances. | Pass |  |
| 3 | “Repeat” | “Help Menu” is repeated and system is waiting for “Resume” or “Repeat” utterances. | Pass |  |
| 4 | “Resume” | “Start Menu” is recited and system is waiting for Number of players and Difficulty. | Pass | This is where the last test failed. Problem was the change of state. |
| 5 | “2 players on beginner difficulty.” | System recognizes Number of players and difficulty then starts a game using these parameters. | Pass |  |
| 6 | All correct answers | Game flows correctly, responds to correct answers correctly, and tallies the score correctly. At the end the scores and the winner are announced. | Pass |  |

Test Case 4.2: Help Mid-Game, full game played.

* System: Amazon Echo using Alexa system
* Subsystem: O and M trivia game
* Designed by: LaRome Dickerson
* Executed by: LaRome Dickerson, Ryan Gosling, and Eric Schulze
* Execution Date: 4/6/18

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Action | Expected Response | Result | Comments |
| 1 | “Alexa, Start O and M Trivia” | “Start Menu” is recited and system is waiting for Number of players and Difficulty. | Pass |  |
| 2 | “2 players on beginner difficulty.” | System recognizes Number of players and difficulty then starts a game using these parameters. | Pass |  |
| 3 | “Help” | “Help Menu” is recited and system is waiting for “Resume” or “Repeat” utterances. | Pass |  |
| 4 | “Repeat” | “Help Menu” is repeated and system is waiting for “Resume” or “Repeat” utterances. | Pass |  |
| 5 | “Resume” | Game is resumed with data persistence. Same player’s turn, same scores, and same game parameters. | Fail | No data persistence. |
| 6 | All correct answers | Game flows correctly, responds to correct answers correctly, and tallies the score correctly. At the end the scores and the winner are announced. | Pass |  |

Test Case 4.2: Help Mid-Game, full game played.

* System: Amazon Echo using Alexa system
* Subsystem: O and M trivia game
* Designed by: LaRome Dickerson
* Executed by: LaRome Dickerson, Ryan Gosling, and Eric Schulze
* Execution Date: 4/6/18

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Action | Expected Response | Result | Comments |
| 1 | “Alexa, Start O and M Trivia” | “Start Menu” is recited and system is waiting for Number of players and Difficulty. | Pass |  |
| 2 | “2 players on beginner difficulty.” | System recognizes Number of players and difficulty then starts a game using these parameters. | Pass |  |
| 3 | “Help” | “Help Menu” is recited and system is waiting for “Resume” or “Repeat” utterances. | Pass |  |
| 4 | “Repeat” | “Help Menu” is repeated and system is waiting for “Resume” or “Repeat” utterances. | Pass |  |
| 5 | “Resume” | Game is resumed with data persistence. Same player’s turn, same scores, and same game parameters. | Pass | Data persistence was fixed. |
| 6 | All correct answers | Game flows correctly, responds to correct answers correctly, and tallies the score correctly. At the end the scores and the winner are announced. | Pass |  |

Test Case 5: Quit Mid-Game.

* System: Amazon Echo using Alexa system
* Subsystem: O and M trivia game
* Designed by: LaRome Dickerson
* Executed by: LaRome Dickerson, Ryan Gosling, and Eric Schulze
* Execution Date: 4/6/18

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Action | Expected Response | Result | Comments |
| 1 | “Alexa, Start O and M Trivia” | “Start Menu” is recited and system is waiting for Number of players and Difficulty. | Pass |  |
| 2 | “2 players on beginner difficulty.” | System recognizes Number of players and difficulty then starts a game using these parameters. | Pass |  |
| 3 | “Alexa, Quit Game” | Game returns to “Main Menu” state. | Pass |  |
| 4 | “Alexa, Exit Game” | O and M Trivia game is exited completely. | Pass |  |