
System and Unit Test Report

Product: WinRate

Team: WinRate Development Team

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1 System Test Scenarios

Sprint 1

- As a user, I must be able to add entries to the Log Table with ease, clarity, and convenience.
- As a user, I must be able to have the statistics easily available and always up-to-date.
- As a user, I must have the Game Log require as few manual information inputs as possible, automatically filling out as many columns of each log entry as possible.
- As a user, I must be able to edit any row in the Log Table and have the statistics page remain accurate after changes are made.

Sprint 2

- As a user, I must be able to create profiles in the contact book for both frequent opponents, as well as frequently faced decks, and have deck profiles optionally linked to a parent opponent profile.
- As a user, I must be able to have a functioning Life Counter, for use alongside a game.
- As a user, I must be able to have contact profiles be incomplete to any degree, yet still usable by the Game Log and Life Counter.

Sprint 3

- As a user, I must have the Game Log require as few manual information inputs as possible, automatically filling out as many columns of each log entry as possible.
- As a user, I must be able to have contact profiles be incomplete to any degree, yet still usable by the Game Log and Life Counter.

- As a user, I must be able to set the Life Counter to optionally display the name and picture of an opponent profile, or a deck profile, or both.

Sprint 4 - Settings and Additional Features

- As a user, I must be able to view all my previously entered Game Logs, Opponent Profiles, and Deck profiles in an easy to understand list interface.
- As a user, I must be able to set the life counter to display information from a selected profile on the UI.
- As a user, I must be able to use the settings page to edit default behaviors of the app.

2 Unit Tests

1 Andrew Leamy

I was in charge of the back end database code. I integrated the Room SQL library, and created the code that the other tabs would use to either input or output from the database. Testing of the database was mainly black box. After setting up the UI to display the contents of the tables, I would individually test inputs to each table and verify visually that the row appeared in the database with the correct data.

2 Julius Fan

I was mainly in charge of the Statistics page, so my tests involved adding data to the table and seeing that the statistics API would be able to grab the database information. I also performed some white box testing in order to determine why the graph wasn't working originally. Primary testing was black box testing through adding data to the table and seeing if the correct data was displayed through the MPAndroidCharts graphing API. No other testing was required for the graph as it was all otherwise GUI based.

3 Arin Redd

I was mainly in charge of the UI, so all of my tests involved clicking a button in the Android emulator and verifying that the page directed to the appropriate layout. All testing was black box testing, however the only inputs were button clicks. This involved creating the Navigation menu when the button at the top left was clicked, moving between fragments when the menu items were clicked, and swapping to different views when buttons were clicked within those fragments. No testing was required for the design layout as it can be viewed in Android Studio without having to build the application.

4 Chuanshi Zhu

I was doing pair programming with Yuhao and we finish the life counter activity, life counter dialog and setting activity. All test is doing with the buttons on the life counter to check the opponent name switcher and the life switcher working correctly and the dialog entry is corrected connected with table. Also check the setting activity about the username entry with different types of username entry. All the tests we do is black boxed. All entries near the border should be tested already.

5 Yuhao Deng

I was finished life counter and notice dialog, setting feature through pair programming with Chuanshi Zhu. To test these features, we mainly focused on the action executed by program is correct or not after one button was clicked. All tests are black box testing. There are tests for checking the functionality of opponent name switcher, both opponent and user's life switchers, checking the dialog displaying if one of the players life reaches zero, checking the functionality of displaying opponent name and deck tag repeatedly. Tests for setting feature are focusing on how the program correctly save the username entered in setting page and display right name in header of side bar and in life counter's username display area.