

As a user, I would like to be able to insert my unique username

Note: There appears to be some input validation on the username field in the app. However, there were no specifications about the validation that occurs in any of the documents we received. For this reason, input validation on the username field cannot be tested.

Functional Test Cases

- **Username Form 001**
 - User clicks start game
 - User inputs a unique username on the username page
 - User selects 'Ok'
 - User clicks Yes when prompted to confirm
 - Expectation: User is allowed to use username
- **Username Form 002**
 - User clicks start game
 - User inputs the same username as another player on the username page
 - User selects 'Ok'
 - Expectation: User is not allowed to use username

Equivalence Test Cases

- Functional test cases cover all possible equivalence classes.

Boundary Value Test Cases

- Functional test cases cover empty string boundary value.

As a user, I would like to be able to select my faction (eg. monsters, humans)

Functional Test Cases

- **Faction Select 001**
 - User selects Monsters on the second page
 - Expectation: Takes User to a page with Monsters avatars
- **Faction Select 002**
 - User selects Humans on the second page
 - Expectation: Takes User to a page with Human avatars

Equivalence Test Cases

- Functional test cases cover all possible equivalence classes; one for the Monster path, one for the Human path.

Boundary Value Test Cases

- None; there is only one possible button for each path, and pressing this button is already covered in the Functional test cases.

Legend



Severe



Important



Workaround

As a user, I would like to choose an avatar from my Faction

Functional Test Cases

- Avatar Select 001
 - User selects Monsters on the second page
 - Takes User to a page with Monster avatars
 - Expectation: User sees Avatars for Monsters
- Avatar Select 002
 - User selects Humans on the second page
 - Takes User to a page with Human avatars
 - Expectation: User sees Avatars for Humans

Equivalence Test Cases

- Functional test cases cover all possible equivalence classes; one for the Monster path, and one for the Human path.

Boundary Value Test Cases

- Avatar Select Boundary 001, 002
 - Run Avatar Select 001 Functional test on first, then last icon in list
- Avatar Select Boundary 003, 004
 - Run Avatar Select 002 Functional test on first, then last icon in list

As a user, I would like to be able to set the time limit for each round

Functional Test Cases

- Timer Set 001
 - All the Users press “Ready”
 - The Game host gets a pop up that allows them to set the Time Limit && Hint
 - Select a Time Limit
 - Hit “Submit” on Pop-Up
 - Expectation: Other’s user receive a notification of the host set the Hint and should now be able to take a picture. Time limit should be selected
- Timer Set 002
 - All the Users press “Ready”
 - The Game host gets a pop up that allows them to set the Time Limit && Hint
 - Don’t set the Time Limit
 - Hit “Submit” on Pop-Up

- Expectation: Other's user receive a notification of the host set the Hint, and should now be able to take a picture. Time limit should be default to 1 min

Equivalence Test Cases

- Functional test cases cover all possible equivalence classes; one for each valid time, and one for no time.

Boundary Value Test Cases

- **Timer Set Boundary 001, 002**
 - Run Timer Set 001 Functional Test on first, then last time limit

As a user, I would like to be notified if I'm the player setting the hint(IN PROGRESS)

Functional Test Cases

- **Hint Notify 001**
 - All the Users press "Ready"
 - The Game host gets a pop up that allows them to set the Hint && Time Limit
 - Expectation: Other's user receive a notification of the host set the Hint, and should now be able to take a picture.

Equivalence Test Cases

- Functional test cases covers the equivalence class of the host.
- **Hint Notify Equivalence 002 - Users**
 - All the Users press "Ready"
 - Expectation: None of the non-host users get a pop up that allows them to set the Hint && Time Limit.

Boundary Value Test Cases

- Functional and Equivalence test cases cover all states (either hint-giver or normal player)

As a user, I would like to be able to set a hint for the specific round

Functional Test Cases

- **Hint Set 001**
 - All the Users press "Ready"
 - The Game host gets a pop up that allows them to set the Hint && Time Limit
 - Enter a Hint.

- Hit “Submit” on Pop-Up
- Expectation: Other users receive a notification of the host set the Hint, and should now be able to take a picture. The Hint should have a value
- Hint Set 002
 - All the Users press “Ready”
 - The Game host gets a pop up that allows them to set the Hint && Time Limit
 - Enter nothing for the Hint.
 - Hit “Submit” on Pop-Up
 - Expectation: Other users receive a notification of the host set the Hint, and should now be able to take a picture. The Hint shouldn’t have a value

Equivalence Test Cases

- Functional test cases cover all possible equivalence classes; one for a non-empty string, and one for the empty string.

Boundary Value Test Cases

- Functional test cases covers the boundary value of the empty string

As a user, I would like to have a timer for when that round ends

Functional Test Cases

- **Timer Count Down 001**
 - The Game host gets a pop up that allows them to set the Hint && Time Limit
 - Hit “Submit” on Pop-Up
 - Expectation: Other users should have a countdown clock w/ progress bar, starting at the Time Limit value. The progress bar will start flashing when there are 10 seconds left
 - Repeat for each time set in “Timer Set” tests

Equivalence Test Cases

- Functional test cases cover all possible equivalence classes; one for each time.

Boundary Value Test Cases

- Functional test cases cover first time, last time boundary values
- **Timer Count Down Boundary 003**

- The Game host gets a pop up that allows them to set the Hint && Time Limit
 - Game host doesn't set a time limit
- Expectation: Other users should have a countdown clock w/ progress bar, starting at the **default** Time Limit value of 1 min. The progress bar will start flashing when there are 10 seconds left.

As a user, I would like to have a table to keep track of the scores of all players

Functional Test Cases

- **Table Of Player 001**
 - User is playing the game, with Hint and Time Limit set
 - Click "Score"
 - Expectation: The Other player's scores should be displayed. The number of players must be the same number in the current game

Equivalence Test Cases

- This user story does not have equivalence classes, as it only displays data that is not directly controlled by user input (the score).

Boundary Value Test Cases

- **Table Of Player Boundary 001, 002**
 - Run Table Of Player 001 Functional test case with no scores, then max scores

As a user, I would like to be able to upload a photo if I found the object

Functional Test Cases

- **Upload Photo 001**
 - Three Users are playing the game, with Hint and Time Limit set
 - As a regular Player(not Hint Giver)
 - Click "Take Image"
 - Click "Confirm Image"
 - Expectation: The Hint Giver should be able to see the photo the Player uploaded

Equivalence Test Cases

- Functional test case covers the equivalence class of submitting a valid photo
- **Upload Photo Equivalence 002 - No Valid Photo Submitted**
 - Three Users are playing the game, with Hint and Time Limit set

- As a regular Player(not Hint Giver)
 - Click “Take Image”
 - Do not capture image, hit the back button
- Expectation: The user should be taken back to the main game screen

Boundary Value Test Cases

- Functional and Equivalence test cases cover boundary values of photo and no photo.

As a user, I would like to approve the correct picture if I am the player who gave the hint

Functional Test Cases

- **Approve Picture 001**
 - Three Users are playing the game, with Hint and Time Limit set
 - The Two regular Players(not Hint Giver)
 - Click “Take Image”
 - Click “Confirm Image”
 - The Hint Giver should be able to see the photo the Players uploaded
 - Hint Giver selects an Image
 - Hint Giver Clicks “Result”
 - Expectation: The Hint Giver should be able to the winner, and the other Player should be notified who is the winner

Equivalence Test Cases

- Functional test cases cover all possible equivalence classes; selecting a valid winner. There is no selecting an invalid winner class - it is a NoOp action.

Boundary Value Test Cases

- Functional test cases cover all possible boundary values; same reasoning as equivalence classes.

As a user, I would like to see pictures uploaded by other players

Functional Test Cases

- **Uploaded Photo View 001**
 - Three Users are playing the game, with Hint and Time Limit set
 - The Two regular Players(not Hint Giver)
 - Click “Take Image”
 - Click “Confirm Image”
 - Expectation: The Two regular Players(not Hint Giver) should be able to see the other photo guesses that have been uploaded

Equivalence Test Cases

- Functional test cases cover the equivalence class where there are photos present.
- **Uploaded Photo View Equivalence 002 - No Photos Present**
 - Three Users are playing the game, with Hint and Time Limit set
 - Expectation: The game displays an empty list of photos without crashing.

Boundary Value Test Cases

- **Uploaded Photo View Boundary 001 - Max Photos**
 - Three Users are playing the game, with Hint and Time Limit set
 - The Two regular Players(not Hint Giver)
 - Click "Take Image"
 - Click "Confirm Image"
 - Repeat until the maximum number of guesses is exceeded
 - Expectation: The Two regular Players(not Hint Giver) should be able to see the other photo guesses that have been uploaded

As a user, I would like to receive information once I join the game

Note: This user story was vague, and we could not find any additional context in any of the documents we received. We are assuming this user story covers when a player joins the game.

Functional Test Cases

- **Joined User Info 001**
 - Three Users are playing the game, with Hint and Time Limit set
 - Expectation: They receive information

Equivalence Test Cases

- Number Users > 2, one hint giver and one player
 - Functional Test Cases cover the equivalence

Boundary Value Test Cases:

- None

As a user, I, as the player who gives hint, would like to upload correct picture when no other players are able to find the right object

Functional Test Cases

- **Hint Giver Photo Reveal 001**
 - Three Users are playing the game, with Hint and Time Limit set
 - The Hint Giver

- Clicks “Upload”
- Clicks “Next Round”
- Clicks “Yes”
- Expectation: Game exits gracefully, and there is no winner from either faction.

Equivalence Test Cases

- Functional test cases cover all possible equivalence classes
 - Upload requires an image to be uploaded but Android design

Boundary Value Test Cases

- None

User can press “Exit” and exit the game gracefully

- **Exit Select 001**
 - User selects “Exit” on player page
 - Takes User to the Exit page
 - Click “Exit”. (“Back should be unclickable”)
 - Expectation: User is removed from the game
- **Exit Select 002**
 - User selects “Exit” on player page
 - Takes User to the Exit page
 - Click “Back”
 - Expectation: User is returned to the game