System and Unit Test Report
ENIGMA
CMPS 115 Team 6
11/23/16

(Most Unit Tests use up a lot of pieces of the System, so most of them are inherently System Tests as well)

Sprint 1

1. User Story: As a user I would like to log in to a secure account
    a. Start "ENIGMA" app; Click 'Create Account' button; type
        i. Username = <aturing>
        ii. Email = <aturing@machine.com>
        iii. Password = <chemicalcastration>
        Click 'Create Account' button; user is sent to the 'Profile' page
    b. If user is an existing/returning user, Start "ENIGMA" app; Click 'Login' button; type
        i. Email = <aturing@machine.com>
        ii. Password = <chemicalcastration>
        Click 'Login' button; user is sent to the 'Chats' page
    c. Error Handling
        i. If any fields are empty in either login or register forms, user is unable to login or create account
        ii. Email field must contain an @ symbol between user and domain; domain must contain a '.' dot followed by 2 - 3 characters
        iii. Username must be at least one character long, may contain a-z, A-Z, 0-9, and special characters/symbols
        iv. Password must be at least six character long, may contain a-z, A-Z, 0-9, and special characters/symbols
2. User Story: As a User, I want to be able to send messages
    a. Start "ENIGMA" app; Click 'Create Account' button; type
        i. Username = <aturing>
        ii. Email = <aturing@machine.com>
        iii. Password = <chemicalcastration>
        Click 'Create Account' button; user is sent to the 'Profile' page
    b. Go to the chats tab
    c. Start a conversation with a friend who has an account
    d. Go back to the chats tab
    e. Click on your friend's name
    f. Type in: <Hello Friend!>
    g. User should see their message sent on the screen as their message
3. User Story: As a User, I would like to have a history of messages I've sent and received

    a. Start "ENIGMA" app; Click 'Create Account' button; type
- i. Username = <aturing>
- ii. Email = <aturing@machine.com>
- iii. Password = <chemicalcastration>

    b. Open incognito window on browser. Click 'Create Account' button; type
- i. Username = <test2>
- ii. Email = <test2@yahoo.com>
- iii. Password = <test2>

    c. Search user "aturing", type "hello"
- i. Switch window to aturing browser
- ii. Look to see if message is received.

    d. Error Handling
- i. If any fields are empty in either login or register forms, user is unable to login or create account
- ii. Email field must contain an @ symbol between user and domain; domain must contain a '.' dot followed by 2 - 3 characters
- iii. Username must be at least one character long, may contain a-z, A-Z, 0-9, and special characters/symbols
- iv. Password must be at least six character long, may contain a-z, A-Z, 0-9, and special characters/symbols

4. User Story: As a User, I would like to be able to see a list of conversations

    a. Start "ENIGMA" app; Click 'Create Account' button; type
- i. Username = <aturing>
- ii. Email = <aturing@machine.com>
- iii. Password = <chemicalcastration>
- iv. login

    b. Open incognito window on browser. Click 'Create Account' button; type
- i. Username = <test2>
- ii. Email = <test2@yahoo.com>
- iii. Password = <test2>
- iv. login

    c. Search user "aturing", type "hello"
- i. Switch window to aturing browser
- ii. Look to see if message is received.

    d. Error Handling
- i. If any fields are empty in either login or register forms, user is unable to login or create account
- ii. Email field must contain an @ symbol between user and domain; domain must contain a '.' dot followed by 2 - 3 characters
- iii. Username must be at least one character long, may contain a-z, A-Z, 0-9, and special characters/symbols

<li style="list-style:none">

<li style="list-style:none">iv.   Password must be at least six character long, may contain a-z, A-Z, 0-9, and special characters/symbols

Sprint 2

1. User Story: As a new user I would like to see a sign up page when accessing the app
    a. Start "ENIGMA" app, user begins at 'Login' page; if user navigates to any other page, user will be redirect to 'Login' page while not logged in
2. User Story: As a user I would like to log out of my secure account so that my session is not kept open
    a. While logged in, a user selects the 'Settings' menu by clicking the 'Settings' button; Click 'Logout' button; user is sent to 'Login' page
3. User Story: As a User, I would like to log out to a secure account
    a. While logged in, a user selects the 'Settings' menu by clicking the 'Settings' button; Click 'Logout' button; user is sent to 'Login' page
4. User Story: As a user I would like to receive messages
    a. Start "ENIGMA" app; Click 'Create Account' button; type
        i. Username = <aturing>
        ii. Email = <aturing@machine.com>
        iii. Password = <chemicalcastration>
    b. Open incognito window on browser. Click 'Create Account' button; type
        i. Username = <test2>
        ii. Email = <test2@yahoo.com>
        iii. Password = <test2>
    c. Search user "aturing", type "hello"
        i. Switch window to aturing browser
        ii. Look to see if message is received.
    d. Error Handling
        i. If any fields are empty in either login or register forms, user is unable to login or create account
        ii. Email field must contain an @ symbol between user and domain; domain must contain a '.' dot followed by 2 - 3 characters
        iii. Username must be at least one character long, may contain a-z, A-Z, 0-9, and special characters/symbols
        iv. Password must be at least six character long, may contain a-z, A-Z, 0-9, and special characters/symbols
5. User Story: As a user I would like to be able to mark a message to be deleted after X seconds
    a. Start "ENIGMA" app; Click 'Create Account' button; type
        i. Username = <aturing>
        ii. Email = <aturing@machine.com>
        iii. Password = <chemicalcastration>
    b. Go to the chats tab
    c. Click on a conversation

       d. Type in, <Hello Friend> into the chat, and set the timer for 10 seconds
       e. Make sure the message has disappeared after 10 seconds from the view
       f. If you would like to confirm that the message has been deleted from Mongo:
          i. Go on command line and type in the command 'meteor mongo'
          ii. In the interpreter, type in 'db.messages.find()'
          iii. Scroll through every message to make sure "Hello Friend" has been deleted.

6. User Story: As a user I would like to be able to set a profile picture
    a. Start "ENIGMA" app; Click 'Create Account' button; type
       i. Username = <aturing>
       ii. Email = <aturing@machine.com>
       iii. Password = <chemicalcastration>
    Click 'Create Account' button; user is sent to the 'Profile' page
    b. If user is an existing/returning user, Start "ENIGMA" app; Click 'Login' button; type
       i. Email = <aturing@machine.com>
       ii. Password = <chemicalcastration>
       iii. Click login button
    c. Click settings tab
       i. Click profile button
       ii. Click profile picture icon
       iii. Click allow camera access, and take photo
       iv. Save new photo

7. User Story: As a new user I would like to see a signup page when accessing the website
    a. Load the application
    b. Go to <localhost:3000> in your web browser
    c. Check to see that there is a sign in/register page

Sprint 3

1. User Story: As a user I would like to look up and add other users to chat with
    a. Start "ENIGMA" app; Click 'Create Account' button; type
       i. Username = <aturing>
       ii. Email = <aturing@machine.com>
       iii. Password = <chemicalcastration>
    Click 'Create Account' button; user is sent to the 'Profile' page
    b. If user is an existing/returning user, Start "ENIGMA" app; Click 'Login' button; type
       i. Email = <aturing@machine.com>
       ii. Password = <chemicalcastration>
       iii. Click login button
    c. Navigate to Chats tab and select 'Start Conversation'
       i. Search Users = <test>
       ii. Click 'Search'

           iii.   All accounts with 'test' in their username should appear

2. User Story: As a user I would like to be able to start a chat with another user
   a. Start "ENIGMA" app; Click 'Create Account' button; type
      i. Username = <aturing>
      ii. Email = <aturing@machine.com>
      iii. Password = <chemicalcastration>
      Click 'Create Account' button; user is sent to the 'Profile' page
   b. If user is an existing/returning user, Start "ENIGMA" app; Click 'Login' button; type
      i. Email = <aturing@machine.com>
      ii. Password = <chemicalcastration>
      iii. Click login button
   c. Navigate to Chats tab and select 'Start Conversation'
      i. Search Users = <test>
      ii. Click 'Search'
      iii. In column 'Start New Conversation', select plus (+) icon

3. User Story: As a user I would like to keep track of a list of contacts
   a. Start "ENIGMA" app; Click 'Create Account' button; type
      i. Username = <aturing>
      ii. Email = <aturing@machine.com>
      iii. Password = <chemicalcastration>
      Click 'Create Account' button; user is sent to the 'Profile' page
   b. If user is an existing/returning user, Start "ENIGMA" app; Click 'Login' button; type
      i. Email = <aturing@machine.com>
      ii. Password = <chemicalcastration>
      iii. Click login button
   c. Navigate to Chats tab, it serves as a list of contacts

4. User Story: As a user I would like a setting menu
   a. While logged in, user click 'Settings' button to navigate to 'Settings' menu

5. As a User, I would like to be able to have safely encrypted messages sent to another user
   a. Start app
   b. Sign in or register
   c. Go to the chats tab
   d. Start a conversation with another user that has an account.
   e. Go back to the chats lab
   f. Click on your friend's name
   g. Type in: "Hi"
   h. Your message "Hi" should be automatically encrypted and sent to your friend.
   i. Your friend will receive the message and the encrypted message will be decrypted automatically by the user
   j. The user should at this point see their message sent on the screen

k. If the message displayed is exactly the same message that the User typed in originally, then it worked correctly.