

# Group 06 - Test Specification

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# INTRODUCTION

Testing is used to establish any defects which may exist within our program, and whether the program is usable. The purpose of testing is to discover any errors that may exist so that they can be corrected after all the tests have been conducted. The following test tables are designed to test the usability of our GUI and also to check that it is handling the data entered as we would expect. The purpose of this document is to specify in detail each of the system tests to be executed.

## 0.1 Test Plan

- Module Testing - This will be left to the coder - these will be carried out in the form of a set of Unit Tests that try all of the significant behaviour of the class.
- System Testing - This will cover all major functionality. When the system is completed a Test Report will be written to outline any features of implementation that don't work correctly.

## TEST TABLES

### LOGIN/EDIT ACCOUNT TESTS

To test that our Login works we will have already have saved two users into our database for testing purposes. They will each have a Username and Password, we will run various tests on these users to test that the interface handles the information entered as we would expect.

#### 0.2 Created Users Details

**John - Username: John87 Password: computer**

**Gareth - Username: Gaz19 Password: monster**

### 1 Creating an account

To test our registration works we will create a user. If successful the Username and Password will be stored in the database and user will be able to Login.

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria
SE-N06-001	FR7	Creating User Account	The user will enter desired Username and Password.	The details should be saved and added to the database	The user can use these details to access Monster Mash account.
SE-N06-002	FR7	Creating an account with characters other than A-Za-z0-9 or an underscore in the Username.	User should create a Username containing an exclamation mark for example.	An error message should appear saying that the Username cannot be created and explaining why.	The Username will only be created if it contains accepted characters.
SE-N06-003	FR7	Testing that the account has been created.	The user will enter their Login details and click Login button.		The user should be logged in and be able to start playing Monster Mash.

## 1.1 Testing User Login Information

The following test table will see how the program handles incorrect Login details. Although the table only accounts for one, each test will be carried out on both of the users stored in the database already (John and Gareth).

Test Ref	Req Being Tested	Test Content	Input	Output	Pass Criteria
SE-N06-004	FR7	Login using correct details.	User will enter Login details and click Login button.	The details will be accepted	User will be taken to Homepage and able to access Monster Farm, Shop etc.
SE-N06-005	FR7	Login using incorrect Username.	User will enter incorrect Username with correct password and click Login button.	An error message will appear informing the user that either the Username and Password is incorrect.	The user won't be logged into their account until correct details are entered.
SE-N06-006	FR7	Login using incorrect Password	User will enter correct Username with incorrect Password and click Login button.	An error message will appear informing the user that either the Username or Password is incorrect.	The user won't be logged into their account until correct details are entered.

## 1.2 Account Editing

The following table will test how the interface handles account editing. As with the previous table, although only one instance of testing is entered they are carried out on both accounts in database (John and Gareth).

Test Ref	Req Being Tested	Test Content	Input	Output	Pass Criteria
SE-N06-007	FR7	Changing Password.	The user will be asked to enter existing password before they can change it. One authorised user will enter new password and click save button.	Password is changed.	The details in the database have been changed and the user can login using new password.
SE-N06-008	FR7	Changing password with incorrect existing password.	The user will be asked to enter their existing password for authorisation, user will enter incorrect password.	Error message will appear alerting user that they have entered incorrect password.	The user will not be allowed to change their password.
SE-N06-009	FR7	Deleting account.	When the delete account option is selected the user will be asked to enter password for authorisation and click the delete account button.	Account deleted.	The account will be deleted from the database and user no longer able to Login.
SE-N06-010	FR7	Deleting account with incorrect password.	When delete account option is chosen, user is asked to authorise using password, user must enter incorrect password.	Error asking user to enter correct password.	The account will remain in the database and user able to login.

## 2 HOMEPAGE/FRIEND LIST TESTS

The following tests test the option available to each user from the Homepage and from their Friends Lists. For the tests below it is assumed that there is already a database of users available for testing.

Ref.	Req.	Contents	Input	Output	Pass Criteria
SE-N06-011	FR2	Find all link locations on page.	All of the link locations.	The page the link goes to.	If the link is linking to the correct location and the page is active.
SE-N06-012	FR1	Test if correctly accepting login.	Username/email and password.	The page template/source.	The template should change to allow for the fact the user is logged in.
SE-N06-013	FR1	Test if correctly logging out.	Select the logout link.	The page template/source.	The template should change to allow for the fact the user is logged out.
SE-N06-014	FR1	Test the user information is correct.	The user should log in.	The information should be displayed on the homepage.	The information for the user should match that in the database.
SE-N06-015	PR2	Test that the design and graphics show correctly.	The homepage display should be visually inspected.		The images should be consistent with the original design.

Test					
Ref.	Req.	Contents	Input	Output	Pass Criteria
SE-N06-016	PR1	Test that the design and graphics show correctly.	The homepage display should be visually inspected.		The images should be consistent with the original design.
SE-N06-017	FR11	Check the friends list displays correctly when it is not sorted by any custom sorts.	The page containing the friends list should be loaded and there should be no specific sorts or filters specified.	The output page source for this page with no friends, lots of friends, and with the maximum amount of friends.	The pages should return standards compliant HTML with no errors encountered. The sorts should be correct and a visual inspection should also be carried out.
SE-N06-018	FR11	Check the friends list displays correctly when it is sorted Alphabetically.	The page containing the friends list should be loaded and there should be only an alphabetical sort applied.	The output page source for this page with no friends, lots of friends, and with the maximum amount of friends.	The pages should return standards compliant HTML with no errors encountered. The sorts should be correct and a visual inspection should also be carried out.
SE-N06-019	FR11	Check the friends list displays correctly when it is sorted by recent activity.	The page containing the friends list should be loaded and there should be only a recent activity sort applied.	The output page source for this page with no friends, lots of friends, and with the maximum amount of friends.	The pages should return standards compliant HTML with no errors encountered. The sorts should be correct and a visual inspection should also be carried out.
SE-N06-020	FR11	Check the friends list displays correctly when there are filters applied.	Apply each filter available and reload the page.	The source of the friends list with no friends, some friends and the max amount of friends for each of the sorts available.	Each returned page should be standards compliant HTML with no errors encountered. The filters should be correctly applied and the pages should be visually inspected.
SE-N06-021	FR9	Check add new friend.	A friends should be added using the friends list form.	The updated friends list containing all the friends, or the database.	The list of friends after the friend has been added should contain the new friend.
SE-N06-022	FR11	Check edit friend.	An existing friend should be edited through the friends list edit function.	The information about the friend in the database or information page.	The friend's information should have changed and will match the new inputted data.
SE-N06-023	FR6	Check delete function.	On of the predefined friends should be deleted using the friends list delete function.	The new friends list.	The new friends list should not contain the deleted friend.



## BATTLESCREEN TESTS

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria
SE-N06-024	FR7	Check that logout button has been pressed from battle screen and display error message.	User clicks on logout button from the battle screen.	An error message is displayed to the user. User cannot logout during a battle.	Display Error message.
SE-N06-025	FR10	Check that the battle is finished and lets the user to select friend to start another battle.	User clicks on Start another battle button from the battle screen.	The monster battle screen swaps into friend list allowing the user to choose one to fight against only if previously selected battle has taken place.	Allows the user to user to select another friend to battle against after finishing current battle.
SE-N06-026		Check that Monster Farm button has been pressed.	User clicks on Monster Farm button from the battle screen.	The monster battle screen swaps into the Monster Farm screen and allows the user to check stats or change the current monster to fight with.	Takes the user to the Monster Farm screen and allows the user to choose monster or check the stats.
SE-N06-027	FR8	Check that Start The Fight button has been pressed from the battle screen and starts the battle.	User clicks on Start The Fight! button from the battle screen.	The battle screen shows both monsters, the result of the battle and any earnings or rewards.	Generates the battle, show victorious monster, earn rewards.
SE-N06-028	FR7	Check that Edit User Account button has been pressed from the battle screen and display a message.	User clicks on Edit User Account button from the battle screen.	An error message is displayed to the user. User cannot leave the battle screen.	Display Error message.

SE-N06-029	FR8	Check that Friend button has been pressed from the side of the battle screen and display a message.	User clicks on Friend button from battle screen.	An error message is displayed to the user. User cannot leave the battle screen.	Display error message.
SE-N06-030	FR8	Check that Shop button has been pressed from the battle screen.	User clicks on Shop button from battle screen.	An error message is displayed to the user. User cannot leave the battle screen.	Display error message.
SE-N06-031	FR9	Check that Add friend button has been pressed from the battle screen.	User clicks on Add Friend button from battle screen.	An error message is displayed to the user. User cannot leave the battle screen.	Display error message.

## FARM TESTS

These tests are designed to test the Monster Farm of the Monster Mash game. They test various aspects such as viewing your monsters, their stats and picking a primary battle monster.

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria
SE-N06-032	FR1	Obtain your monster's stats	Go to the "Monster Farm" page"	A list of your monsters with associated stats should be displayed	The page correctly displays your monsters and their stats
SE-N06-033	FR2	Choose your primary battle monster (i.e. the monster you use to fight)	Click on the checkbox/button next to the monster you wish to make primary battle monster	That monster should now be selected to be your primary battle monster	The chosen monster is now your primary battle monster
SE-N06-034	FR3	Exit the Monster Farm	Click on a link that returns you back to a previous screen	You should exit the Monster Farm and be taken to the location you chose	The page changes to the location your chosen location

## SHOP TESTS

The following tests will be featuring on the Shop aspect of the Monster Mash game. The Shop will be accessible to registered users. Users will then be presented with a menu which has the following options; Monster Farm, Shop and a Friends list. Within the Shop category the user will be presented with a variety of options. The main purpose of the shop is to allow the user to Buy and Sell monsters using V-Money that they have gained from battles with other players. Users can Buy new monsters from the Shop which will then be added to their Monster Farm and the price in which the monster is worth will be removed from the users V-Money total. The user will also be able to Sell monsters which they own and the price in which the monsters are worth is calculated by taking into account the monsters stats. If the user sells a monster, the monster will be removed from the users Monster Farm and the correct amount of currency added to the users V-Money total. It is worth mentioning that tests will be carried out using a preloaded database of monsters to avoid the user having no monsters to Buy/Sell. The final feature of the shop will be the display of the users V-Money which will show how much currency the user has to spend within the Shop.

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria
SE-N06-035	FR8	Check that the Shop GUI is displayed when the user clicks Shop from the homepage.	User clicks Shop button from the homepage.	The shop GUI should now be displayed to the user, including a list of monsters which the user can Buy and Sell and the ability to View V-Money.	Shop GUI is correctly displayed.
SE-N06-036	FR5	Check that the Sell function works correctly.	User selects what monster they chose to sell in the Shop GUI and presses the Sell button.	The monster should have been removed from the users Monster Farm and the amount of V-Money that the monster is worth based on stats should be added to the users V-Money Total.	The correct amount of V-Money has been added to the users V-Money total and the Monster sold has been removed from the users Monster Farm.
SE-N06-037	FR8	Check that the view V-Money function works correctly.	Within the Shop GUI, the user should be able to view V-Money on the GUI this and shows how much currency the user has.	The user should be displayed their correct amount of V-Money in the GUI.	The user is successfully displayed their total V-Money amount.

SE-N06-038	FR6	Check that an error message is displayed if the user attempts to purchase a Monster from the Shop but they don't have enough V-Money.	User views the monsters available from the Shop list, selects the Monster desired and presses the Buy button and an error is displayed due to insufficient funds to purchase that monster.	An error message should be displayed informing the user they have Insufficient funds to purchase the monster desired.	An error message is successfully displayed to the user informing them they have insufficient funds to purchase the monster they desire.
SE-N06-39	FR6	Check that the Ok button works on the error message regarding the user having Insufficient Funds when trying to purchase a monster so they can return to the Shop GUI.	The user clicks the Ok button to acknowledge the error message and then returns to the Shop GUI.	Once the user has selected the Ok button, they should be returned to the Shop GUI.	The user presses Ok and they are successfully returned to the Shop GUI.
SE-N06-040	FR6	Check that the preloaded database of Monsters within the Shop are purchasable.	The user selects one of the preloaded monsters from the database and selects Buy.	The user should be able to purchase the monsters from the preloaded database. The correct V-Money from their total should have been removed and the newly acquired monster should now be in the users Monster Farm.	The monster from the preloaded database should now be in the users Monster Farm.
SE-N06-041	FR6	Check that the preloaded database of Monsters within the Monster Farm are sellable.	The user selects one of the preloaded monsters from the database in the Monster Farm and selects Sell.	The user should be able to sell the monsters from the preloaded database (Monster Farm). The correct V-Money should have been added and to their total and the Monster selected to sell should have been removed from the users Monster Farm.	The monster from the preloaded database has been removed from the users monster farm and the users V-Money total should be correct.

### **3 References**

1. *Software Engineering Group Projects Test Procedure Standards.. C.J.Price and N.W.Hardy. SE.QA.06.Release.*

### **DOCUMENT HISTORY**

Version	CCF No.	Date	Changes made to Document	Changed by
1.0	N/A	2012-11-12	Initial creation	beb12
1.1	N/A	2012-11-15	Adding test tables	arj18