QA Testing Log

JAN 12 – 21 SPRINT 1

* Testing website functionality:
  + Website on following platforms:
    - Windows
      * Chrome – Fully functional
      * Firefox – Fully functional
      * Microsoft Edge – Fully functional
    - Mac
      * Safari – Fully functional
      * Chrome – Fully functional
      * Firefox – Fully functional
    - Android
      * Chrome – Top navbar does not show up properly otherwise functional
      * Samsung Internet app – Top navbar does not show up properly otherwise functional
    - IOS
      * Chrome – Top navbar does not show up properly otherwise functional
      * Safari – Top navbar does not show up properly otherwise functional
* Testing user account creation:
  + Desktop Web Browsers
    - User account creations are successful
    - User log in is successful
  + Mobile Web Browsers
    - User account creations are successful
    - User log in is successful

JAN 22 – February 3 SPRINT 2

* Testing website functionality:
  + Website on following platforms:
    - Windows
      * Chrome – Fully functional
      * Firefox – Fully functional
      * Microsoft Edge – Fully functional
    - Mac
      * Safari – Fully functional
      * Chrome – Fully functional
      * Firefox – Fully functional
    - Android
      * Chrome – Top navbar does not show up properly otherwise functional
      * Firefox - Top navbar does not show up properly otherwise functional
    - IOS
      * Chrome – Top navbar does not show up properly otherwise functional
      * Safari – Top navbar does not show up properly otherwise functional
* Testing account creation:
  + Windows:
    - Edge: When submitting information to create an account, an error shows “Please enter a valid.”. This message needs to be changed to be more detailed and not show if all fields are submitted/added to database.
    - Chrome: Same behavior as Edge above
    - Firefox: Same behavior as Edge/Chrome above
  + Mac:
    - Safari: Same behavior as browsers on Windows
    - Chrome: same behavior as Chrome on Windows
    - Firefox: same behavior as Firefox on Windows
  + iOS:
    - Safari: Unable to test due to missing navbar (see “website functionality”)
    - Chrome: Unable to test due to missing navbar (see “website functionality”)
* Testing email verification:
  + Received email indicating “Visit the following link to activate your account” but no link is shown. Tested email sent to iCloud and gmail email addresses.
* Design issues:
  + Windows:
    - Edge: Perhaps make “login” or “register” on homepage hyperlinks to their corresponding webpages
    - Firefox: Perhaps make “login” or “register” on homepage hyperlinks to their corresponding webpages
    - Chrome: Perhaps make “login” or “register” on homepage hyperlinks to their corresponding webpages
  + Mac:
    - Safari: same as browsers above
    - Firefox: same as browsers above
    - Chrome: same as browsers above
  + iOS:
    - Safari: same as browsers above
    - Chrome: same as browsers above
  + Android:
    - Firefox: same as browsers above
    - Chrome: same as browsers above

FEB 4 – FEB 17 SPRINT 3

* WEBSITE FUNCTIONALITY
  + Mobile testing
    - IOS and Android are still having issues with navigation of website. (SR)
    - Unity demo functional across all browsers. (SR)
  + User Account Creation
    - Needs confirm password for extra security when creating accounts. (SR)
    - Email verification with link and security code fully functional on desktop web browsers. Tested on chrome, firefox, safari and edge. (SR)
    - Need verification to confirm login status on the top of the page. (SR)
    - Currently there is no way to verify if a user is currently logged in to their account on the website. (SR)
    - Need to redirect users to the main playable game page when logged in successfully. (SR)
* Game functionality
  + Old build still functioning properly on the demo page of the website. (SR)
    - Current issues include collision on objects are not working properly but collision is working properly within the editor. (SR)
  + Take a break reminder pops up as intended but does not disappear currently and sits at the top of the game. (SR)
  + Building towers and placing them on the map is functioning as intended. (SR)
  + Scoring still needs to be implemented and tested. (SR)
* UI functionality
  + Need to build a health bar that is easily seen by players indicating health of home base structure. (SR)
  + Resource management bar is implemented, needs to be tested further based on progression through the game. (SR)
  + Gear icon implemented in the UI which brings up the paused menu, working as intended. (SR)
  + Considering adding enemy health bars to help with identifying how much damage is being done by the player. (SR)
* Database testing
  + ORM layer code installed. (SR)
  + Firebase installed to pull data from unity to populate the leaderboard database. (SR)