Testing was done on release 1 13/12/2019  
Testing environment was done from a completely blank database testing the possible regenerative properties of the application.

All test where done with one private version of firefox 71.0 (64-bit) and a none private version to allow for 2 users, google cookie is otherwise being picked up by the same browser.

User 1: [harrisonjordanjames@gmail.com](mailto:harrisonjordanjames@gmail.com)

User2: jordanharrisontester@gmail.com

Testing was done on the “live” environment.

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|  | Task | Expected Result | Actual Result | Pass/Fail |
| 1 | User Login | Google authentication triggers state change and triggers page load of teams, tasks and notifications. Database object, representing the user is created along with the accounts collection. | As expected for both users in test | Pass |
| 2 | Create New Team on user 1, With the following values:  name: test1  Description: test1  Team type: horizontal  Personal skills: null | Team is created along with the teams collection. Users team list updates the DOM user 2 receives no change  Team is created with following values:  name: test1  Description: test1  Team type: 0  Personal skills: null  Owner: User1id  Members:{User1id} | As expected for both users in test  Data on database is as expected | Pass |
| 3 | Create New Team o user2, with the following values:  name: test2  Description: test2  Team type: vertical  Personal skills: test skill 1 | Team is created under the teams collection. Users team list updates the DOM user 2 receives no change  Team is created with following values:  name: test2  Description: test2  Team type: 1  Personal skills: { test skill 1}  Owner: User1id  Members:{User1id} | As expected for both users in test  Data on database is as expected | Pass |
| 4 | Team Invite – Download user 2s QR code and trigger invite to team “test1” add as a file to the invite form. Submit the invite form. | User 2 receives an invite notification, invite triggers notify to popup. Database has notifications collection witn a notification with the following fields:  For:user2id  is-read false  message "you have been invited to: test1"  team "teams/test1id"  type "team-invite"  test1 data has: pending-invites:{user2id} | As expected for both users in test  Data on database is as expected | Pass |
| 5 | Accept Invite on user 2 | User 2: team page updates to now contain test1.  Task 1 now has: members = {user2id, user1id} | As expected for both users in test  Data on database is as expected | Pass |
| 6 | Both users view test1 tasks  Add new task to test 1 with the following values:  Name: task test 1;  Deadline:28/12/2019  Urgency: 1  Impact: 1  Importance: 1  Requirements:  Intelligence: 0,  strength: 0 | Both User 1 and user 2 receive DOM update to their tasks list. Task collection is created under test1  New task object with the following parameters:  Name: task test 1;  Deadline:28/12/2019 at 12AM  Urgency: 1  Impact: 1  Importance: 1  Requirements:  Intelligence: 0,  strength: 0  status: Active;  experience-rewards:  Intelligence: 1935,  Strength: 1935 | As expected for both users in test  Data on database is as expected | Pass |
| 7 | User1 view test1 tasks  Add new task to test 2 with the following values:  Name: task test 2;  Deadline:28/12/2019  Urgency: 1  Impact: 1  Importance: 1  Requirements:  test skill 1: 5,  strength: 0 | Only User one receives DOM update to their tasks list.  User1 can select the skill type in the requirements dropdown  Task collection is created under test2  New task object with the following parameters:  Name: task test 2;  Deadline:28/12/2019 at 12AM  Urgency: 1  Impact: 1  Importance: 1  Requirements:  test skill: 5,  strength: 0  status: Active;  experience-rewards:  test skill : 2031 ,  Strength: 1935 | As expected for both users in test  Form shows the new experience type in dropdown  Data on database is as expected | Pass |
| 8 | User 2 complete test task1 navigate to user and refresh to reload the experience bars (not currently an active list) | Both users have test 1 remove from the DOM.  Task status is now complete  User 2 db object now has :  skill-levels:  Intelligence: 1935,  Strength: 1935    Refresh shows the bars at:  Intelligence level 4 at 335/2500  Strength level 4 at 335/2500 | Application does not create user objects skill-levels collection. Therfore failed when checking requirements against levels This fails the promise chain leaving the task incomplete, no DOM updates.  I am manually creating collection on User 2 to and will retest | Fail |
| 9 | Retesting 8 after adding skill-levels collection manually to both user accounts. | Both users have test 1 remove from the DOM. Task status is now complete  User 2 db object now has :  skill-levels:  Intelligence: 1935,  Strength: 1935    Refresh shows the bars at  Intelligence level 4 at 335/2500  Strength level 4 at 335/2500 | After fixing data own user:  Dom updates as expected  Database user object is correct.  Refresh causes bars to render | Fail |
| 10 | User 1 complete test task2 navigate to user and refresh to reload the experience bars (not currently an active list) | Task will not complete user fails to meet the requirement of the task. | Task doesn’t change, no dom update poor ux no feedback | pass |
| 11 | Add new test-skill to user1s skill-levels map with a value of 2500 (Level 5). Refresh user1’s account page. | Refresh shows the bars at  test skill level 5 at 0/3600 | Bars display properly |  |
| 12 | User1 click complete on test task 2 | User 1 has test task2 removed from the DOM.  User 2 db object now has :  skill-levels:  test skill : 2031 ,  Strength: 1935    Refresh shows the bars at  test skill level 6 at 931/4900  Strength level 4 at 335/2500 | Database is correct  Bars display properly  User can now complete task | pass |