General Areas to focus on when creating test cases

As of June 29, 2017

Author: Elie Godbout

*Recall successful & unsuccessful tests.*

Blue words represent areas that are subject to change

# Account create screen

**Remote/Local hos**t – High Risk (Toggle between creating an account using a server or without a server.)

**Username** – Low Risk (alphanumeric values / must be between 4 to 15 characters long.)

**Password** – High Risk (possible constraints in formatting / must be between 8 and 10 characters long.)

**Confirm Password** – High Risk (must have contents in the Password field / contents of both fields must match 100%)

**Email** – High Risk (cannot be a duplicate email / must conform to email formatting / confirm the existence of email)

**Player ID** – Low Risk (possible constraints in formatting / preferable to match Puzzles and Dragons account ID / must be a length of 9 digits numeric values only)

**Profile Image** – Low Risk (Optional image for users based on MonsterClassID.)

# Log in screen

**Remote/Local hos**t – High Risk (Toggle between creating an account using a server or without a server.)

**Username** – Low Risk (Not optional / can be changed)

**Password** – High Risk (required for log in / Log in requires an existing password associated to an existing account)

**Email** – Low Risk (primary identifier for account / cannot be changed)

**Player ID** – Low Risk (Not optional / can be changed / extra identifier for users)

# Account options screen

**Username** – Low Risk (username can be changed)

**Password** – High Risk (Password can be changed / updated password must allow the user to use the new password to log in and not the old one. / To change password, input the new password and confirm the new password.)

**Email** – High Risk (Cannot change or update the Email)

**Player ID** – Low Risk (Player ID can be changed)

**Profile image** – Low Risk (Users will be able to select a monster image to place as their profile. / this will be modifiable. / search using monster ID or monster name.)

**Apply changes button** – High Risk (Any changes will only be saved if this button is selected. Otherwise the changes are lost.)

# Home Screen

**After log in** – Medium Risk (After a successful log in, users will be sent to the home screen.)

**Upon loading** – High Risk (When loading the home screen, the user’s followers will be displayed. / the user’s following players will be displayed. / A list of all available teams randomly ordered will be displayed. / A list of all players randomly ordered will be displayed. / The news window will display the most recent message about the application. / the discord chat will display messages from the point where the user has logged in.)

**Navigation Buttons (top row of buttons)** – High Risk (When a user, clicks on any of these buttons, they will be sent to the corresponding screen.)

**Following/Follower toggle** – Medium Risk (Selecting this button will change the list from the following list of players to the follower list of players.)

**Selecting followers/following** – Medium Risk (The user’s list of following should be populated when the screen is opened / the users will select a profile from the list. This will prompt the user with two options. Selecting Unfollow will remove that player from the user’s following list. Selecting view profile will send them to that other user’s account information screen. / Switching to the follower list will load the list of players whom are following the user. Selecting a player will prompt the user with two options. Selecting Follow Back will add that follower to the user’s following list. Selecting view profile will send the user to that other user’s information screen.)

**Selecting from random teams** – Medium Risk (When selecting a team, the user will be sent to that team’s player information page. / When the user selects the refresh button, the list of teams is updated to a new random selection. / Hovering over a monster from the teams list will display that monster’s summary. / hovering over the team name will display that team’s information.)

**Filter randomized teams** – Medium Risk (The randomized team list has filters for searching by a team name and searching by attribute.)

**Team Ranking** – Medium Risk (Each team in the list has a Rank and two buttons for raising or lowering the rank. / the user will only be able to mark a team **once** with an upvote or downvote. / pressing the same vote button a second time will cancel the vote.)

**Selecting from random players** – Medium Risk (When selecting a player, a prompt will be displayed. The user has two options. Selecting view profile will send the user to that player’s information page. Selecting Follow will add that player to the user’s following list. / When the user selects the refresh button, the list of players is updated to a new random selection.)

**Filter randomized players** – Medium Risk (The randomized player list has filters for searching by username.)

**PADnews window** – Low Risk (A text filed will display messages written by developers or administrators about the status or updates relating to the PADification product.)

**Global chat** – Low Risk (User’s will be able to input messages into a field associated to a chat log and press the associated button to send their messages to the chat log for other players to see.)

**Profile image** – Low Risk (Users will be able to select a monster image to place as their profile. / this will be modifiable.)

**List navigation** – High Risk (Each list will contain a predetermined max number of players or teams per page. When the number of players/teams exceeds that number, more pages will be created to store the additional players/teams. / Pressing the next button will display the next list of players/teams on the following page. Pressing previous will display the last list of players/team on the page prior.)

# Player collection screen

**Navigation Buttons (top row of buttons)** – High Risk (When a user, clicks on any of these buttons, they will be sent to the corresponding screen.)

**Monster List** – High Risk (User will have access to their list of monsters; the monsters that they have imported from the MonsterClass, the monsters they have updated or edited / Users will be able to click on them and have the information show up to the right of the screen as a summary. / Users will be able to add & remove the Favorite label / Users will be able to delete a monster from the list / deleted monsters will not be accessible and removed from the list)

**Collection/Wishlist** – High Risk (By selecting the Wishlist button, the user will switch from the collection list to the wish list. The monsters in this list can be edited, removed and moved to the collection list. / selecting the monster list button will switch from WishList to the collection list.)

**Edit Monster Button** – Medium Risk (Clicking on the edit monster button will send the user to the edit monster screen.)

**Favorites/remove favorite Buttons** – Medium Risk (By selecting the add to favorites button, the monster selected will have their profile image altered to reflect the favorited status. / By selecting the remove from favorites button, the selected monster’s profile will be removed of the favorites alteration. / adding a monster to favorites and remove it from favorites will toggle the opposing button on or off depending on the monster’s status.)

**Add from Wishlist** – Medium Risk (This feature is only available for monsters in the Wishlist. / selecting this button will send the selected monster to the collection list. / the monster will be removed from the WishList.)

**Remove Monster Button** – High Risk (Clicking on this button will prompt the user a warning window asking them to confirm or deny the removal of the monster selected.)

**Monster List Result handling** – Medium Risk (Users will have a list of a set number of monsters per page. / To look at other monsters that could not fit on the list, the user will click on a next “page”. This will display the next line-up of monsters with all previous functionality still available. / the user will be able to return to the previous pages.)

**Monster list filtering** – Medium Risk (Users are able to alter the resulting monsters displayed by inputting a monster ID or name, searching by monster attributes and by searching by monster types.)

**Monster summary** – Medium Risk (When a monster is selected from the list, the monster’s properties will be displayed. These values will conform to the changes made to the monster from the edit monster screen.)

**Monster evolution tree** – Medium Risk (When a monster is selected from the list, the monster’s evolutions will be displayed. Specifically, the previous evolutions and the next possible evolutions along with the evolution materials. / monsters found in this window will be displayed alongside a colored square. The square’s color will reflect the proper evolution path associated to the selected monster.)

**Hover function** – Low Risk (Hovering the cursor over the monster’s image in the information section of the screen will display that monster’s full image. / hovering over icons will display that icon’s name and description. / hovering over a evolution monster will display the evolution materials required for that evolution.)

# Monster Book screen

**Navigation Buttons (top row of buttons)** – High Risk (When a user, clicks on any of these buttons, they will be sent to the corresponding screen.)

**Monster List** – High Risk (Users will have access to a list of all available monsters from Puzzles and dragons / Users will be able to click on a monster and the monster’s information will be displayed to the right of the screen.)

**Monster Search** – Medium Risk (Users will be able to use a search bar to find a specific monster. / Users will be able to search for monsters using the monster’s name, the monster’s ID number. / To initiate the search, the user must input the data into the search bar and click the Search Button. / Monsters conforming to the string inputted will be displayed in the list and all others will be removed.)

**Search filters** – Medium Risk (Users will be able to filter the search by attributes primary and secondary as well as by monster types. / attribute filter can bee additionally filtered with AND or OR.)

**Monster List Result handling** – Medium Risk (Users will have access to a set number of monsters per page. To look at other monsters that could not fit on the list, the user will click on a next “page”. This will display the next line-up of monsters with all previous functionality still available. / the user will be able to return to the previous pages. / User will be able to input the page number they wish to jump to. / if a number greater than the maximum page limit, the page will default to the max page. / the field will only accept numeric content. / when at the minimum page number, pressing previous will display the last page available. Same applies for the max page number and pressing next.)

**Add monster to Collection** – Medium Risk (Users will be able to send the monster from the monster book to the player collection by clicking on the “Add monster to collection button”. The monster will be set under the owned label. / users can edit the monster properties before adding the monster to the collection. If the value is greater than the maximum allowed value, it will default to the max value. Same applies for minimum values. / the default values for these fields will be set to minimum)

**Add monster to Wishlist** – Medium Risk Users will be able to send the monster from the monster book to the player WishList collection by clicking on the “Add monster to collection button” while the “Wishlist” box is checked. The monster will be set in the Wishlist. / users can edit the monster properties before adding the monster to the collection. If the value is greater than the maximum allowed value, it will default to the max value. Same applies for minimum values. / the default values for these fields will be set to minimum.)

**EvolutionTree** – Medium Risk (Upon selecting a monster from the list, the complete list of the monster’s evolutions will be displayed and interactable. / selecting a monster from the evolution tree will display that monster’s information.)

**Hover functions** – Low Risk (When the cursor hovers over icons, a message box will appear giving the name of the icon. / when the cursor hovers over the monster profile image, the full art image will be displayed for that monster.)

# Edit Monster Screen

**Upon Loading** – High Risk (When the Monster Edit screen is loaded, the specific monster’s information will be displayed. This includes; the monster’s image, stats, skills, descriptions, etc.)

**Monster Stats edit** – High Risk (Users will be able to change a monster’s properties known as stats with these; Level edit, +HP edit, +ATK edit & +RCV edit fields. / Users will be able to input a numeric value ONLY in these fields to change the properties or click on arrow buttons to have the current value increment or decrement by one. / The monster’s properties will be updated in real time.)

**Awoken Skills edit** – High Risk (When the screen is loaded, the monster’s list of available awoken skills will be displayed unless a monster does not have awoken skills. / Users will be able to toggle a monster’s awoken skills on and off by clicking up or down on arrows from a range of 0 to the max amount of awoken skills for a specific monster. / the awoken skills will only be displayed as icons, however, hovering your mouse over a skill will display the name and description of the skill.)

**Latent Awoken Skills edit** – High Risk (Users will be able to choose which Latent skill goes on a monster. Users will have a default of 5 slots to use for placing latent skills, however, users will be able to toggle on or off the sixth slot for their monster. / when a user wishes to add a latent skill to their monster, they will click on the skill’s name in a list and press the add skill button. The skill will be placed in a different list for added skills. / Removing a latent skill will require the user to select the applied latent skill and click on the remove option and the latent skill will be removed. / Adding latent skills will cost slots just like in PAD. Adding a latent skill will reduce the number of slots a player has and removing a latent skill will add the slots it used to be applied. A user will not be able to add any more latent skills if the cost exceeds to current slot availability. / certain latent skills will not be allowed on specific monster types.)

**Assist edit window** – High Risk (Users will be able to add assists to their monsters ONLY if the monster has an Active Skill or a Leader Skill. / Users will be able to select a monster from the collection and use them as an assist monster. / This will add a constant border around the profile of an assisted monster. / If the assist monster’s Primary attribute matches the base monster’s primary attribute, AND ONLY IF, the monster’s properties will be altered in real time. / the monster will also gain the assist monster’s active skill. / the assisted monster will still be able to be placed into a team. / to remove the assist, the user will click on the assist monster as he would to choose one and select remove.)

**Assist List Result handling** – Medium Risk (Users will have access to a set number of monsters per page. To look at other monsters that could not fit on the list, the user will click on a next “page”. This will display the next line-up of monsters with all previous functionality still available. / the user will be able to return to the previous pages.)

**Evolution** – High Risk (Selecting this button will display a window with all available evolution paths directly associated to the monster being edited. / selecting a monster from the evolution window and selecting “apply changes” will change the monster into that evolution selection with all the previous status data. / selecting cancel will close the window without making any changes. / In order to keep the changes made with evolutions, you must press apply changes from the edit monster screen. Otherwise all changes will be lost.)

**Cancel Button** – Medium Risk (Users will be able to use the “Cancel” Button in order to return to the player collection screen. / If a player performs any changes and returns by way of the “Cancel” button or by any other measure, the changes will not be saved.)

**Apply Changes Button** – High Risk (When a user makes any changes to a monster’s properties, the user must press the apply changes in order to save the changes made. / exiting the screen without apply the changes will remove the changes and set the monster’s properties back to what they were before the changes were made.)

**Hover functions** – Low Risk (When the cursor hovers over icons, a message box will appear giving the name of the icon. / when the cursor hovers over the monster profile image, the full art image will be displayed for that monster.)

# My Teams Screen

**Navigation Buttons (top row of buttons)** – High Risk (When a user, clicks on any of these buttons, they will be sent to the corresponding screen.)

**Upon loading the edit team screen** – High Risk (The user’s created teams will be displayed in a list / when a team is selected from the list, the team and its information will be displayed in the center of the screen.)

**Team list** – Medium Risk (Teams that have been created will be added a list where users can select them to display that team’s info.)

**Search filters** – Medium Risk (Users will be able to filter the search by attributes. / users can filter by team name as well.)

**Dream team** – Medium Risk (Selecting the dream team button will switch the team lists between teams using monsters from the collection vs monsters from the WishList. / selecting the button again will reverse the process.)

**Add new team button** – Medium Risk (In order for a user to build a team, first they must click on the “Create team” button. / an empty team section will be created.)

**Delete Team Button** – High Risk (Users will be able to delete the teams they’ve made by clicking on the “Delete” button found on the teams’ section. / a warning message will appear asking the user to confirm or deny the deletion when the “Delete” button is clicked. / users will no longer have access to a team after it has been deleted.)

**Edit Team Button** – Medium Risk (Clicking the “Edit” button will send the user to the edit team info screen.)

**Leader skill display** – Low Risk (The monster placed in the leader slot in a team will have its Leader skill displayed along with the rest of the team’s properties.)

**Hover functions** – Low Risk (When the cursor hovers over the monster profile image, the full image of the monster will be displayed for that monster. / the badge will display its functionality.)

# Edit team screen

**Upon loading the edit team info screen** – High Risk (the selected team’s properties will be displayed; monsters, stats, skills, RANK, etc. / when creating a new team, all slots and fields will be empty.)

**Monster List** – High Risk (User will have access to their list of monsters, the monsters that they have imported from the MonsterClass, the monsters they have updated or edited / Users will be able to select monsters to be added to a team. / this list will switch between collection list monsters and WishList monsters depending whether or not the dream team button has been pressed.)

**Monster List Result handling** – Medium Risk (Users will have a list of a set number of monsters per page. / To look at other monsters that could not fit on the list, the user will click on a next “page”. This will display the next line-up of monsters with all previous functionality still available. / the user will be able to return to the previous pages.)

**Monster list filtering** – Medium Risk (Users are able to alter the resulting monsters displayed by inputting a monster ID or name, searching by monster attributes and by searching by monster types.)

**Team name** – Low Risk (Users will be able to change the team’s name by clicking on the field and inputting a new name. / the contents will be saved once they leave the field. / I left empty, the team name will return to its default name.)

**Monster Slots** – Medium Risk (Users will be able to click on a slot on the team section. Empty or populated, the player can then click on a monster from the list to add them to that slot. / when a slot is selected, clicking the slot again will undo the process.)

**Badges** – Medium Risk (Selecting this button will prompt the user with a list of available badges to add to their teams. / Selecting a badge and selecting OK will add the badge to the team. Selecting cancel will not change the badge current setting. / badges can be changed at any time.)

**Hover functions** – Low Risk (When the cursor hovers over icons, a message box will appear giving the name of the icon. / when the cursor hovers over the monster profile image, the full art image will be displayed for that monster.)

# Community screen

**Navigation Buttons (top row of buttons)** – High Risk (When a user, clicks on any of these buttons, they will be sent to the corresponding screen.)

**Upon loading search, other player info screen** – High Risk (A list of other players will be displayed on the left side of the screen. / a list of the user’s followers will be displayed to the right of the screen. / followers list will be ordered by latest follower to last.)

**Other Player list** – High Risk (Clicking on the profile of another player will send the user to that other player’s information screen. / same rules apply to the followers list.)

**Player List Result handling** – Medium Risk (Users will have a list of a set number of other players per page. / To look at other players that could not fit on the list, the user will click on a next “page”. This will display the next line-up of players with all previous functionality still available. / the user will be able to return to the previous pages.)

**Player search History** – Medium Risk (The history will display the last ten players a user has visited in the list. / When a user has clicked on a player, the tenth player on the history list will be destroyed and the clicked player will be added to the list as the first instance.)

**Player search** – Medium Risk (Users will be able to search for other players by inputting the username or Player ID of other players in the search bar. / When a player clicks the “search” button, the results will display other players that match the description of the search.)

# View profile screen

**Navigation Buttons (top row of buttons)** – High Risk (When a user, clicks on any of these buttons, they will be sent to the corresponding screen.)

**Upon loading Player search result information screen** – High Risk (The player’s information will be displayed for the user. / the user will not be allowed to edit any of the player’s monsters or teams.)

**Lists Result handling** – Medium Risk (Users will have access to the player’s list of monsters and teams. / each list will have a set number of objects to be viewed at a time. / To look at other users that could not fit on the list, the user will click on a next “page”. This will display the next line-up of monsters or teams with all previous functionality still available. / the user will be able to return to the previous pages.)

**Follow/Unfollow Button** – Medium Risk (Users will be able to click on the “Follow” button in order to have the player’s profile appear with the followers list. / if the user is already following the player, the button will be an “unfollow” button. Clicking this will remove the player from the user’s follower lists.)

Constraints and worries:

* Remember to add pypyodbc to the list of tools used for the creation of this project
* And add pillow in the event we resort to using Jpeg for images
* These exist a chance that the image load out for Billy’s code may eventually create a memory leak after 14,000 images.