General Areas to focus on when creating test cases

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*Recall successful & unsuccessful tests.*

Look out for consistency across each screen (spelling, font, etc.)

Blue words represent areas that are subject to change

# Account create screen

**Username** – Low Risk (alphanumeric values)

**Password** – High Risk (possible constraints in formatting)

**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)

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

# Log in screen

**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.)

# 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 randomly selected teams will be displayed. / A list of randomly selected players will be displayed. / The news window will display the most recent message about the application.)

**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.)

**Selecting followers/following** – Medium Risk (The user’s list of followers and following should be populated when the screen is opened / the users will select a profile from the two lists. This will send them to that other user’s account information screen.)

**Deleting(Blocking) followers/following** – Medium Risk (The user will have access to a sort of delete option for both lists in order to remove those links from their account. / A user will no longer have access to the deleted/blocked user / the user’s profile will not appear in the list)

**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.)

**Selecting from random players** – Medium Risk (When selecting a player, the user will be sent to that player’s information page. / When the user selects the refresh button, the list of players is updated to a new random selection.)

**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.)

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

# 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 / User will be able to click on them and have the information show up to the right of the screen. / Users will be able to add & remove the Favorite label / Users will be able to add & remove the Wishlist label / Users will be able to delete a monster from the list / deleted monsters will not be accessible and removed from the list)

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

**Add from Wishlist/Favorites Button** – Medium Risk (Depending on the label for the monster, this button will change properties: Wishlist label will make the button to “Add from WishList”, this will turn the monster to an owned label. / Owned and Favorites labeled monsters will make the button to “Favorites”, this will toggle the label from favorites to owned and vice versa.)

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

**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.)

# 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 of both. / To initiate the search, the user must input the data into the search bar and click the Search or Go Button. / the specified monster 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.)

**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.)

**Add monster to Wishlist** – 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.)

**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 in which case a message will displayed describing the field as “No Awoken Skills”. / Users will be able to toggle a monster’s awoken skills on and of by clicking in them. / awoken skills will only be able to be turned on if the previous awoken skill is on as well. This is used to simulate the actions of the Main game. / 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 a drop-down menu of all the available latent skills for that monster. Clicking the desired latent skill will display the icon in the window, signifying that it has been added. / Removing a latent skill will require the user to click on the applied latent skill. This will open the drop-down menu, 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 needed to be applied. A user will not be able to add any more latent skills if the cost exceeds to current slot availability. / The latent skills will only be displayed as icons, however, hovering the mouse over the icon will display the name of the latent skill as well as the description. / latent skills will affect the monster properties in real time.)

**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 monster book or collection and use them as an assist monster. / This will label the monster as “Assisted”. / 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.)

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

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

**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 list of the user’s collection of monsters will be displayed. / 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. / the team name will identify the instance of that team.)

**Create/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 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 team screen

**Upon loading the edit team info screen** – High Risk (the selected team’s properties will be displayed; monsters, stats, skills, RANK, etc.)

**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.)

**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.)

**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. / Upon confirming the team to be deleted, the user will be sent back to the edit team screen.)

**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.)

**Submit Team/Unsub team button** – High Risk (Clicking this button will send the specific team to be viewable to any other user as well as be ranked by other users. / when a team is already submitted, the button will turn into the “Unsub team” button, clicking this will remove the specific team from being viewable and ranked by other users. All ranks associated to the team will be removed as well. / a warning message will ask the user to confirm or deny the unsub of a team.)

**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.)

# Player search result information 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.)

# Team Rank 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 Team rank screen** – Medium Risk (Results for Teams will be displayed ordered by most recent team first.)

**Ranked Team list** – High Risk (the user will be able to select from the list of the teams. This will send the team’s creator’s information screen.)

**Team Search bar** – Medium Risk (Users will be able to search for specific teams by inputting team types or names into the search bar and clicking the “search” button.)

**Rank button** – Medium Risk (Users will be able to click on the “Rank” button on a team they desire. This will increase the rank of the team giving it higher value. / users whom have already given a team a Rank, will not be able to give the same team another rank.)

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.