Requirement Review Test (Workflow of the app):

First thing to start, we need to **Sign In** for Jeopardy 2: Fitness edition. If there is a new member, then the system requires to **Register.** The **Register** requires new users to choose **Username**, **Password** and then **Verify the email** if needed. Once the account (**User/Player/Student/Parent**) is created, on the personal site, the user can manage his/her friends list by **Modify** (He/She can **add/remove** friends if there contains the friends account on the **Friend List** Function). Furthermore, the user can **Organize Team** to play games, or compete with multiple opponents (This mode requires the player to **Answer Questions** and **Perform the Activity** based on the rules), users could also review their **progress records/stats** on their personal page. Users cannot remove **Admin.**

Admin (Teacher/Player**)** has a right to **remove any Users,** creates **Questions/Activity** for **Users** on the **Board**, and **may be able to join the game** as Player or Instructor. If the **User**s are children, as they are too young to handle the site, **Admin** may **Validate Child Account for the Parent/Guardian.**

Parents/Guardians can use the **Player Account** once this is **Validated** by **Admin. Parents/Guardians** can access the personal site as the same as the **Users.**

Input Test (Typed Input and Click Method)

Typed Input:

When Join the app:

      If (Sign In) → Valid Username and Password → existed User's site

      If (New User) → choose new Username and Password, verify Email → new User's site

      If (Incorrect) → Redo the task → Sign In

      Else do nothing

When in the app:

      If(Users/Parents/Guardians == true) → Answer question → Break if wrong, next

      Question if correct/Communicate with othersIf(Admin == true) → Create

      Questions/Activity/Communicate with others

Click Method:

If(**User/Parents/Guardian** or **Admin**) → Sign In/SignUp/Verify;

→ Add/Remove Friends/ SendMessage

If(**Admin**) → RemoveUser() == true else false

→ SubmitQuestion() else SubmitAnswer()

If(**User/Parent/Guardian**) → SetTeam()

Usability Test:

The application will be built for users as students and preschoolers, so the usability should be easy to follow and the user can access all of the resources of the app/website. For more information, users can send feedback to the admin/developers to fix or improve the app performance if needed. Generally, the site should be built based on the basic platform of the common social media app today. Any further information will be updated soon.

Loads:

Real-life loads of the site is our first priority as the game should be played smoothly and have no lag. We expect the loading time as fast as possible for all users and admin when using the app.

Series of Tests

UI Test

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Unit Test

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Itegration Test

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E2E Scenario

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Regression Test