

# User Acceptance Test Plan

## 3 Features to Test:

1. User should be able to, after being logged in, select to play a game and navigate to the game page.
2. User should be able to edit their bio, and view the edited data afterwards.
3. User should be able to change their profile picture, and view the edited data afterwards.

## Feature 1: User Navigation to Game Page

Test cases:

- User logs in and navigates to the home page.
- User clicks on the "Play Game" button.
- User is redirected to the game page.

Test data:

- Username: testuser
- Password: testpassword

Test Results:

- Positive test case: User is redirected to the game page after clicking the "Play Game" button.

Test environment: Localhost

Acceptance criteria: A user cannot navigate to the home page and play a game unless they have logged in. Given that a user has logged in, they are redirected to the home page where they can click the "Play Game" button. Given that a user clicks the "Play Game" button, they are redirected to the game page.

User acceptance testers: End users, so people that want to play chess online and customize their experience.

## Feature 2: Edit Bio

Test cases:

- User logs in and navigates to the profile page.
- User clicks on the "Edit Bio" button.
- User updates bio with new information and saves changes.
- User navigates back to the profile page.
- User verifies that the edited bio is displayed correctly.

Test data:

- Username: testuser
- Password: testpassword
- New bio: "I love chess."

Test Results:

- Positive test case: Changes to the bio are saved and reflected on the user's profile page when the user clicks "Edit Bio", makes changes to bio, saves changes, and navigates back to the profile page.
- Negative test case: If the user clicks "Edit Bio" and no changes are made, the user cannot click "Save" and the bio is not updated.

Test environment: Localhost

Acceptance criteria: A user cannot update their bio if there are no changes being made to the bio. Given that a user clicks the "Edit Bio" button, makes changes to their bio, saves their changes, then they can navigate back to their profile page and see their updated bio.

User acceptance testers: End users, so people that want to play chess online and customize their experience.

### **Feature 3: Change Profile Picture**

Test cases:

- User logs in and navigates to the profile page.
- User clicks on the "Change Profile Picture" button.
- User selects a new profile picture from the available profile pictures Deco Chess offers and saves changes.
- User navigates back to the profile page.
- User verifies that the new profile picture is displayed correctly.

Test data:

- Username: testuser
- Password: testpassword
- New profile picture: "test\_profile\_picture.jpg"

Test Results:

- Positive test case: User selects one of the given Deco Chess profile pictures and saves changes, and the profile picture is now displayed on their profile page.
- Negative test case: User selects a profile picture that they already have, then no changes are made.

Test environment: Localhost

Acceptance criteria: User selects one of the given Deco Chess profile pictures and saves changes, and the profile picture is now displayed on their profile page.

User acceptance testers: End users, so people that want to play chess online and customize their experience.