**Technical Strategy**

**1)Tools**

-Docker

-Postman

-Visual Studio

-Github

**2)Strategy  
Github  
-**Pulled the branch to my laptop  
-Commit to branch to https://github.com/PhilKawakami18/gaming-seit-tech-test  
**Docker**  
-Run Docker image and created a container changing name to sbg-tech-test-app

-Changed Makefile to added docker start and docker test

**Postman**-Got documentation displayed from playground and created graphql queries / mutation-Set environment variable with URL <http://localhost:4000/graphql>  
-Create test based on risks evaluated and documentation

**3)Tests**Query:  
  
Positive  
**-Validate API status**  
This test is to check status of response is 200

**-Validate name of query matches TYPE expected**This test is to confirm value returned on json response returns type as expected with documentation

**-Validate name of query is NOT NULL**This test is to validate value returned on json response does not return as null

**-Validate name and slug do not return empty value**This test is to confirm slug and name can’t return empty

**-Check errors not returned for valid request**Check no errors returned on response  
​​  
**-Validate id is equal to the query**Validate if id on query matches the response

Negative:

**-Validate name and slug do return empty value when invalid**Added this test as I noticed a bug so it’s good to keep as test to track bug fix

**Mutation:**

Positive:

**-Validate API status**  
This test is to check status of response is 200

**-Validate mutation does not return NULL**This test is to validate value returned on json response does not return as null  
 **-Validate name one char**This test is to validate name is unique

Negative:

**Validate name and slug return empty value**This test is to validate name and slug can’t be sent as empty values

Duplicate:

**Validate duplicate results can't be added**This test is to validate an error is returned when adding duplicate values

**Comments**

-Addgame test would be considered flaky as there is no way to ensure there’s a game before the test  
-Some tests require delete API to be performed in order to pass  
-Now on documentation is declared as string, in production would be DateTime

**Bug:**Name should be unique but able to save game with same name  
Name and Slug can be empty fields

**Further tests**

-Test headers

-Special char validation  
-Flow tests  
-Test Environment