

**System and Unit Test:  
CMPS 115- Software Methodology**

System and Unit Test Report  
Qvinyl, 5 Lost DJs, 7/23/2018

**System Test Scenarios:**

**Sprint 1:**

- User Story 1, Sprint 1: **As a user, I want to be able to play music so that I can share my music with friends.**
- User Story 2, Sprint 1: **As a user, I want to know what is currently playing and so I can see the artist and song name.**
- User Story 3, Sprint 1: **As a user, I want to be able to add to the queue of upcoming songs to play so I can share my music with my friends**

**Scenario 1: User Story 1 & User Story 3**

- **As a user, I want to be able to play music so that I can share my music with friends.**
  - **As a user, I want to be able to add to the queue of upcoming songs to play so I can share my music with my friends**
1. After being logged in and sitting in the main page, the user must first create a room or join a room to share their music.
  2. Once the user has joined or created a room, they can now click on the search icon where a modal is dropped down.
  3. The user can now search for a specific song/YouTube video or select music from the already defaulted “LoFi” search.
  4. Once the user has searched for a specific song, they can add the song to the queue by pressing the add icon.
  5. The user can share their music by inviting friends to a private room by pressing the key icon and sending them the “key” to the room, or by creating a public room where anyone can join.

**Scenario 2: User Story 2**

- **As a user, I want to know what is currently playing and so I can see the artist and song name.**
1. The user can view what song is currently playing and what songs are queued up next.
    - a. The queue is a list of songs that have duration of the video, who it was queued by, and the video uploaded.
  2. The currently playing song can viewed on the top left corner.
  3. The user can view what song is playing, however, the artist may not always be included.

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**Sprint 2:**

- User Story 1, Sprint 2: **As a user, I want to be able to use my Google account to login so I don't have to create a new account**
- User Story 2, Sprint 2: **As a user, I want to be able to create a room so that I can invite my friends to join.**
- User Story 3, Sprint 2: **As a user, I want to be able to upvote/downvote queued songs so that we can decide to skip a song or not.**

**Scenario 1: User Story 1**

- **As a user, I want to be able to use my Google account to login so I don't have to create a new account**
1. In the login page of the web application, the user can register an account with Google (Gmail)

2. On the login page, there is a button to registers, which takes the user to the register page.
3. The user now fills in the appropriate data:
  - a. The user first types their first name and last name: e.g. (John Doe)
  - b. Secondly, their email address: e.g. JohnDoe@gmail.com
  - c. Thirdly, their desired password: **\*\*\*\*\*** (8 characters or more)
  - d. Lastly, the user clicks register or presses the enter key.
4. After, everything has been satisfied, their account is registered.

## Scenario 2: User Story 2

- **As a user, I want to be able to create a room so that I can invite my friends to join.**
1. The user must register an account or login:
    - a. Register:
      - i. The user first types their name: e.g. (John Doe)
      - ii. Secondly, their email: e.g. JohnDoe@gmail.com
      - iii. Lastly, their desired password: **\*\*\*\*\*** (8 characters or more)
    - b. Login:
      - i. Email: JohnDoe@gmail.com
      - ii. Password: **\*\*\*\*\***
  2. Once the user has logged in or registered, the user can create a room by pressing the add room button on the left side navigation bar.
  3. After clicking the add button, a modal will drop down and ask the user for a room name and whether or not to make it private.
  4. Satisfied with the room name and criterias of the room, the user can then press submit to create the room.
    - a. **Private Room**
      - i. To invite other people to a private room, there is a key icon that copies their room key to their clipboard which they can send to other people.
        1. E.g. “-LI9t4-g-joZPtTS73U”
      - ii. After sending this key to other people, they can use this key and get on the website like above.
      - iii. There is a open door icon that allows users to paste the roomKey into the input to join the private room.
    - b. **Public Room**
      - i. If the user created a public room, his/her friends can see the room by name in the public rooms list in the side navigation bar and join that room by clicking on the name.

## Scenario 3: User Story 3

- **As a user, I want to be able to upvote/downvote queued songs so that we can decide to skip a song or not.**
1. User must be logged in or registered and in a room to be able to downvote music for skipping
    - a. Register:
      - i. The user first types their name: e.g. (John Doe)
      - ii. Secondly, their email: e.g. JohnDoe@gmail.com
      - iii. Lastly, their desired password: **\*\*\*\*\*** (8 characters or more)
    - b. Login:
      - i. Email: JohnDoe@gmail.com
      - ii. Password: **\*\*\*\*\***

2. Since the user is now registered or logged in, he/she can now join a room to be able to be able to be counted for a vote.
3. Now sitting in the main page, the user must now join a room.
  - a. This is done by:
    - i. **Private Room**
      1. To invite other people to a private room, there is a key icon that copies their room key to their clipboard which they can send to other people.
        - a. E.g. -LI9t4-g-joZPtTS73U
      2. After sending this key to other people, they can use this key and get on the website like above.
      3. There is a open door icon that allows users to paste the roomKey into the input to join the private room.
    - ii. **Public Room**
      1. If the user created a public room, his/her friends can see the room by name in the public rooms list in the side navigation bar and join that room by clicking on the name.
4. After joining a room, the user can now vote.
  - a. **Voting in any room**
    - i. There is a button close to the middle of the screen that allows the user to cast a vote (downvote) to skip a song.
    - ii. Pressing the rounded bar with the skip icon in the middle results in the circle being filled to the appropriate amount.
    - iii. After 50 percent or more of the room want to skip the song, the song will be skipped.

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### Sprint 3

- User Story 1, Sprint 3: **As a user I want to be able to easily navigate around the web app's design and functionalities, so I won't have to spend hours learning how to reuse the app.**
- User Story 2, Spring 3: **As a user I want to be able to create an account or sign in so I can have my personal account to identify me.**

### Scenario 1: User Story 1

- **As a user I want to be able to easily navigate around the web app's design and functionalities, so I won't have to spend hours learning how to reuse the app.**
1. Once on the login page, the user can either register an account or Login to an existing account.
    - a. Registration: (on the login page, written in blue it says "Register" and the user can click it to get to the registration page"
      - i. The user first enters their first name and last name: e.g. (John Doe)
      - ii. Secondly, their email: e.g. JohnDoe@gmail.com
      - iii. Lastly, their desired password: **\*\*\*\*\*** (8 characters or more)
      - iv. Then they can either press the Register button or enter.
    - b. LogIn (On the login page the user sees the logo and below it inputs for Email and password.
      - i. The user first enters their Email: JohnDoe@gmail.com
      - ii. Then enters their Password: **\*\*\*\*\***
      - iii. After, they can either press the Login button or enter.
  2. After the User has logged in or registered, in order to play music, they must be in a room.
    - a. On the main page, the user can see two buttons, in the side navigation bar that says ROOMS, an add room button or a join room button.
    - b. Adding a room:

- i. When the add room button is clicked, a modal is dropped down and it will ask the user for their desired room name and whether or not to make it a private room.
      - 1. The user must enter a room name: e.g “Audio Room”
      - 2. Either check the box that says “Make private” or leave it blank.
    - ii. Satisfied with the room settings, the user must click “submit” to be put into that room.
    - iii. If the room is a public room:
      - 1. The name of the room will be put into the public ROOMS list where other people can click on the name to join.
    - iv. If the room is a private room:
      - 1. No one else will be able to find the room, unless the key is given to them.
      - 2. Once the key is given, they can join the room by pressing the join room key and pasting their key value into the input.
  - c. Joining a room:
    - i. On the main page, the user can navigate to the door icon next to the add room icon in the side navigation bar.
    - ii. Once clicked, a modal will drop down asking the user to paste their desired room key.
      - 1. The key: e.g. “-LI9t4-g-joZPtTS73U”.
      - 2. Once the user has pasted said key, they can either click the “Join Room” button to join the room or “cancel” to not join the room.
- 3. When placed in a room, the user can now freely navigate around the room.
  - a. There will be three icons that will display when the user is in a room, the key icon, the search icon, and the delete room icon.
    - i. Key icon:
      - 1. If the user had made a private room, they can press the key to copy their key value to their clipboard.
      - 2. After, they are free to send it to whomever they wish.
      - 3. With the key value, their friends can now join their room.
    - ii. Search Icon:
      - 1. If the user wishes to add music to the queue, they can click on the search icon.
      - 2. Once clicked, a modal will drop down with a search bar and five video options.
      - 3. The user can use the search bar to look up any song/video they wish and the list of songs/videos will dynamically change with their search.
      - 4. After finding a song/video, they can now navigate and click the add button to add the song to the queue.
    - iii. X icon:
      - 1. Only if the user is admin are they able to delete the room.
      - 2. If the user is admin:
        - a. The admin can navigate to the delete room icon next to the search bar to delete their room.
        - b. Once clicked, a modal will drop down asking them to confirm their deletion of the room.
        - c. In red is the delete room, where the admin can hover and click the delete room button to confirm their deletion of the room.
      - 3. If the user is not admin:
        - a. They can still click on the delete room button, however, they can not confirm the deletion of the room.
  - b. On the right next to the queue list is the chat column and an option to see what users are currently in the room.

- i. Chat Room:
  1. In the chat room, the user can click on the input bar where it says "Type a message"
  2. Once the input bar is clicked, they can type words or sentences.
  3. After creating their sentence or word, they must press the enter key to submit their response.
- ii. Next to the Chat Room, there is a block that says "Users". With this they can view the users currently in the room.
  1. When clicked, a list of users will show up and next to each name will be two icons. A sad face and a crown.
  2. Only when the user is admin are they able to use these buttons.
    - a. **Crown icon:**
      - i. The admin user can select another user and click on the crown next to their name to make them admin of the room which gives them admin privileges such as make admin and kick user.
    - b. **Sad face icon:**
      - i. The admin can click on the sad face icon to kick the user out of the current room.
4. While in a room, the user can listen, watch, or skip songs.
  - a. The music/video player has 3 buttons to it, the mute button, the expand button, and the skip button.
    - i. **Mute button:**
      1. In the upper top right corner are next to the expand button, is the mute button.
      2. While a song/video is playing, the user can navigate to this button and mute the currently playing song.
      3. The user can click and toggle this button to control the mute.
    - ii. **Expand button:**
      1. The expand button will push the user interface down and give the video a full screen option and hide the skip button.
      2. The user can click on this button and toggle between the user interface or full screen.
    - iii. **Skip button:**
      1. The user has the ability to cast a vote to skip the current song.
      2. On the top middle of the page, the user can click on the skip icon that is surrounded by a circle.
      3. Once the skip icon has been clicked, the circle will fill up accordingly.
      4. After 50 percent or more of the room want to skip the song, the song will be skipped.
5. If the user wishes to logout of the room:
  - a. On the upper right hand corner, there is a logout button.
  - b. **Logout button:**
    - i. Once the user clicks the logout button, the user is then logged out of their account and placed into the login page.

## Scenario 2: User Story 2:

- User Story 2, Spring 3: **As a user I want to be able to create an account or sign in so I can have my personal account to identify me.**
1. On the login page, the user has two options, Register or Login.

2. If they have an existing account:
  - a. Login:
    - i. The user must fill the Email section with their Email: e.g. JohnDoe@gmail.com
    - ii. Then type their password: \*\*\*\*\*
    - iii. Once these are satisfied the user can either press enter or click the Login button
3. If the user does not have an account, they can register for one
  - a. Register:
    - i. The user first enters their first name and last name: e.g. (John Doe)
    - ii. Secondly, their email: e.g. JohnDoe@gmail.com
    - iii. Lastly, their desired password: \*\*\*\*\* (8 characters or more)
    - iv. Then they can either press the Register button or enter.