**Game 2 Test Scripts**

**NASA EVA Gamification**

*Group 3*

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| **Version Number** | **Description of Change** | **Author** | **Date** |
| 1.0 | Initial Creation of Document | Okechukwu Ogudebe | 03/03/2018 |
| 1.1 | Revised Document for Formatting | Michael Salgo | 03/15/2018 |

# Test Script < Game02-06 >

## Identification

Unique Identifier of Script: Game02-06

Test Script Version: Version 06

Author of Test Script: Okechukwu Ogudebe

Test Object: Game

## Preparation of the environment

Before this test script was executed, the following actions should be taken to create the desired initial situation:

* IIS server correctly configured together with PHP
* PHP mailer should be working
* MediaWiki game extension should be configured to work
* MariaDB should be functioning and the database setup done

## Test Script

Tester: Okechukwu Ogudebe

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  | **Logging** | | |
| **Step#** | **Action to take** | **Expected Result** | **Actual Result** | **Pass/Fail** | **Remarks** |
| 1 | Account creation | While creating a user account they should provide an email and a password. | New users can sign up and actively participate in the game. | Pass | The game accepts new users. They are required to provide a valid email, password, and successfully match the captcha code. They can continue filling their details by logging in. |
| 2 | Sign in | Users can sign in into the game by providing their correct credentials. | Users can log in provided the credentials match with what info used while signing up | Pass | The game’s authentication works perfectly. When a user enters the wrong credentials, the system denies them access. This is crucial at safeguarding each users progress. |
| 3 | Email verification | Users should successfully verify their emails. | Email verification works perfectly. | Pass | Users get the email confirmation message in their emails. When they click on the unique link sent their email get confirms. |
| 4 | Get  Post points | User should get points for creating posts and new wikis. | The user gets points when they post new content and wikis. | Pass | The game is designed to reward users based on the number of posts they make. The reward system works. |
| 5 | Editing wikis | Users can edit wikis and enter the correct data. They get points, when the data turns out to be correct. | User earns points for editing wiki. | Fail | Requires administrator authentication. Currently the admin has to approve edits and this hampers point allocation to the user. |
| 6 | Share content on social media | Users earn more points, badges, and trophies when they share content on social media. | Users can share content across different social media platforms. | Pass | Sharing content works perfectly. Users can share content via the social media icons in the wiki. |
| 7 | Registers user badges | The game should register user badges based on their progress. | Users attain badges based on their progress and the game should register the number of badges they get. | Pass | Users earn badges based on their progress and the game displays this on their profiles. |