**User Profile Test Scripts**

**NASA EVA Gamification**

*Group 3*

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Table of Contents

[Test Script < UserProfile 01 > 3](#_Toc508905797)

[Identification 3](#_Toc508905798)

[Preparation of the environment 3](#_Toc508905799)

[Test Script 3](#_Toc508905800)

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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 < UserProfile 01 >

## Identification

Unique Identifier of Script: UserProfile 01

Test Script Version: Version 01

Author of Test Script: Okechukwu Ogudebe

Test Object: User Profile

## Preparation of the environment

The following environment requirements should be met for the desired results.

* IIS server, PHP, and MariaDB should be properly configured
* MediaWiki should be configured and already running the game
* Dummy User profiles created
* Dummy data added for each user profile created

## Test Script

Tester: Okechukwu Ogudebe

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  | **Logging** | | |
| **Step#** | **Action to take** | **Expected Result** | **Actual Result** | **Pass/Fail** | **Remarks** |
| 1 | User log in | Users can log into the game and their correct profile loaded. | Users credentials are verified by the game and their corresponding profile loaded. | Pass | The game’s user verification functions perfectly and loads the correct profiles. |
| 2 | Loading of user profile | The game should display the user’s achievements when they load their profile in the game. | The game correctly loads the User’s profile details. | Pass | Users can access their profile by clicking ‘My Profile’ link and view their in-game achievements. |
| 3 | Display user badges, points, and trophies | The game should load display all the user points, badges, and trophies. | User badges, trophies, and points are correctly displayed. | Pass | Users can view the badges they have attained when they click on the display badges button. This helps users track their progress in the game through badges attained. |
| 4 | Display user details | Users can view their own details and game users details. | Users can view their details by following the view profile link. | Pass | Viewing a profile’s information is vital at ensuring the games competitiveness. Users can view the details of other game players and track their own performance. |
| 5 | Edit user profile | Users should have the capability of editing their own profiles. | Our game users can edit their own profiles to suit their needs. | Pass | Sometimes users have a change of heart when it comes to their user profile details. Users should possess the ability to edit certain details on their profiles. |
| 6 | Receive messages | Internal messaging is a crucial feature of the game. | Each time the User completes a milestone they receive a congratulatory message. They can also send private message to other users within the game | Pass | Users can successfully message each other. They can view their messages in their inboxes. Not all messages posted in the game will be available for the public. Messaging is an integral component at increasing user interaction. |
| 7 | Email notification | User profiles sends authentication emails. | Users can receive emails about ongoing conversations in their profiles. | Pass | Mail interaction improves user interaction with the game. Users can be notified when their wiki has been edited by others or deleted by moderators. |
| 8 | Profile picture | Users can add a profile picture on their profile. | Users can include a picture on their profile. | Pass | Users can upload a profile picture on their user profile. This improves profile customization. |