**User Profile 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 < UserProfile 02 >

## Identification

Unique Identifier of Script: UserProfile 02

Test Script Version: Version 02

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

We are testing the games files ensures system integrity. Our games contains subdirectories and files which are required by the game.

## Test Script

Tester: Okechukwu Ogudebe

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| --- | --- | --- | --- | --- | --- |
|  |  |  | **Logging** | | |
| **Step#** | **Action to take** | **Expected Result** | **Actual Result** | **Pass/Fail** | **Remarks** |
| 1 | Test i18n directory | I18n performs code clean up and contains the gamification json files | I18n imports the game’s libraries and populates the game with user details | Pass | I18n subdirectory contains json files that import the game’s custom libraries. |
| 2 | Check the images subdirectory | Contains the games functional images | Austronaut, moonwalker, and spacewalker images are located here | Pass | The user profile will load images from this sub directory.  Trophies and badge icons can be also be located in the images subdirectory |

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| 3 | Test the modules subdirectory | Contains the games functional CSS and JavaScript files | User profile CSS and JavaScript files were stored here | Pass | Custom CSS and Javascript files required by the game are stored in the modules files.  These User Interface scripts helps load user trophies and customize the game |
| 4 | Test the special subdirectory | Contains the games custom PHP scripts | Special PHP script was found in the special subdirectory | Pass | Custom PHP scripts required to load the user profile are contained in the specials subdirectory  Organizing the User Profile files eases game maintenance.  SpecialUserGamificationProfile.php script can be located in this subdirectory |
| 5 | Test the sql subdirectory | Contains database modification scripts | add\_objects.sql file was found in our subdirectory | Pass | The game requires additional tables to store the user’s game progress. |
| 6 | Check the gruntfile.js file | Gruntfile.js is the games task runner | Gruntfile.js includes automates tasks when setting up the game extension in a new environment | Pass | Automates tasks while setting up our game in a new environment |
| 7 | Check the game’s license file | Contains copyright and license notice | License file found | Pass | Permissions granting third parties the right of access, distribution, modification, and commercial use of the game |
| 8 | Test NASA\_EVA\_Gamification.hooks.php script | PHP script performs User Profile Cleanup and formats date data | The scripts performs User Profile Cleanup and formats date data | Pass | NASA\_EVA\_Gamification.hooks.php script performs User Profile Cleanup |
| 9 | Test the NASA\_EVA\_Gamification.i18n.alias.php script | Creates aliases for special pages of the NASA\_EVA\_Gamification extension | Creates aliases for special pages of the NASA\_EVA\_Gamification extension | Fail | Game extension is not complete |
| 10 | Test the NASA\_EVA\_Gamification.php | Loads other scripts to gamifying the User Profile | Working extension that does not do much | Pass | Loads required User Profile PHP scripts required by the game |
| 11 | Check the README.md file | Contains instructions for the project | Working extension that does not do much | Fail | README.md instructions has not been completed.  Instructions include on how to setup the game in the local machine for development and testing |
| 12 | Test the composer.json script | Composer.json imports dependencies into our project | Composer.json imports dependencies into our project | Pass | Composer imports the required files required for development, production, and testing environment of the game |
| 13 | Test the extension.json script | Imports custom dependencies needed while setting up the game | Imports custom dependencies needed by the game | Pass | The game uses custom libraries required to deliver the perfect user experience |
| 14 | Test gitinfo.json.hide | Working extension that does not do much | Working extension that does not do much | Pass | Working extension that does not do much |
| 15 | Test package.json file | Contains the games package information | Contains the games package information | Pass | Contains the games package information |
| 16 | Test phpcs.xml file | XML file that contains package data | The XML file contains the games package data | Pass | The XML file contains the games package data |
| 17 | Check the version file | Contains the extension version information | Contains the extension version information | Pass | Contains the extension version information. Each time developers add a new functionality they are required to update the version number. |
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