

CREATING A TEST PLAN

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This project has 3 MAIN FEATURES:

- Login (Test case -1,2)
- Settings (Test case -3,4)
- Recommendations (Test case -5,6)

There are SIX test cases in total

- TWO for each function
- One is positive test case
- Other is negative test case

All the test cases are present with the most detailed approach, (Template 1 of the website)

NOTE: Test Case - 1 is almost same as the template use it to compare the future test cases (There are still minor changes)

Project: Game Byte (Digital Platform)

TEST CASE - 1

Test Case ID: GB_L_001	Test Designed by: Satvarsh
Test Priority (Low/Medium/High): High	Test Designed date: 5/6/2020
Module Name: Game Byte Login	Test Execution date: 5/6/2020

Test Title: Test the Login Functionality of Game Byte
Description: Verify login with valid username and password
Pre-conditions: User must have registered User Id, Password in Steam beforehand

Step no:	Step info	Step Data	Expected Result	Actual Result	Status	Note
1	Go to login page	NA	User should login	User should login	Pass	
2	Provide credentials	Steam credentials	User can enter details	User can enter details	Pass	ONLY STEAM INFO
3	Click on Login Button	NA	User must Login	User Logged in	Pass	

Post-Conditions: Once a user is logged in the server, a log is created and users' session is recorded.

Project: Game Byte (Digital Platform)

TEST CASE - 2

Test Case ID: GB_L_002	Test Designed by: Satvarsh
Test Priority (Low/Medium/High): High	Test Designed date: 5/6/2020
Module Name: Game Byte Login	Test Execution date: 5/6/2020

Test Title: Test the Login Functionality of Game Byte
Description: Verify login with valid username and password
Pre-conditions: User must have registered User Id, Password beforehand

Step no:	Step info	Step Data	Expected Result	Actual Result	Status	Note
1	Go to login page	NA	User should login	User should login	Pass	
2	Provide credentials	NON STEAM INFO	User can enter details	User can enter details	Pass	DIDN'T USE STEAM INFO
3	Click on Login Button	NA	User must Login	User doesn't Login	Fail	INVALID INFO

Post-Conditions: NA - Failed

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TEST CASE - 3

Test Case ID: GB_S_001	Test Designed by: Satvarsh
Test Priority (Low/Medium/High): Med	Test Designed date: 5/6/2020
Module Name: Game Byte Settings	Test Execution date: 5/6/2020

Test Title: Test the Settings functionality of Game Byte
Description: Save User changes with the server
Pre-conditions: User must LOGIN beforehand

Step no:	Step info	Step Data	Expected Result	Actual Result	Status	Note
1	Go to Settings Page	NA	User enter settings	User enters settings	Pass	
2	Toggle changes	List of changes user requires	User can change info	User changes info	Pass	
3	Click on Save Button	NA	changes must be saved	changes are saved	Pass	

Post-Conditions: The changes are saved and synced to the server. Next time a user logs in, the changes won't revert back to original

Project: Game Byte (Digital Platform)

TEST CASE - 4

Test Case ID: GB_S_002	Test Designed by: Satvarsh
Test Priority (Low/Medium/High): Med	Test Designed date: 5/6/2020
Module Name: Game Byte Settings	Test Execution date: 5/6/2020

Test Title: Test the Settings functionality of Game Byte
Description: Save User changes with the server
Pre-conditions: User must LOGIN beforehand

Step no:	Step info	Step Data	Expected Result	Actual Result	Status	Note
1	Go to Settings Page	NA	User enter settings	User enters settings	Pass	
2	Toggle changes	No changes	User can change info	Nothing is changed	Pass	User CAN change not must
3	Click on Save Button	NA	changes must be saved	changes are not saved	Fail	No changes to save

Post-Conditions: NA - Nothing is changed, save button is not functional

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TEST CASE - 5

Test Case ID: GB_RE_001	Test Designed by: Satvarsh
Test Priority (Low/Medium/High): High	Test Designed date: 5/6/2020
Module Name: GameByte recommended	Test Execution date: 5/6/2020

Test Title: Test the Recommendations functionality of Game Byte
Description: User will be presented a list of recommendations
Pre-conditions: User must LOGIN beforehand

Step no:	Step info	Step Data	Expected Result	Actual Result	Status	Note
1	Go to recommendation Page	NA	User enter recommendation	User enters recommendation	Pass	
2	Get a list of PC drivers	User's current drivers	User gets a list	As expected	Pass	Via Python WMI
3	Get a list of game recommendation	Current user games	User gets a list	As expected	Pass	Via Steam Library

Post-Conditions: User gets a list of data which is sent to server along with feedback of user satisfaction

Project: Game Byte (Digital Platform)

TEST CASE - 6

Test Case ID: GB_RE_001	Test Designed by: Satvarsh
Test Priority (Low/Medium/High): High	Test Designed date: 5/6/2020
Module Name: GameByte recommended	Test Execution date: 5/6/2020

Test Title: Test the Recommendations functionality of Game Byte
Description: User will be presented a list of recommendations
Pre-conditions: User must LOGIN beforehand

Step no:	Step info	Step Data	Expected Result	Actual Result	Status	Note
1	Go to recommendation Page	NA	User enter recommendation	User enters recommendation	Pass	
2	Get a list of PC drivers	NA	User gets a list	User does not get a list	Fail	Python WMI disabled
3	Get a list of game recommendation	NA	User gets a list	User does not get a list	Fail	Steam Library NOT Synced

Post-Conditions: The reasons for failure is sent to server and user is taken to steps to enable Python WMI, Steam Library

