Unit Tests

TestUser

{

setUsername()

getUsername()

setPassword()

getPassword()

getUserScore() //Gotta set a score prior to testing

}

Login tests:

testValidLogin / /user enters a valid username/password combo

{

}

testInvalidLoginUsername //user enters a blank or invalid username

{

}

testInvalidLoginPassword //user enters a blank or invalid password

{

}

testInvalidLogin

//user enters both a blank or invalid username/password

{

}

Registration tests:

testIfUserAlreadyExists

{

}

TestDB

{

connect()

disconnect()

retrieveUserScore()

updateUserScore()

retrieveClassList()

}

TestAdmin

{

getClassData()

banUser()

editQuestions()

}

TestTeacher

{

getClassData()

getReport()

}

TestParent

{

getReport()

}

TestStudent

{

playGame()

}

Testing games will have to be manual

testGame1{

}

testGame2{

}

testGame3{

}

Integration Tests

1. Student login and game play with progression test
2. Parent login and donation transaction
3. Teacher login and creation of class reports

End-to-end System Test Procedure

Student user test:

1. Visit group5 website
2. Register for a student account
3. Login with username and password.
4. Visit games page
5. Play a mini-game until progression is saved.
6. Student logs out of account
7. Student logs back in
8. Visit games page
9. Replay the same mini-game from step 5 to view progression

Parent user test:

1. Visit group5 website
2. Register for a parent account
3. Sign in with username and password
4. Review child’s game progression report
5. Make a donation

Teacher user test:

1. Visit group5 website
2. Register for a teacher account
3. Login with username and password
4. Add users to class list
5. Generate class report

Regression Test Procedure(Prioritization Method)