User Stories

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1. As a Game Master, I can create a "Campaign" so I can keep track of game status.

2. As a player, I can create a "Character Sheet" to keep track of my character.

3. As a Game Master, I can create a "Map" so that I can modify the current game setting.

4. As a player, I can view the "Map" so I can view the game setting.

5. As a player, I can modify the contents of my inventory.

6. As a Game Master, I can grant experience points to characters within a campaign.

7. As a player, if I have the required amount of experience points, I can level up my character in order to properly track them.

Quality Attribute Scenarios

- Usability
    - Name - Target Audience Satisfaction
        - Goals - Nearly all target end users are satisfied with the usability of the product.
        - QA - Usability.
        - Stimulus - A want to use product with ease to warrant satisfaction.
        - Stimulus Source - End Users.
        - Response - Various usual actions performed.
        - Response Measure - At least 80% of end users satisfied with usability of product.

Test Procedure:
1. Explain purpose of software to group of Dungeon & Dragons players.
2. Give the group the software to use, with specific tasks or for a session of the game.
3. Ask each individual to rate their satisfaction out of 10.
4. Record results.

- **Reliability**
  - Name - Reliable Management of Inventory
    - Goals - The user can expect inventory operations to succeed, errors are very uncommon.
    - QA - Reliability.
    - Stimulus - Want to add/remove items.
    - Stimulus Source - End user.
    - Response - Item(s) are added to inventory or removed from inventory.
    - Response Measure - Only 2% failure rate (errors while performing operation).

  Test Procedure:
  1. Create user1 in system and log in.
  2. Create campaign.
  3. Create user2 in system and log in.
  4. Create character in user2.
  5. Log in to user1, add this character to campaign.
  6. Add 50 items to character's inventory.
  7. Check how many items were added to inventory database, compare with expected.
  8. Record results.
  9. Remove all items from character's inventory.
  10. Check how many items were removed from inventory database, compare with expected.
  11. Record results.

- Portability
  - Name - Device portability
    - Goals - The application is usable on multiple different devices.
    - QA - Portability.
    - Stimulus - Want to open the application on 2 different devices.
    - Stimulus Source - End user.
    - Response - The application opens on both devices.
    - Response Measure - All devices have the same success/failure rates.

  Test Procedure:
  1. Select 2 different devices to access the web app.
  2. Open the web app on device 1.
  3. Open the web app on device 2.
  4. Create a campaign on device 1.
  5. Create a character and join the new campaign on device 2.
  6. Check that the character was successfully added to the campaign on device 1.

- **Reusability**
  - Name - Data reusability

- Goals - The application can use the same character for multiple campaigns..
- QA - Reusability.
- Stimulus - want to use the same character for multiple campaigns.
- Stimulus Source - End user.
- Response - Both campaigns contain the same character.
- Response Measure - Each campaign has its own copy of the character.

Test Procedure:
1. Create a user in the system.
2. Login as newly created user and create a character.
3. Create 2 campaigns.
4. Add the character to both campaigns.
5. Verify that the character exists within both of the campaigns.

- **Performance**
  - Name - HTTP Request Response Performance.
    - Goals - When doing a UI action in the software the user does not have time delays.
    - QA - Performance.
    - Stimulus - Request to receive data from server.
    - Stimulus Source - End user.
    - Response - Server process the request and responds.
    - Response Measure - HTTP Request response time at most as 200ms.

Test Procedure:
1. Create a user in the system.
2. Login as newly created user.
3. Cycle through all possible buttons and views 5 times
4. All HTTP Requests complete within 200ms

  - Name - Queries Performance
    - Goals - When doing actions that require database access the user does not have to wait for them to complete.
    - QA - Performance.
    - Stimulus - Action that requires interaction with the database.
    - Stimulus Source - End user.
    - Response - Database responds with finished action.
    - Response Measure - Database action finishes within 500ms.

Test Procedure:
1. Create a user in the system.
2. Login as newly created user.

3. Create 100 characters under that user.
4. Load character list
5. Character list retrieved in <= 500ms

- Flexibility
    - Name - Item Variation Flexibility
        - Goals - Software allows Dungeon Masters (DM) to add/modify items particular to campaigns.
        - QA - Flexibility.
        - Stimulus - Want to be creative with items.
        - Stimulus Source - End Users (DMs).
        - Response - Custom item is created.
        - Response Measure - Custom item works with all operations that normal items would work with.

Test Procedure:
1. Create a user in the system.
2. Login as newly created user.
3. Create an item.
4. Create a campaign.
5. Add item to the campaign.
6. Verify the item exists in that campaign.