Manual Testing Documentation

This document goes over all the manual tests that aren't already covered by the python and javascript tests.

Account Creation and Logging In

- Register a new account. Make sure you use a unique name and email. After registering you should be redirected to a welcome screen. Exit the screen using the close button. Now you should be at the login screen. Login with the account you just created.
- Now the world should start to load. Go to the console view in your browser. You should see many kinds of success messages. Make sure no errors are visible in this step.

Terrain Map

- When the world is loaded take a look at the terrain.
  - Are there no abnormalities in the tiles?
  - Is the water being animated?
- Try moving around by clicking and dragging the screen.
- Try moving the map around with the arrow keys.
- Navigate to all the edges of the screen. The map shouldn't go further than the edges.
- Minimise the screen and resize the window in every way possible.
- Move to the right side of the map and make the window bigger to the right. Only water should be rendered and it shouldn't be possible to move even more to the right

Building Map

This is one of the most critical parts of the game. Many things can go wrong here.
- Take another look around the map. Are all buildings being completely rendered?
- Try clicking a building that should be unlocked (e.g. the town hall), when moving the mouse the building should now follow. Place the building in an allowed place by clicking again. Now try moving another building and try to place it on top of another building, in the water at the edge of the map. Both of these things should result in an error message "Invalid position to place building".
- Hover the mouse over a building that you haven't unlocked yet. This should give a warning message "You haven't unlocked this building".
- Try clicking this building. This should result in a red error message "You haven't unlocked this building. Upgrade your town hall to level X". X being the town hall level at which the building should unlock. Right clicking this building should result in the same message and no popup should open.

- Right click an unlocked building. This should open a popup on the right side of the screen. That contains:
  - A "Building Info" title
  - The name of the building
  - A brief explanation of the building
  - A level
  - Upgrade cost
  - A bunch of stats that also say how much they change after upgrading the building. (N/A for max level buildings)
  - An upgrade button that is only pressable when the building can actually be upgraded. This depends on town hall level and whether you have enough resources.
  - An augment button. Hovering over this button should display information about augmenting the building.
  - A possible menu button
- Try upgrading a building. The asset should change, your resources lowered, the popup closed and the stats in this popup should be updated when opening it again.
- Try the augment button. Only the stats should change and the popup closes.
- Check this popup for every building.
- On popups where there is a menu button, press it and check out the menu. There shouldn't be any missing images.
- Move a fence and move it next to other fences of the same level. You should see the assets automatically updating.
- When moving buildings you should also notice the grass/water tiles underneath become plane grass tiles (except for the water at the edges)
- After making a bunch of changes. Refresh the page and make sure the changes are still present.

Crop Map

- Right click an empty field. This should open a secondary popup on the left. Depending on the level of the field, one or more crop buttons should be available to click. Select a crop. The pop ups should go away and you should see the smallest version of the plant on the field.
- If you selected one of the first crops, you should be able to see the crop grow in real time.
- While the crop is still growing, attempt to move the field. Make sure the crop is following every move the field makes perfectly.
- After waiting for a little while the field should get a green outline, meaning the crop is ready to be harvested. Click the field. Now you should see your resources have been updated. The amount of the crop you get is 4 times the field level.
- After planting a few crops and seeing the resources being updated, refresh the page and make sure all the changes are still present.

Messaging

- Searching friends is tested by entering a user's name and the search button searches through the database and sends you to a page to add a friend if the user is found? Otherwise it will give you a message "user not found"
- When being friends with the user. The user's name will show up at the left and stay there. If you click the user's name this will be then displayed in the chat window above the chat
- When you want to chat with a friend, you have to press the friend's name and you can send the message in the chat window. These messages will show up in a text balloon under each other.

Settings

- ## **Log-Out Button**

The "LOG-OUT" text and the logout button should be displayed. Click the logout button to ensure it redirects to the login screen.

- ## **Sound Control**

The "SOUND" text and buttons is to increase and decrease the background-sound.The default sound level is displayed as 50%. If you click the sound down button to ensure the sound level decreases by 10% each time until it reaches 0%. If you click the sound up button to ensure the sound level increases by 10% each time until it reaches 100%. The buttons change the "SOUND" text immediately.. Refresh the page to verify that the sound level is retained using local storage.

- ## **Mute Button**

The "MUTE" text and mute button should be displayed. If you click the mute button, the image toggles between mute and unmute. If you have an unmute. There should be an image of a stripe through the sound , no sound should play. Also the button sound is turned off. Refresh the page to verify that the mute state is retained using local storage.

- ## **Background Sound**

The "BACKGROUND SOUND" text and button to toggle background sound should be displayed.If you click the background sound button to ensure the button image toggles between on (green) and off (red). The background sound plays and stops accordingly. Refresh the page to verify that the background sound state is retained using local storage.

- ## **Zoom Control**

The "ZOOM" text and buttons is to increase and decrease the zoom level.displayed. The default zoom level is displayed as 50%. If you click the zoom down button to ensure the zoom level decreases by 10% each time until it reaches 20%. If you click the zoom up button the zoom level increases by 10% each time until it reaches 100%. Refresh the page to verify that the zoom level is retained using local storage.

Exploration

There are input selectors for the animals where you can select animals which will go expore with you. You can only select animals if you have that animal of course. Animals have perks which are displayed once selected.
The total amount of animals that can go explore with you is limited to the bay building level.
In the drop down you can select the time for which you go explore.
The longer you explore, the higher the risk for animals to get lost.
Once you press the explore button, exploration will start.
During exploration you can see the remaining time.
After exploring is done you can see how many crates you found. Once you press open, the rewards will be generated according to some set rules. This rewards are claimed and you can press continue (or refresh the page) to start a new exploration