PA2552 - Software Testing
GUI Testing

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1 Test Cases & Acceptance Criteria

- As a user I want to be able to access the Godot webpage.

  Acceptance: The website is accessible through a standard web browser.

- As a User I want to be able to download the latest version of Godot to my machine

  Acceptance: The software has been successfully downloaded to the local machine.

- As a contributor I want to be able to know how to contribute to the project.

  Acceptance: The relevant learning resources are available and accessible to the contributor.

- As a corporate sponsor I want to have a way for users to access my tools from the Godot website.

  Acceptance: The information of the sponsors as well as their related links can be found and accessed through the website.

- As a user I want to be able to access the Godot Documentation

  Acceptance: The website is accessible through a standard web browser.

- As the Godot foundation I want to expose a way for users to show support through donations

  Acceptance: A donation webpage is available and a donation can be sent through it.

- As a user I want to be able to search the documentation according to my needs

  Acceptance: A search box should be usable and the results should be relevant to the search keyword.

- As a contributor I want to be able to report bugs

  Acceptance: The Godot webpage has a feature that allows users to report defects in the Godot project.

- As a user I want to be able to rollback or download older versions of the engine.

  Acceptance: A webpage with the older versions should be accessible and the links should be working.

- As a user I want to be able to use a translated version of the webpage

  Acceptance: An option to change the language of the webpage should be accessible. The most common languages should also be available.

Table 1: Abstract and Concrete Lean Testing Principles

Test Case	Development Time in m (approx)	Execution Time in s (approx)
Access Godot Webpage	10	5
Download latest	5	7
Access Contribution Page	10	10
Verify Sponsors Pages Work	25	26
Access Engine Documentation	10	9
Access Donation Page	20	17
Search For Specific Item In Documentation	15	17
Find Resources For Bug Reporting	25	20
Finding Older Versions of Godot	20	20
Changing To Translated Version	10	10

Table 1: Values from the GUI testing suite

2   Discussion

My test suite is based on testing the functionality and usage of the Godot foundations webpage for the Godot Game Engine. The reasoning behind this decision was partially due to the fact that I am studying a game engine focused programme, and partially because it is easy to reason about the different requirements of an open source development project.

In the table below, I will describe and explain why I chose these specific features for my suite and why they may be of use