

Deliverable C: Acceptance Test Checklist

Demonstration to the client 19/10/2016, 1:00 P.M.

Testing demonstration plan:

- Begin by displaying the source code to both Ben and Mark, explaining the difficulties encountered implementing their system through the otree framework.
- Run a bot session over both the lottery and biosecurity games in isolation to demonstrate a working product
- Run a bot session over the entire system under the default settings to demonstrate robustness
- Demonstrate to Ben and Mark how to set up a session including how to set the key variables for the session - **Acceptance Test B**
- Run the created session as a four player, communication enabled instance of the game, sending the links to the session via email to each participant (three of the group members and Ben) to simulate "real life scenario" - the process of giving participants in a lab or out in the "field" their links - **Acceptance Test B**
- Ask either client to create multiple other sessions with whatever settings they desire until they believe the maximum number of sessions likely to take place have been created - **Acceptance Test F**
- Ask other test participants to run the following games on a different browsers-os-device combinations of their choosing - **Acceptance Test C**
- Begin the lottery game. Once at the lottery quiz, demonstrate the check for all correct answers before being allowed the participant to advance
- Demonstrate the autofill function of the lottery by having the client select one B, having them verify that all games below autofill selection B - **Acceptance Test D**
- Have the test participants proceed through the game until the first chat box round is reached.
- Ask participants to each send a message to verify to the client that all players can send messages and all other participants will receive it
- Ask one participant to send a message containing profanity to demonstrate the implemented profanity filter
- Allow one of the clients to further test the chat to confirm that all of their expectations have been met
- Have participants wait for the timeout to occur to bring them to the first protection round. Ask the client to move the slider from the far left of the indication bar and then to the far right

to verify that the minimum and maximum values predefined in the session config had been preserved. - **Acceptance Test A**

-Ask the client to select a random value, remember it, continue to the next page and verify that the value on the round results page is the same as what was indicated on the slider -

Acceptance Test A

- Before each participant advances to the next round, display the admin page to the client to demonstrate how to view the currently running sessions and monitor their progress. -

Acceptance Test G

- Ask three of the participants will be to advance themselves manually to demonstrate the way the monitoring screen displays that such an action has occurred -**Acceptance Test G**

- Ask the client to attempt to monitor the other sessions they created to verify that multiple sessions can be monitored concurrently -**Acceptance Test F/G**

- Ask one of the clients to monitor their game view of the session while the other presses the 'advance slowest player(s)' button to verify that players can be moved along if they are taking too long. Repeat this process for the next protection round to verify that it works for the protection rounds as well - **Acceptance Test G**

- Have all participants continue through the game until the final results page.

- Have Ben and Mark verify that the page displays the desired results from the session

- Verify from the client that the response times of the pages was adequate for trials -

Acceptance Test F

- Have the client export the 'All-Apps' excel file from the Data tab on the admin page and have them verify that all the required information for study is present and obtainable -

Acceptance Test E

- Access the exported data from the browser bot sessions, conducted before the meeting and display them to Ben and Mark to verify that the expected outcome is displayed every time - **Acceptance Test E**

- Ask the client if there is anything else that they wish to see demonstrated

- Explain the documentation and how some changes can be made through source code, for example, how to change the lottery game from selecting a random game or ball to a specific combination

Acceptance Test	Expected Result	Results from client demonstration	Comments
Test A: Protection Value Slider	Slider allows the user a spectrum of choice from a minimum to a maximum predefined value. Dynamic view of risk of outbreak is displayed	Slider allows a spectrum of choice from a minimum to a maximum value with the risk of outbreak calculation result displayed beneath. Round results page displayed the same protection value as the client selected.	The client agreed that the slider worked as desired
Test B: Regression Test	Selecting an option in the 'configure session' section when creating a new session would have the desired effect on the running of the game	When the 'player_communication' option was checked in the configure settings panel, a chat box appeared before round one, six and eleven in which all participants could communicate via as intended	The profanity filter feature was also demonstrated to Ben
Test C: Compatibility Test	The game should be able to run on multiple platforms and browsers	Games were successfully conducted on various combinations of browsers and devices. Every functionality as well as styling behaved as expected.	The combinations included: Windows - Microsoft Edge, Internet Explorer (9, 10, 11), Chrome, Mozilla Firefox Mac - Safari Ubuntu - Firefox iOS - Safari Android - default browser, Chrome
Test D: Lottery Test	The lottery should consist of multiple games with radio selection options. One game should be selected at random to be the "paying" game. The client has requested dynamic, smart	Multiple lottery sessions were run. Each time input values from admin CSV files were read correctly and different playing game was selected as expected. The dynamic selection	The client played the lottery game and was satisfied with the result. They liked the additional functionalities implemented.

	selection as well as testing of players understanding of the lottery instructions.	(autofill) as well as smart questioner on lottery instructions were working with no issues.	
Test E: Output Data Test	Output from each session should be saved to a spreadsheet file. This includes: session details, players outputs and results.	The relevant output from each of the testing sessions was successfully saved to a CSV or MS Excel file and displayed to the administrator.	The client was demonstrated with the output files from the testing sessions he was present at.
Test F: Multiple Sessions Test	Administrator has to be able to run multiple sessions at the same time without any repercussions.	Multiple sessions were successfully run at the same time with various settings and number of players. There was an issue related to configuration, when two administrators create a session at exactly the same time.	The client was satisfied with the outcome. The configuration issue is not a problem as there will only be one administrator at a time creating sessions.
Test G: Administrators Page Test	Admin page should give full control of the oTree session.	The page worked as expected. An admin is able to easily create, destroy, name, configure and allocate sessions to users. They are also able to advance rounds or players.	The client administered one of the game sessions and was satisfied with the outcome.