Vapor Archive Program

Testing document

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| Testing Criteria | Expected | Actual |
| Creates a database | Creates database with relevant tables, with relevant fields and proper relationships. | As expected |
| Allows account creation to work with archives and the submission of games | Allows a user to either log in or create an account. Each time the program is started. | Account creation works and passwords are not stored instead a salted hash is stored for log in validation. |
| Allows Sysadmin account to Update game information. | When the user logs in as sysadmin the user will be able to view all games and edit the details of each game.  The database and then the datagrid will both update themselves based on any changes | This seems to work though the updating of the view in the datagrid required in code behind a rebinding of the datagrid to the local dbset in the context as well as a persistent context which is against standard practice. |
| Allows Submitter account to Update games that are associated to their account. | If a submitter account has submitted games to the archive then the list of games will only display games that they have submitted. | Will delete the tabitem that isn’t associated with the Submitter account and will only display games with their username in the submitter account id field of the database. |
| Customer account to view list of games and retrieve the game from the archive | When a customer-account logs in will be able to view a full list of games and download/copy a game when they click on the download button associated with a game | Not Implemented |
| File management | Both the sysadmin and the Submitter account will be able to manage the sorting and file structure of the archive. | Not Implemented |
| Submit Game | The submitter account and the sysadmin account should be able to submit a game with certain information like filepath and sizeKB automatically generated based on the game submitted | It Submits! Hazaaa! |