

Test Cases

<Pre-condition>

Main page is loaded.

<Action>

When login is clicked, and no credentials entered.

<Post-condition>

Error thrown

<Pre-condition>

Main page is loaded.

<Action>

When register is clicked.

<Post-condition>

Register new user page loaded.

<Pre-condition>

Register new user page loaded.

<Action>

When no credentials entered

<Post-condition>

Error thrown

<Pre-condition>

Register new user page loaded.

<Action>

When no credentials entered

<Post-condition>

Error thrown

<Pre-condition>

Register new user page loaded.

<Action>

When password entered (password)

<Post-condition>

Error thrown-password requirement are provided.

<Pre-condition>

Register new user page loaded.

<Action>

When password entered (Ab2)

<Post-condition>

Error thrown-password number provided 6-100

<Pre-condition>

Register new user page loaded.

<Action>

When password entered

(Paaaaaaaaaaaaaaaaaaaaaassssssssssssssssssssssssssss0000000000000000000000000000k
kk)

<Post-condition>

Error thrown-password does not match confirmation password

<Pre-condition>

Register new user page loaded.

<Action>

When non-ETSU email is entered

<Post-condition>

User can register

<Pre-condition>

Register new user page loaded.

<Action>

When user has a common in their name

<Post-condition>

Allows user to register

<Pre-condition>

Register new user page loaded.

<Action>

When user enter no First name or Last name.

<Post-condition>

Error thrown-Fields are required.

For Login:

Pre: An account exists in the system, not logged in

Action: Try to login to the account with the correct username and password

Post: Can login to that account

Pre: An account exists in the system, not logged in

Action: Try to login to the account with the correct username and incorrect password

Post: Cannot login to the account, but can try again

Pre: An account exists in the system, not logged in

Action: Try to login to the account with the incorrect username and correct password

Post: Cannot login to the account, but can try again

Pre: An account exists in the system, not logged in

Action: Try to login to the account with the incorrect username and incorrect password

Post: Cannot login to the account, but can try again

Pre: An account exists in the system, not logged in

Action: Try to login to the account with the correct username and blank password

Post: Cannot login to the account, but can try again

Pre: An account exists in the system, not logged in

Action: Try to login to the account with the incorrect username and blank password

Post: Cannot login to the account, but can try again

Pre: An account exists in the system, not logged in

Action: Try to login to the account with the blank username and correct password

Post: Cannot login to the account, but can try again

Pre: An account exists in the system, not logged in

Action: Try to login to the account with the blank username and incorrect password

Post: Cannot login to the account, but can try again

Pre: An account exists in the system, not logged in

Action: Try to login to the account with the blank username and blank password

Post: Cannot login to the account, but can try again

For DB file:

Pre: The program does not have a database file.

Action: Try to login to an account

Post: SQLite Exception is thrown

Pre: The program has the wrong database file

Action: Try to login to an account

Post: SQLite Exception is thrown.

Pre: The program has the correct database file

Action: Try to login to an account

Post: You have successfully logged in

For entering access codes to join hunt with random order for each access code

<Precondition>

A player has an access code for the hunt

<Action>

Enter the access code for the hunt

<Postcondition>

There is a task list in a random order

<Precondition>

Multiple players have the same access code for the hunt

<Action>

Multiple players enter the same access code for the hunt

<Postcondition>

Each player sees the task list in the same order

<Precondition>

Players have access codes for the hunt

<Action>

Joins the hunt with the same access code multiple times

<Postcondition>

The tasks are displayed in the same order each time

<Precondition>

Players each have different access codes for the same hunt

<Action>

Players join the hunt with different access codes for the same hunt

<Postcondition>

Each access code has a different random ordered list of tasks

<Precondition>

The player has an access code for the hunt

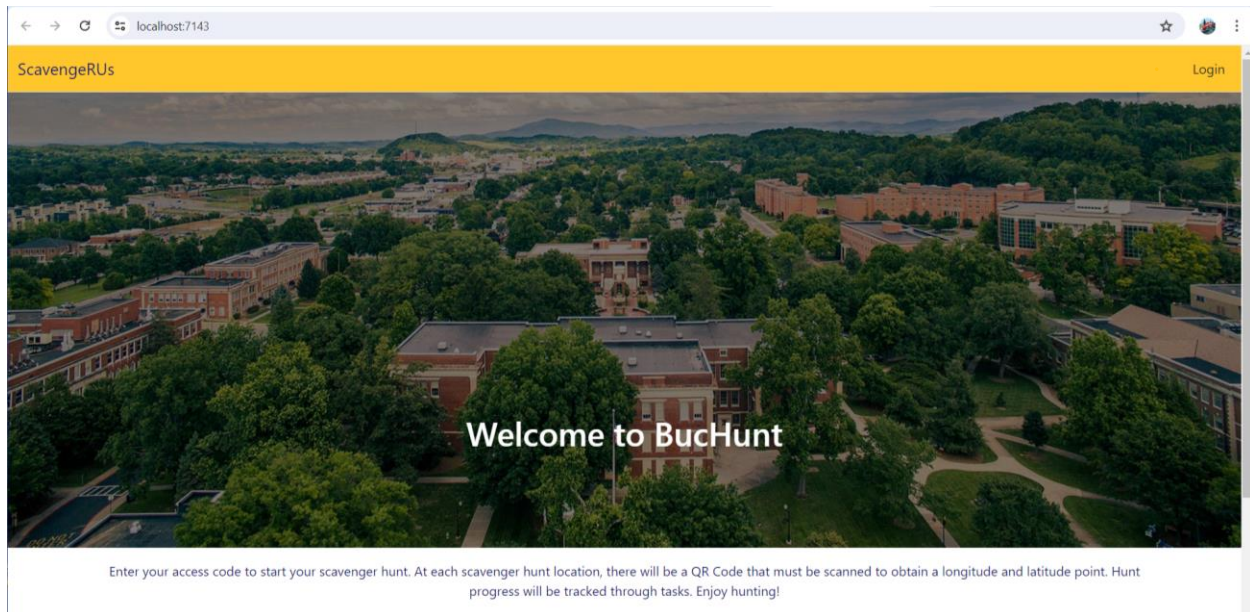
<Action>

Players enter an invalid access code

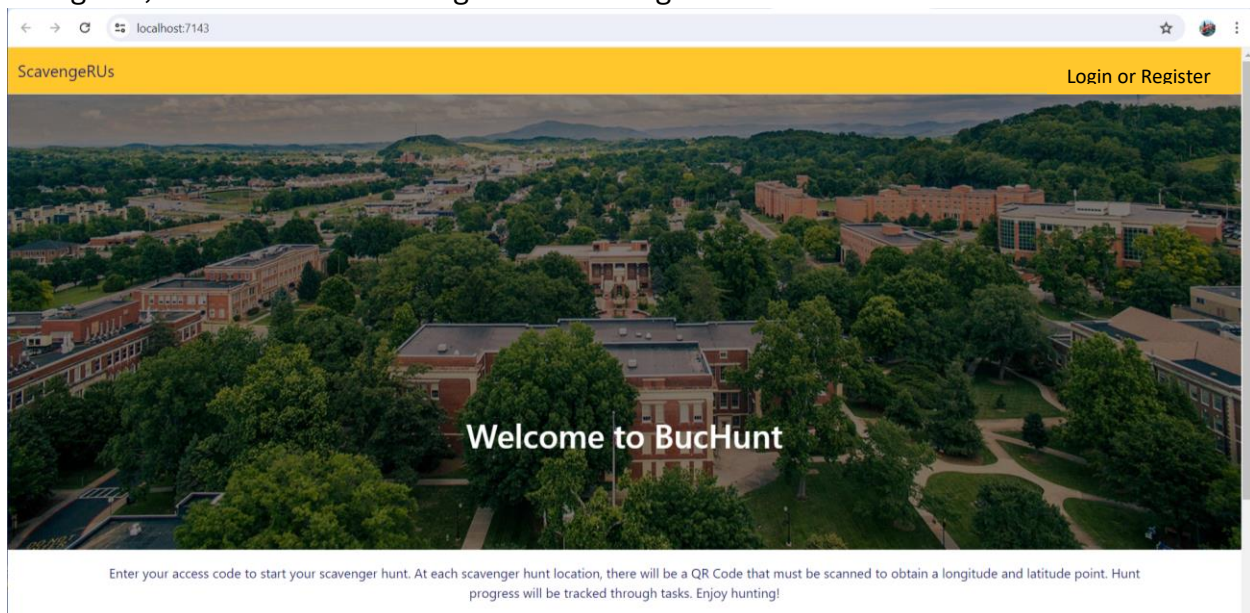
<Postcondition>

The website has a popup saying "Invalid access code"

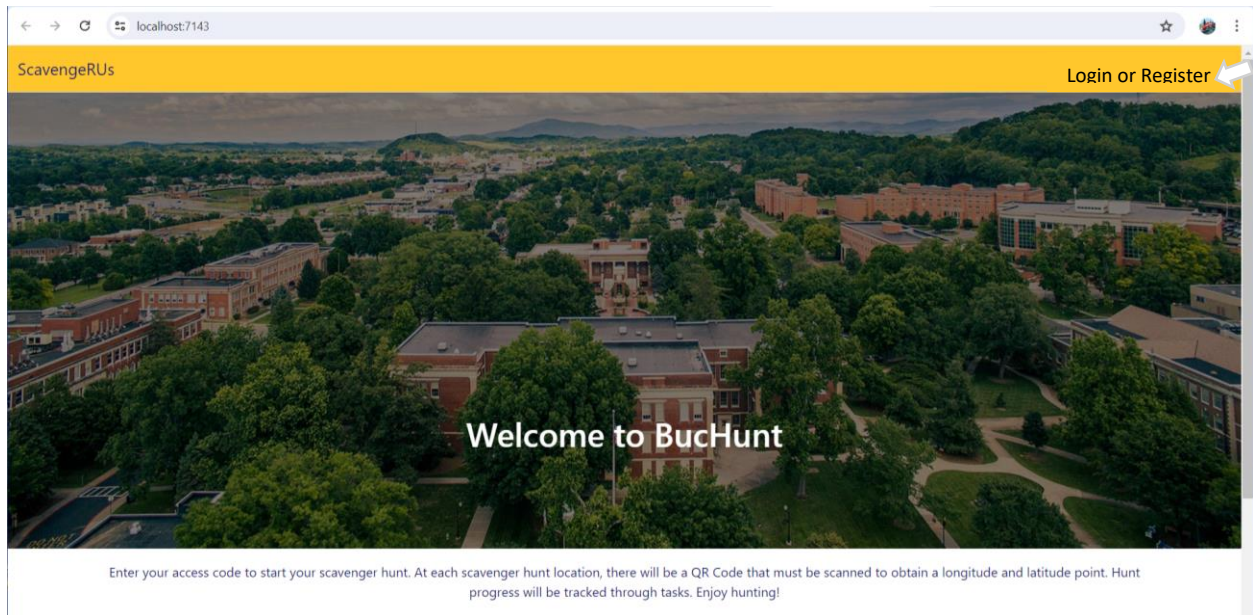
Design



To register, the user must click login and then register as a new user.



Adding register button eliminates that click and takes them new user page immediately.



During click event user should be taken to register page shown below.

The screenshot shows the registration page of the ScavengeRUs application. It features a yellow header bar with 'ScavengeRUs' on the left and 'Login' on the right. The main content area has a heading 'Register' followed by the sub-heading 'Create a new account.' Below this is a form with several input fields: 'First Name', 'Last Name', 'Phone Number', 'Email', 'Password', and 'Confirm password'. There is also a 'Carrier' dropdown menu currently showing 'ATT'. A dark blue 'Register' button is positioned below the form fields. At the bottom of the form, there is a link that says 'Already have an account? Login here'.

How the main page looks with the uncommented register button:

