

# Project Testcases

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## Test Case 1:

Feature	Importance Rating
Life Counter	10
Card Collection (Cards/Decks you own)	10
Suggested Cards (“Often used with”, etc.)	5
Deck Stats / Deck Curve	7
Links for Purchase	10
Display by Picture or Text	10
Additional Card Games (Vanguard, etc.)	3

User Story: The site needs to function as a card collection and be able to display those cards, the decks they’re in, and those decks’ stats. A life counter and links to purchase cards should also definitely be included. It would be nice if there were suggested cards, but not necessary. For now this project should focus on Magic, and not be making decisions based on a desire to expand to other card games, like Vanguard.

Inputs: In-game and collection assistance.

Expected Output: Deck collection works and provides links for purchase as well as Life Counter.

Actual Output: N/A

Pass/fail Criterion: Life counter works properly and Card Collection and links work.

## Test Case 2:

Feature	Importance Rating
Life Counter	10
Card Collection (Cards/Decks you own)	3
Suggested Cards (“Often used with”, etc.)	7
Deck Stats / Deck Curve	3
Links for Purchase	6

Display by Picture or Text	7
Additional Card Games (Vanguard, etc.)	10

User Story: The site should function as a way to expand your collection by showing you cards, suggesting new ones, and pointing you towards where to purchase them. A life counter is a priority utility inclusion, and expanding to other card games is right up there. As this should function to expand collections, but not document them, not much time should be spent on card input and deck technology.

Inputs: Additional card game features and gameplay assistance.

Expected Output: Life counter and other card games.

Actual Output: N/A

Pass/fail Criterion: Life counter works and other card games display.

#### Test Case 3:

Feature	Importance Rating
Life Counter	1
Card Collection (Cards/Decks you own)	10
Suggested Cards ("Often used with", etc.)	8
Deck Stats / Deck Curve	9
Links for Purchase	9
Display by Picture or Text	10
Additional Card Games (Vanguard, etc.)	7

User Story: This site should function strictly as a collection site. It should be great at letting you document your collection and view it. Next important is deck designing and displaying card purchasing options, as well as suggesting new cards. Once these are covered well the site should expand to other card games ASAP.

Inputs: Purchase links and assistance within collection.

Expected Output: Collection with links.

Actual Output: N/A

Pass/fail Criterion: Collection provides assistance for deckbuilding and card purchases.

#### Test Case 4:

Feature	Importance Rating
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Life Counter	1
Card Collection (Cards/Decks you own)	5
Suggested Cards (“Often used with”, etc.)	10
Deck Stats / Deck Curve	10
Links for Purchase	8
Display by Picture or Text	10
Additional Card Games (Vanguard, etc.)	11

User Story: This site should not be for magic, maybe consider Vanguard, or another TCG. Once a different core game is chosen, the site should be great for deck management and ok for collection input and management. Suggested cards are a must, and links to purchase should also be an integral feature.

Inputs: Create option to switch to a different core game.

Expected Output: Ability to switch to multiple different core games.

Actual Output: N/A

Pass/fail Criterion: Switching core game provides same features, but for the selected game.

Test Case 5:

Feature	Importance Rating
Life Counter	5...?
Card Collection (Cards/Decks you own)	10
Suggested Cards (“Often used with”, etc.)	9
Deck Stats / Deck Curve	9
Links for Purchase	7
Display by Picture or Text	10
Additional Card Games (Vanguard, etc.)	1

User Story: This site should focus entirely on its capabilities with respect to magic. It should function first and foremost as a collection documentor and be able to clearly display the data of cards. Deck building, stats, and suggested cards should also be key components. Links to Purchase are a good final touch. A life counter wouldn't hurt, but doesn't fit with the site's primary purposes.

Inputs: Collection with several assistance features as well as display.

Expected Output: Display is organic across the board and assistance features for deckbuilding are within the Collection.

Actual Output: N/A

Pass/fail Criterion: Collection works properly with sorting and deck assistance.

Test Case 6:

Feature	Importance Rating
Life Counter	1
Card Collection (Cards/Decks you own)	10
Suggested Cards (“Often used with”, etc.)	6
Deck Stats / Deck Curve	10
Links for Purchase	1
Display by Picture or Text	10
Additional Card Games (Vanguard, etc.)	0

User Story: This app should be kept strictly to Magic the Gathering. You should be able to document your collection, manage decks, and view card data. Suggested cards would be a neat extra function. A life counter and purchase links would be unnecessary and detracting to the site.

Inputs: Statistics for cards and sorting.

Expected Output: Cards are sorted by collection with statistics for decks.

Actual Output: N/A

Pass/fail Criterion: Cards sort properly and display correct statistics.

Test Case 7:

Feature	Importance Rating
Life Counter	1
Card Collection (Cards/Decks you own)	10
Suggested Cards (“Often used with”, etc.)	8
Deck Stats / Deck Curve	1
Links for Purchase	5
Display by Picture or Text	8

Additional Card Games (Vanguard, etc.)	1
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User Story: Must focus on showing collection and deckbuilding. Would like to see cards by picture or in text format and see cards often used with or similar to the current card. Could include price of cards with links to purchase them when viewing a specific card or deck. Should not include support for other trading card games and seeing statistics on deck or having life counter option is not necessary.

Inputs: Card Collection and display.

Expected Output: Collection with clean overall display features.

Actual Output: N/A

Pass/fail Criterion: Collection works properly and displays cleanly.

Test Case 8:

Feature	Importance Rating
Life Counter	2
Card Collection (Cards/Decks you own)	10
Suggested Cards ("Often used with", etc.)	10
Deck Stats / Deck Curve	8
Links for Purchase	10
Display by Picture or Text	8
Additional Card Games (Vanguard, etc.)	6

User Story: Must be able to view collection and decks with cards often associated with current card and include links to purchase the card with real-time updated price check. Would like to see statistics on decks and to view by card or text list. Can have support for other trading card games. Does not need to include a life counter or game tracker.

Inputs: Deckbuilding and purchase assistance.

Expected Output: Links to purchase cards as well as assisted deckbuilding.

Actual Output: N/A

Pass/fail Criterion: Functional deckbuilder and option to purchase.

Test Case 9:

Feature	Importance Rating
Life Counter	4

Card Collection (Cards/Decks you own)	10
Suggested Cards (“Often used with”, etc.)	10
Deck Stats / Deck Curve	7
Links for Purchase	9
Display by Picture or Text	10
Additional Card Games (Vanguard, etc.)	8

User Story: Have collection listed as option to switch between large card view and list text view. Must include ways of showing collection and decks. Must show similar or often played with cards when viewing cards. Would like links to purchase copies of cards from collection or when deckbuilding. Can include different trading card games other than Magic. Would like to see statistics on decks when viewing. Can include life counter option but not necessary to finished product.

Inputs: Card Collection service.

Expected Output: Cards sorted as requested.

Actual Output: N/A

Pass/fail Criterion: Cards are sorted and displayed correctly.

Test Case 10:

Feature	Importance Rating
Life Counter	4
Card Collection (Cards/Decks you own)	10
Suggested Cards (“Often used with”, etc.)	7
Deck Stats / Deck Curve	2
Links for Purchase	9
Display by Picture or Text	3
Additional Card Games (Vanguard, etc.)	8

User Story: Have a way to sort and view cards in collection via database. Give links to purchase copies of cards from collection or deckbuilding. This site should include other tcg not limited to Magic: the Gathering. When viewing cards a list or attachment can include other cards often played with or similar to the card being viewed.

Inputs: Desired card or sorting method.

Expected Output: Desired cards or cards with the given criteria.

Actual Output: N/A

Pass/fail Criterion: List all cards that satisfy input.