# Manual testing protocol

#### **Create Account**

- 1. From the start page, proceed to the login page via the login button in the upper right corner.
- 2. On the login screen click 'Create Account here'.
- 3. Check that warning growls appear by:
  - a. Not inputting a username, email or password
  - b. Inputting a badly formatted email, i.e. not in the form <user>@<domain>
  - c. Inputting a password that's too short
  - d. Inputting a password that's too long
  - e. Inputting valid username, email and password but a different password in 'Confirm Password', then click 'Submit'
- 4. Input valid name, email, password and confirm password. Click submit. Should redirect to the login page. And info growl with 'Account created successfully' should appear.

### Log in

- 1. From the start page, proceed to the login page via the login button in the upper right corner.
- 2. On login page input invalid login.
- 3. Warning growl with 'Login failed' should appear.
- 4. On login page input valid login and click 'Login'. Should redirect to the start page with the user in top right corner and the text 'Logout'. And info growl with 'Login successful Welcome back USER' should appear.

# Log out

- 1. When logged in press 'Logout' in the top right corner. Should remove the user from the corner and change 'Logout' into 'Login'. And info growl with 'Logout successful' should appear.
- 2. Go to a game.
- 3. Try to give rating, average game rating should not change.
- 4. Try to comment. Check that 'User not found or logged in' growl appears.

#### Create comment

- 1. When logged out:
  - a. Go to a game.
  - b. Input comment and click 'Post'.
  - c. 'User not found or logged in' growl appears and comment is not added.
- 2. When logged in:
  - a. Go to a game.
  - b. Check that warning growls appear by:
    - i. Inputting a comment that is too short then click 'Post'
  - c. Input a valid comment and click 'Post'.
  - d. Comment should appear and info growl with 'Comment created' should appear.

#### Sort comments

- 1. Go to a game with comments.
- 2. Press the button:
- 3. Button should change into: , and comments should be in reverse order from before.

#### Remove comment

- 1. When logged in as user:
  - a. Go to a game.
  - b. Click on the grey X mark on said users comment.
  - c. Dialog pop-up 'Are you sure you want to remove this comment?' should appear.
  - d. Press yes.
  - e. Comment should now be removed and info growl with 'Comment deleted' should appear.
- 2. When logged in as admin:
  - a. Go to a game.
  - b. Click on any comments grey X mark.
  - c. Dialog pop-up "Are you sure you want to remove this comment?" should appear.
  - d. Press yes.
  - e. Comment should now be removed and info growl with "Comment deleted" should appear.

## Create rating

- 1. When logged out:
  - a. Go to a game.
  - b. Try to give a rating.
  - c. Average game rating should not change, and 'User not found or logged in' growl should appear.
- 2. When logged in:
  - a. Go to a game.
  - b. Try to give a rating.
  - c. 'Rating updated' should appear and the average game rating should change.

## Change rating

- 1. When logged in as user:
  - a. Go to a game that has a rating for the user.
  - b. Click another star other than the previous rating.
  - c. A 'Rating updated' growl should appear and the average game rating should change.
- 2. When not logged in:
  - a. Go to a game.
  - b. Try to give a rating by pressing the lower row of stars in the rating box.
  - c. A 'User not found' growl should appear and the average game rating should be unchanged.

### Update highscore

- 1. When logged in as user:
  - a. Go to a game.
  - b. Start playing the game and get a score.
  - c. Submit score as specified for that game.
  - d. A 'High Score Submitted' growl should appear and the high score list should change if score is in the top 10 scores for the game.
- 2. When not logged in:
  - a. Go to a game.
  - b. Start playing the game and get a score.
  - c. Submit score as specified for that game.
  - d. A 'User not logged in' growl should appear and the high score list should be unchanged.