

CS 408 Team 17

Thomas Fanella, Austin Miller, Ben Maxfield, Christian Lock, Terry Lam

Test Plan for Team 18: Boiler Chess

Format:

- A. Identification and Classification
- B. Instructions
- C. Expected Result

As a user, I would like to be able to create a profile which contains my email, username, password.

- A. Create Profile 1, Success, S1
 - B. Enter a valid email, username, and password
 - C. Redirect to login
-
- A. Create Profile 2, Invalid email, S2
 - B. Enter an invalid email on sign up
 - C. Prompt user for a valid email in the form xxx@xxx.com
-
- A. Create Profile 3, Blank fields, S1
 - B. Leave any field blank in profile setup
 - C. User is prompted to fill in respective fields

As a user I would like to log in with my username and password.

- A. Login 1, Success, S1
 - B. Enter correct username/password credentials
 - C. Successfully authenticate and log in
-
- A. Login 2, Fail incorrect, S1
 - B. Enter incorrect username/password credentials
 - C. User is prompted that credentials are invalid
-
- A. Login 3, Blank fields, S1
 - B. Leave either password/username field blank
 - C. User is prompted to fill in the respective field

As a user I would like to be able to play on my own without an opponent.

- A. Play 1, Authenticated, S1
- B. Try to play while being logged in
- C. The game should load normally

- A. Play 2, Not authenticated, S1
- B. Try to play without being logged in
- C. App should redirect user to login

- A. Play 3, Piece movement, S1
- B. Try to move any specific piece
- C. The game pieces should follow standard rules & movement

- A. Play 4, Alternate turns, S1
- B. Make a move for one side's color
- C. The game should alternate the turn to the other color player

As a user I would like to see my profile which will show my email and username:

- A. Profile 1, See profile, S1
- B. Click the Profile tab in the UI to view user profile
- C. Profile page should have email and username shown for that user.

As a user, I would like squares to be highlighted that are valid moves for the currently selected piece when it is my turn:

- A. Red square 1, Select piece, S1
- B. Select a piece during turn
- C. Red squares should highlight valid moves for the select piece

- D. Red square 2, Select 2 pieces, S1
- E. Select a piece during turn, then select another piece
- F. The second piece's valid moves should be highlighted

- G. Red square 3, Different turn, S1
- H. Select a piece during someone else's turn
- I. Red squares should not highlight

As a user I would like my username and password to be saved for the next time I attempt to log in:

- A. Login View 1, View username, S2
- B. Login to the application and log back out
- C. Check if the username was saved

- A. Login View 2, View password, S2
- B. Login to the application and log back out
- C. Check if the password was saved

As a user I would like to know if my password or username is incorrect:

- A. Login validate 1, username invalid, S1
 - B. Attempt to login with an incorrect username
 - C. Display an error because it is incorrect
-
- A. Login validate 2, password invalid, S1
 - B. Attempt to login with an incorrect username
 - C. Display an error because it is incorrect
-
- A. Login validate 3, username and password invalid, S1
 - B. Attempt to login with an incorrect username and password
 - C. Display an error because it is incorrect

As a user I would like to know if the game has ended due to checkmate:

- A. Checkmate 1, Valid checkmate, S1
 - B. Play the game until a checkmate occurs
 - C. A message is displayed that one player has checkmate
-
- A. Checkmate 2, not checkmate, S1
 - B. Play 3 rounds of the game
 - C. No message should occur

As a user I would like to make sure all moves are final with no redo's

- A. Move 1, Move piece, S1
- B. Move a piece for any user
- C. The piece should move and we should not be able to revert its state

As a user, I would like a simplistic user interface that still gives a good amount of functionality:

- A. UI 1, Resign, S2
 - B. Try to resign or quit from a game
 - C. User should be redirected from their current game
-
- A. UI 2, Draw, S2
 - B. Try to exit from a stalemate scenario
 - C. User should be prompted with a draw and redirected from their current game
-
- A. UI 3, See possible moves, S2
 - B. Select any one of the user's pieces on the chessboard
 - C. The chosen piece should have their possible moves highlighted
-
- A. UI 4, Intuitive, S3
 - B. All UI interaction should be intuitive. If a user wants to see their profile, they should press the Profile button, Play should play the game, etc.
 - C. Profile button should take them to the Profile, Play should take user to start game.

As an administrator, I would like for the website to be easy to maintain:

N/A - we have no administrator privileges.

As a user, I would like the game to run without lag or framerate issues:

- A. Latency 1, Latency, S3:
- B. Perform game actions.
- C. Game actions should respond quickly and smoothly.

As a user, I would like the game to not use any of my computer's personal storage:

- A. Storage 1, Cookies, S3
- B. Perform all actions possible on the UI.
- C. Check browser local storage to ensure nothing is saved.

As a user, I would like for any personal information to remain secure:

- A. Security 1, Login Protocols, S2
 - B. Attempt to login.
 - C. Login requests should be made in secure fashion (HTTPS, etc.)
-
- A. Security 2, Create Account Protocols, S2
 - B. Attempt to create account.
 - C. Create Account requests should be made in secure fashion (HTTPS, etc.)
-
- A. Security 3, Debug Statements, S2
 - B. Check whether any personal information is released in debug statements on the website console.
 - C. No personal information should be viewable in an unsecure fashion.

S = Severity

1 = Critical

2 = Important

3 = Workaround