

Tug Of Words

Test Plan

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Identification and Classification	Test Case 001: Create a Private Room System: Tug of Words Module: Lobby Severity: Crucial Classification: Functionality Test
Instructions	<ul style="list-style-type: none"> • Open the Tug Of Words home page • Select “private room” • Select “join game”
Expected Result	<ul style="list-style-type: none"> • A private game room should be created • No public users should be added to private room, users can only join by invite

Identification and Classification	Test Case 002: Joining a public game room System: Tug of Words Module: Lobby Severity: Crucial Classification: Functionality Test
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Instructions	<ul style="list-style-type: none"> • Open the Tug Of Words home page • Select “join game”
Expected Result	<ul style="list-style-type: none"> • User should be entered into a random public game room • User should see other random people join the room as they log on • As public users join, they should be added to one of the two teams

Identification and Classification	<p>Case 003: Join a private game room</p> <p>System: Tug of Words</p> <p>Module: Lobby</p> <p>Severity: Crucial</p> <p>Classification: Functionality Test</p>
Instructions	<ul style="list-style-type: none"> • Have a friend create a private game room in Tug of Words • Have the friend send you the generated private room URL • Open the generated private room URL in your browser
Expected Result	<ul style="list-style-type: none"> • User is added to a private game room that their friend is already in • User selects which team they are added to • No public users can join the game room • Both the user and their friend can add other users by sharing the generated private room URL

Identification and Classification	Case 004: Automatic team distribution in public rooms System: Tug of Words Module: Lobby Severity: Important Classification: Functionality Test
Instructions	<ul style="list-style-type: none"> • Join a public game room
Expected Result	<ul style="list-style-type: none"> • Once the user successfully joins the game room, they will be added to one of the two teams • There are 3 different cases to be tested: <ul style="list-style-type: none"> ○ If the two teams have an equal number of players on them when the user joins, the user will be placed randomly on one of the teams ○ If the left team has more players on it than the right team, the user will be placed on the right team ○ If the right team has more players on it than the left team, the user will be played on the left team

Identification and Classification	Case 005: Earn points for typing a word correctly System: Tug of Words Module: Word Check Severity: Crucial
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	Classification: Functionality Test
Instructions	<ul style="list-style-type: none"> • Join a public/private game room • Begin the game • As words appear on the screen, type some of them correctly • As words appear on the screen, type some of the incorrectly
Expected Result	<ul style="list-style-type: none"> • Your individual contribution score should be incremented based on the number of people on your team for each word that you type correctly • Your individual contribution score should not increase when you type a word incorrectly • Your individual contribution score should decrease when you type a word incorrectly

Identification and Classification	<p>Case 006: See individual point contributions during game</p> <p>System: Tug of Words</p> <p>Module: Scoring</p> <p>Severity: Important</p> <p>Classification: Functionality Test</p>
Instructions	<ul style="list-style-type: none"> • Have multiple users join a game • Each user enter some words correctly • Each user enter some words incorrectly

Expected Result	<ul style="list-style-type: none"> • A leaderboard should be displayed with the top users from each team
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Identification and Classification	Case 007: See Individual points post-game System: Tug of Words Module: Scoring Severity: Important Classification: Functionality Test
Instructions	<ul style="list-style-type: none"> • Join a game • Enter some words correctly • Enter some words incorrectly • See score at the end of the game
Expected Result	<ul style="list-style-type: none"> • Score should be aggregated and displayed in the UI

Identification and Classification	Case 008: User typing speed statistics System: Tug of Words Module: Scoring
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	Severity: Workaround Classification: Functionality Test
Instructions	<ul style="list-style-type: none"> • Join a game • Type most words correctly • Type some words incorrectly
Expected Result	<ul style="list-style-type: none"> • At the end of the game, WPM, CWPM, and Accuracy should be displayed correctly

Identification and Classification	Case 009: Lose points when typing a word incorrectly System: Tug of Words Module: Scoring Severity: Important Classification: Functionality Test
Instructions	<ul style="list-style-type: none"> • Join a game • Type some words correctly • Type some words incorrectly

Expected Result	<ul style="list-style-type: none"> Individual and team points should be decreased each incorrectly typed phrase
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Identification and Classification	Case 010: Pick a team when joining a private room System: Tug of Words Module: Lobby Severity: Crucial Classification: Functionality Test
Instructions	<ul style="list-style-type: none"> Join a private room (either by creating one or using a shared link) Choose Team 1 or Team 2
Expected Result	<ul style="list-style-type: none"> If user selects Team 1 they'll be placed into Team 1. If user selects Team 2 they'll be placed into Team 2.

Identification and Classification	Case 011: Share a link to a private room with friends System: Tug of Words
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	Module: Lobby Severity: Important Classification: Functionality
Instructions	<ul style="list-style-type: none"> • Share generated link with friends and make them join your private room.
Expected Result	<ul style="list-style-type: none"> • While in room, other users should show up as they join • Person joining the room should go to the waiting lobby of the specific game that was shared in the link.

Identification and Classification	Case 012: Nickname creation System: Tug of Words Module: Lobby Severity: Crucial
Instructions	<ul style="list-style-type: none"> • Go to Tug of Words homepage • Type in Nickname • Hit play to join a public room or create a private room and continue process.

Expected Result	<ul style="list-style-type: none"> • If Nickname was entered, that nickname will be in our database as a temporary user.
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Identification and Classification	<p>Case 013: Teams of unequal size in a private room.</p> <p>System: Tug of Words</p> <p>Module: Lobby</p> <p>Severity: Crucial</p> <p>Classification: Functionality</p>
Instructions	<ul style="list-style-type: none"> • Join a private room (either by creating one or using a shared link) • Choose Team 1 or Team 2
Expected Result	<ul style="list-style-type: none"> • When in a private room, a user has the option to choose whichever team they would like to be on. • If user selects Team 1 they'll be placed into Team 1 • If user selects Team 2 they'll be placed into Team 2 • Therefore, the number of players do not have to be equal between the two teams.

Identification and Classification	<p>Case 014: Game start after two people join a room</p> <p>System: Tug of Words</p>
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	Module: Lobby Severity: Important Classifications: Functionality
Instructions	<ul style="list-style-type: none"> • Create a room • User 1 joins the room • User 2 joins the room
Expected Result	<ul style="list-style-type: none"> • When User 1 joins the room the game should not begin • When User 2 joins the room the game should automatically begin

Identification and Classification	Case 015: Move the rope towards a winning team System: Tug of Words Module: Scoring Severity: Crucial Classifications: Functionality
Instructions	<ul style="list-style-type: none"> • Create a room • Start the game • Team 1 types a word correctly while Team 2 remains idle
Expected Result	<ul style="list-style-type: none"> • Assuming that the room creation and game initialization functions, after the game begins, the rope should move towards team 1's side.

Identification and Classification	Case 016: Move rope away due to mistakes System: Tug of Words
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	Module: Scoring Severity: Important Classification: Functionality
Instructions	<ul style="list-style-type: none"> • Create a room • Start the game • Team 1 types a word incorrectly while Team 2 remains idle
Expected Result	<ul style="list-style-type: none"> • Assuming that the room creation and game initialization functions, after the game begins, the rope should move away from team 1's side.

Identification and Classification	Case 017: Sufficiently randomized words during game play System: Tug of Words Module: Word Gen Severity: Important Classification: Functionality
Instructions	<ul style="list-style-type: none"> • Start a game • Correctly type a word • Incorrectly type a word
Expected Result	<ul style="list-style-type: none"> • When the correct word is typed, a new random word should be generated • When an incorrect word is typed, a new random word should be generated • "Randomness" is achieved when: <ul style="list-style-type: none"> ○ A single user does not receive the same word twice during a single game ○ Words do not follow a strict alphabetical order.

Identification and Classification	Case 018: Hot bonuses for streaks in game System: Tug of Words Module: Scoring Severity: Work around Classification: Functionality
Instructions	<ul style="list-style-type: none"> • Start a game • Correctly type a word • Repeat above
Expected Result	<ul style="list-style-type: none"> • After a minimum of 5 words is typed without error, a multiplier is added to the score each word contributes to the game • A Visual symbol is displayed to make the user aware of the status of the streak • As the streak of correct words grows larger, the multiplier grows as well • After a certain streak, the bonus multiplier is capped and does not increase anymore

Identification and Classification	Case 019: Access via internet (deployment) System: Tug of Words Module: Deployment Severity: Important Classification: Functional
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Instructions	<ul style="list-style-type: none"> • Type the public url for Tug Of Words into your browser • <enter>
Expected Result	<ul style="list-style-type: none"> • The create/join game menu renders to the screen • The user is able to interact with the application from this link

Identification and Classification	<p>Case 020: Words displayed on enemy screen</p> <p>System: Tug of Words</p> <p>Module: In-Game</p> <p>Severity: Workaround</p> <p>Classification: Functionality Test</p>
Instructions	<ul style="list-style-type: none"> • Create or join a game • Make sure someone is on the opposite team • As they type words, watch the interface for words that they have typed correctly
Expected Result	<ul style="list-style-type: none"> • As the opponent types correct words, they appear on my screen

Identification and Classification	Case 021: Boundary Test for Nickname Creation System: Tug of Words Module: Severity: Crucial Classification: Boundary Test
Instructions	<ul style="list-style-type: none"> • Go to Tug of Words homepage • Type in a really long Nickname • Hit play to join a public room or create a private room and continue process.
Expected Result	<ul style="list-style-type: none"> • If Nickname was entered, that nickname will be in our database as a temporary user. • Shows that length of Nickname does not matter.

Identification and Classification	Case 022: Boundary Test for Nickname Creation - Special Characters System: Tug of Words Module: Lobby Severity: Crucial Classification: Boundary
Instructions	<ul style="list-style-type: none"> • Go to Tug of Words homepage • Type in a nickname with invalid characters • Hit play to join a public room or create a private room and continue process.

Expected Result	<ul style="list-style-type: none"> • If an invalid Nickname was entered, it must throw an error • Ask for the user to enter a valid nickname.
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Identification and Classification	Case 023: Boundary Test for Nickname Creation - No Name System: Tug of Words Module: Lobby Severity: Crucial Classification: Boundary
Instructions	<ul style="list-style-type: none"> • Go to Tug of Words homepage • No nickname • Hit play to join a public room or create a private room and continue process.
Expected Result	<ul style="list-style-type: none"> • If an invalid Nickname was entered, it must throw an error • Ask for the user to enter a valid nickname.

Identification and Classification	Case 024: Game start after two people join a room System: Tug of Words
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	Module: Lobby Severity: Important Classifications: Equivalence Class
Instructions	Equivalence Class: 0, 1, 2, 3 to infinity <ul style="list-style-type: none"> • Start a game • x number of users join the lobby, depending on the equivalence class.
Expected Result	<ul style="list-style-type: none"> • Game should not begin if there are 0 or 1 user in the lobby • Game should begin when 2 players join the room regardless of how many enter afterwards

Identification and Classification	Case 025: Teams of equal size in a public room. System: Tug of Words Module: Lobby Severity: Crucial Classification: Functionality
Instructions	<ul style="list-style-type: none"> • Go to Tug of Words homepage • Enter nickname • Hit play • Placed in team
Expected Result	<ul style="list-style-type: none"> • If Team 1 had less people, user would get placed in Team 1 • If Team 2 had less people, user would get placed in Team 2 • If the two teams are of equal size, user would get placed into a random team.

Identification and Classification	Case 026: Move the rope towards a winning team System: Tug of Words Module: Scoring Severity: Important Classifications: Boundary Value
Instructions	<ul style="list-style-type: none"> • Create a room • Start the game • Team 1 types arbitrary large number of words correctly while Team 2 remains idle
Expected Result	<ul style="list-style-type: none"> • Assuming that the room creation and game initialization functions, after the game begins, the rope should move towards team 1's side at a rapid pace, resulting in an almost instant team 1 victory.

Identification and Classification	Case 027: Move rope away due to mistakes System: Tug of Words Module: Scoring Severity: Important Classification: Boundary Value
Instructions	<ul style="list-style-type: none"> • Create a room • Start the game • Team 1 types arbitrary large number of words incorrectly while Team 2 remains idle
Expected Result	<ul style="list-style-type: none"> • Assuming that the room creation and game initialization functions, after the game begins, the rope should move away from team 1's side at a rapid

	pace, resulting in an almost instant team 2 victory.
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Identification and Classification	Case 028: Sufficiently randomized words during game play System: Tug of Words Module: Word Gen Severity: Important Classification: Boundary Value
Instructions	<ul style="list-style-type: none"> • Start a game • Correctly type arbitrary large number of words • Incorrectly type arbitrary large number of words
Expected Result	<ul style="list-style-type: none"> • Every time a correct word is typed, a new random word should be generated • Every time an incorrect word is typed, a new random word should be generated • Each word generated after a correctly typed word should have similar distribution • Each word generated after a incorrectly typed word should have similar distribution • All generated words should have similar distribution

Identification and Classification	Test Case 029: Create a Private Room Boundary System: Tug of Words Module: Lobby Severity: Important Classification: Boundary Test
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Instructions	<ul style="list-style-type: none"> • Open the Tug Of Words home page • Select “private room” • Select “join game” • Repeat many times, until there are many private rooms created
Expected Result	<ul style="list-style-type: none"> • All private game rooms should be created successfully • The large number of private rooms should not cause any errors for any of the rooms

Identification and Classification	<p>Test Case 030: Create a Private Room Equivalence Test</p> <p>System: Tug of Words</p> <p>Module: Lobby</p> <p>Severity: Important</p> <p>Classification: Equivalence Test</p>
Instructions	<p>Equivalence Classes: 0-10, 10-50, 50-infinity</p> <ul style="list-style-type: none"> • Open the Tug Of Words home page • Select “private room” • Select “join game” • Repeat many times, until there are many private rooms created

Expected Result	<ul style="list-style-type: none"> • All private game rooms should be created successfully • The large number of private rooms should not cause any errors for any of the rooms or gameplay for any of the users
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Identification and Classification	Test Case 031: Joining a public game room Boundary Test System: Tug of Words Module: Lobby Severity: Important Classification: Boundary Test
Instructions	<ul style="list-style-type: none"> • Open the Tug Of Words home page • Select “join game” • Repeat this process enough times to generate a large amount of public game rooms concurrently
Expected Result	<ul style="list-style-type: none"> • All public game rooms should be created successfully • The large number of public rooms should not cause any errors for any of the rooms or gameplay for any of the users

Identification and Classification	Test Case 032: Joining a public game room Equivalence Test System: Tug of Words Module: Lobby
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	Severity: Important Classification: Equivalence Test
Instructions	<ul style="list-style-type: none"> • Open the Tug Of Words home page • Select “join game”
Expected Result	Equivalence Classes: 0-10, 10-50, 50-infinity <ul style="list-style-type: none"> • User should be entered into a random public game room • User should see other random people join the room as they log on • As public users join, they should be added to one of the two teams

Identification and Classification	Case 033: Team distribution in private rooms Boundary Test System: Tug of Words Module: Lobby Severity: Workaround Classification: Boundary Test
Instructions	<ul style="list-style-type: none"> • Create a private room • Add a large number of people to the private room via the generated URL

Expected Result	<ul style="list-style-type: none"> • There should be a size limit of 20 for each team in a game room. This would mean that the total size of the game room is 40. Once there are 40 members in a game room, there should be exactly 20 people on each team. • If any additional users try to join the game room, they will be redirected to a page that effectively says “Sorry, this lobby is full” • If any team already has 20 people on it, new users should only be able to be added to the other team
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Identification and Classification	<p>Case 034: Team distribution in public rooms Boundary Test</p> <p>System: Tug of Words</p> <p>Module: Lobby</p> <p>Severity: Workaround</p> <p>Classification: Boundary Test</p>
Instructions	<ul style="list-style-type: none"> • Create a private room • Add a large number of people to the private room via the generated URL
Expected Result	<ul style="list-style-type: none"> • There should be a size limit of 20 for each team in a game room. This would mean that the total size of the game room is 40. Once there are 40 members in a game room, there should be exactly 20 people on each team. • If any additional users try to join the game room, they will be redirected to a page that effectively says “Sorry, this lobby is full”

Identification and Classification	<p>Case 035: Gamer nicknames are unique at any given moment</p> <p>System: Tug of Words</p> <p>Module: Lobby</p> <p>Severity: Workaround</p> <p>Classification: Functional Test</p>
Instructions	<ul style="list-style-type: none"> • Attempt to join Tug Of Words with the same gamer nickname as somebody else
Expected Result	<ul style="list-style-type: none"> • When entering the username the for the second time, the game should suggest that you select a different username. • If the first user logs off/closes the Tug Of Words application, new users should be able to use that gamer nickname again.