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# Acceptance tests

## ACME BATTLE 1.0

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Provide the title and version of the project to which this document applies, e.g., "ACME News-Writers v1.0".

Realise that the notes that are written using this font are intended to help you understand the data that you have to provide. Remove them all from the final version of your document.

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Add a page with the following structure for each use case.

## UC 01 – Register to the System.

### *Description*

An unauthenticated user wishes to register to the system; he or she fills in a form with personal data and user account data; finally he or she hits the 'Register' button.

### *Access*

Main Menu > Sign Up.

### *Tests*

Test <#01>	
Description	You can fill all the areas with the corresponding content: Username: 'soraMola', Password: 'soraMola', Nickname: 'soraMola', name: 'Charles', Surmane: 'Charles', email: ' <a href="mailto:hola@gmail.com">hola@gmail.com</a> ', phone: '645321789', World Name: 'ChuChuChuli' and select the faction that you want.
Expected	You have registered into the system.
Outcome	It works.
Notes	WorldName must be unique, there's not two players with the same world name.

Test <#02>	
Description	You let all the corresponding areas in blank.
Expected	There will appears an error message per corresponding area explaining the reason of why it's not correct.
Outcome	Missing @Email annotation in domain.
Notes	WorldName must be unique, there's not two players with the same world name.

## UC 02 – List the players in the game.

### Description

A person that is registered can see the list of the players that contains the game ACME-BATTLE.

### Access

Main menu > USERS

### Tests

Test <#01>	
Description	It must appear a list of users with the following information: Username, Nickname, email and the action to view his/her profile.
Expected	It will work correctly.
Outcome	It works.
Notes	

## UC 03 – Display the player profile.

### Description

A person that is registered can display the players' profile.

### Access

Main menu > USERS > view

### Tests

Test <#01>	
Description	The profile must show the victories and defeats of the player and his information. The picture of the world and its name.
Expected	It will work correctly.
Outcome	The profile does not show the telephone of the player.

## Notes

### UC 04 – Search a user by username.

#### Description

A person that is registered can search players by its username.

#### Access

Main menu > search

#### Tests

Test <#01>	
Description	We can introduce a real username into the search as well as 'player1'.
Expected	It will appear a profile similar than in the before UC.
Outcome	It works.
Notes	

Test <#02>	
Description	We can try to search a fake username (that does not appear in the DB) .
Expected	The result must be a profile by default with no picture and empty information.
Outcome	Redirection to the list of users with an error message: "No results found". If the message is displayed in Spanish, we find a grammar error: "No se ha encontrado ningin resultado".
Notes	

Test <#03>	
Description	We can try to search with an empty
Expected	The result must be a list of the players that are in the system.
Outcome	It works as expected but a "Cannot commit this operation" message appear on the screen.
Notes	

## UC 05 – Ban/Unban a player for a time.

### Description

A logged administrator can ban a player in the game.

### Access

Main menu > Users > View > Ban/UnBan

Main Menu > Administrator > Banned Users > View > Unban

### Tests

Test <#01>	
Description	We can see the profile of a keybladewielder/manager and ban him/her selecting the Ban Date, Duration (in days), and the reason (optional)
Expected	The system must return the Banned Users list with the user name, and the botton to see the profile. The player/manager before must to be into the list.
Outcome	The tiles.xml of this form is not translated in Spanish.
Notes	

Test <#02>	
Description	We can see the profile of a keybladewielder/manager and ban him/her letting in blank.

Expected	The system must return the error messages of Ban Date and duration.
Outcome	We get two errors: One about the duration (It cannot be null) and a "Cannot commit this operation".
Notes	

Test <#03>	
Description	We can unban the banned users click into "Unban".
Expected	The result must be a list of the players that are in the system.
Outcome	The system redirects to the list of banned users.
Notes	

## UC 06 – List the users that are banned

### *Description*

A logged administrator can ban a player in the game.

### *Access*

Main menu > Administrator > Banned Users

### *Tests*

Test <#01>	
Description	A logged administrator can ban a player in the game.
Expected	The system must return the list of users with the username and the button to see their profile.
Outcome	It works.
Notes	



## UC 07 – Create a Game Master.

### Description

A logged administrator can create an account for a Game Master.

### Access

Main menu > Admin > Create Game Master

### Tests

Test <#01>	
Description	We can fill all the areas correctly introducing the following information: Username: 'gamemaster8', Password: 'gamemaster8', Nickname: 'holahola', Name: 'Rafael', Surname: 'Reshulón', Email: 'pambisito98@gmail.com', Phone: '654777888'
Expected	It will work correctly.
Outcome	It works correctly.
Notes	

Test <#02>	
Description	We can try to let all the areas in blank.
Expected	The result must be showing all the error messages for the corresponding areas.
Outcome	Missing @Email annotation in domain.
Notes	

## UC 08 – Create a Content Manager

### Description

A logged administrator can create an account for a Content Manager

### Access

Main menu > Admin > Create Content Manager

### Tests

Test <#01>	
Description	We can fill all the areas correctly introducing the following information: Username: 'gamemaster8', Password: 'gamemaster8', Nickname: 'holahola', Name: 'Rafael', Surname: 'Reshulón', Email: 'pambisito98@gmail.com', Phone: '654777888'
Expected	It will works correctly.
Outcome	It works correctly.
Notes	

Test <#02>	
Description	We can try to let all the areas in blank.
Expected	The result must be showing all the error messages for the corresponding areas.
Outcome	Missing @Email annotation in domain.
Notes	

## UC 09 – List and delete Organizations

### *Description*

A logged administrator can delete an organization.

### *Access*

Main menu > Organization > Organizations > Delete Organization

### *Tests*

Test <#01>	
Description	At the moment of deleting an organization, all the chattys and the invitations to this organizations will be deleted.
Expected	It will return us to the list of organization without it.
Outcome	The Organization header text is not translated to Spanish.
Notes	

## UC 10 – See the members of an organization.

### *Description*

A logged administrator can see the members that are in an organization.

### *Access*

Main menu > Organization > Organizations > Members of Organization

### *Tests*

Test <#01>	
Description	We can see a table with the users and the respective information: Name and Organization Range .
Expected	It will work correctly.
Outcome	The Organization members tiles.xml is not translated to Spanish.
Notes	

Test <#02>	
Description	We can try to introduce an invalid organizationId by URL, for example: 4860
Expected	The page must return that there's nothing found to display.
Outcome	It works.
Notes	

## UC 11 – Modify values of Standard Configuration.

### Description

A logged administrator can change values in Configuration for the game.

### Access

Main menu > Organization > Organizations > Members of Organization

### Tests

Test <#01>	
Description	We can see a form with the areas to complete and modify them. For example, the following values: Munny Reward: 200, Mythrill reward: 200, GummiCoal reward: 200, Base Munny, GummiCoal and Mythrill: 3000, Org Messages: 10; Lost Levels Deffender: 1, WorldSlots: 40
Expected	It will works correctly.
Outcome	In the fields that aren't obligatory, if I put "-30", it accepts the number perfectly, I suppose that although these aren't obligatory, they also must be considered that they are positive, not negative values. Not all names are translated in Spanish: "Win defender", "win attacker", etc...
Notes	There isn't much sense that when you edit the selection form, when I save it, continue looking the same view, it's a little confusing. It could well indicate that the fields have been really changed or redirect to index. As you use Bootstrap, I would advise that when you click on save, you have an "onclick" element, that will send you a confirmation message of success.

Test <#02>	
Description	We can try to let in blanks all the areas and see the error messages from Org Messages, World Slots and Lost Levels Deffender
Expected	The page must return that there's nothing found to display.
Outcome	
Notes	

## UC 12 – Suspicious reports

### *Description*

A logged administrator can list suspicious reports and update him or ban the player or the game master if he thinks they did something illegal.

### *Access*

Main menu > Administrator > Suspicious Updates

### *Tests*

Test <#01>	
Description	We can see the list of suspicious updates with the following information: Status, Title, Date, and the button to display them.
Expected	It will work correctly.
Outcome	<p>I can't prove, there's not list suspicious reports.  I tried to create the execution trace to be able to test it, but neither.  I have taken reference to the UC-58:</p> <ul style="list-style-type: none"> <li>- Player1 creates report</li> <li>- GameMaster1 updates it</li> <li>- I have updated it in all possible ways, "Workings", "Irresolved" and "Solved", but the button to mark it as suspicious don't appears, so then in the list of the admin will not come out anything in the list.</li> </ul>

## UC 14 – Display the Dashboard

### *Description*

A logged administrator can display the dashboard with the following information:

Ratio of users per faction.

- Average, maximum and standard deviation of created fights per user.
- Top 5 players who have won more battles.
- Top 5 players who have more wins-ratio and at least 10 battles.
- Top 5 players who have more munny.
- Top 5 players who have more mythrill.
- Top 5 players who have reported more bugs.
- Top 5 players who have been banned more times.
- Average of win-ratio per user.
- The average, maximum, minimum and standard deviation of created items per manager content.
- The ratio of solved reports.
- The ratio of irresolvable reports.
- The ratio of suspicious reports.
- The maximum, minimum, average and standard deviation of updates per game master.
- The maximum, minimum, average and standard deviation of updates per report.

- The average of suspicious reports per game master.
- Average of how much each building has been built per player.

### Access

Main menu > Administrator > Dashboard

### Tests

Test <#01>	
Description	We can enter and see the results.
Expected	It appears all the values and tuples.
Outcome	<p>The title of the "Dashboard" submenu of the header isn't translated into Spanish</p> <p>Lack:</p> <ul style="list-style-type: none"> <li>- Average, maximum and standard deviation of created fights per user</li> <li>- Top 5 players who have reported more bugs</li> <li>- Top 5 players who have been banned more times</li> <li>- Average of how much each building has been built per player</li> <li>- The following questions aren't included in the acceptance test document:</li> </ul> <p>Average of reports per user y standard deviation of reports per user</p>
Notes	

## UC 15 – Give/Remove resources to a player.

### Description

A logged Game Master can give or remove resources to a player in the game.

### Access

Main menu > Prompt

### Tests

Test <#01>	
Description	We can give resources to a player giving him a prize: set player1 -mn 100 Giving a prize of 100munny to player1
Expected	Player1 will have a prize to open.
Outcome	<ul style="list-style-type: none"> <li>- The cmd isn't translated</li> <li>- When an amount of money is given, it is said to be sent correctly, but instead you go to the player's profile and the money is not updated, so the operation is not performed.</li> </ul>
Notes	Command 'help' can give you more information.

Test <#02>	
Description	We can remove resources to a player: rm player1 -mn 100 Removing 100 munny to player1
Expected	The amount of that materials will be reduced that quantity..
Outcome	<ul style="list-style-type: none"> <li>- The cmd isn't translated</li> <li>- When it is deleted, it only deletes with mytrhil, the other two does not erase, not literally, that is, according to the cmd it says that it has been erased, you can delete even the number that you want, regardless of the times they are, but always it is erased, and in the profile it is seen that it is in the same amount always and it is not erased.</li> </ul>
Notes	Command 'help' can give you more information.

## UC 16 – Give a building to a player.

### Description

A logged Game Master can give a building to a player in the game.

### Access

Main menu > Prompt

### Tests



Test <#01>	
Description	We can give a building to a player: set player1 -b Livelihood Number 1 Giving a livelihood to player1
Expected	It will works correctly.
Outcome	OK
Notes	Command 'help' can give you more information.

## UC 17 – Give troops to a player.

### *Description*

A logged Game Master can give a troop to a player in the game.

### *Access*

Main menu > Prompt

### *Tests*

Test <#01>	
Description	We can give a troop to a player: set player1 -rc >Recruiter Number 1 -t >Soldiers Giving a Soldier to player1
Expected	It will works correctly.
Outcome	Recruiter does not exist or gives error, does not work with any name
Notes	Command 'help' can give you more information.

## UC 19 – List reports not-solved.

### Description

A logged Game Master can give or remove resources to a player in the game.

### Access

Main menu > Reports > Show All > On Hold

### Tests

Test <#01>	
Description	We can see a list of updates from reports that contains the following information: Title, Date, Status, View, See Updates, Update Report.
Expected	It will work correctly.
Outcome	<ul style="list-style-type: none"><li>- Status in Spanish is not translated</li><li>- I give update report, I get a form, I give cancel, I miss an error 400, I hit the back arrow of the browser, I returned to the 3 results when they were marked as "all", only that now I get 3 when it is marked as "waiting", apart from the list of 3 reports that come out, the buttons "See" and "See updates" are exchanged, and the first one is not seen one of the "see updates" buttons. When it's topped up, the list looks good again.</li></ul>
Notes	

## UC 20 – List reports he updated.

### Description

A logged Game Master can give or remove resources to a player in the game.

### Access

Main menu > Reports > Show All > Resolved

### Tests

Test <#01>
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Description	We can see a list of updates from reports that contains the following information: Title, Date, Status, View, See Updates, Update Report.
Expected	It will works correctly.
Outcome	- When it is accessed for the first time, the "See" and "see updates" buttons are interchanged and the first one does not show one of the "See updates" buttons, when the tab is changed to another type and selected, in this case, "Resolved", the table comes back out well and its buttons in order. But as soon as you access any of the links in the table, and it goes back, the buttons come back out inverted.
Notes	

## UC 21 – List of reports irresolvable.

### *Description*

A logged Game Master can give or remove resources to a player in the game.

### *Access*

Main menu > Reports List > Show All > Irresolvable

### *Tests*

Test <#01>	
Description	We can see a list of updates from reports that contains the following information: Title, Date, Status, View, See Updates, Update Report.
Expected	It will works correctly.
Outcome	It works as expected.
Notes	



## UC 22 – Update reports that are not marked as solved.

### Description

A logged Game Master can make an update for the reports sent by players.

### Access

Main menu > Reports List > Show All > On Hold > Update Report

### Tests

Test <#01>	
Description	We can fill correctly the Status as 'WORKING', and writing some content.
Expected	It will works correctly and we could create more updates to that report.
Outcome	It works as intended.
Notes	

Test <#02>	
Description	We can fill correctly the Status as 'IRRESOLVABLE', and writing some content.
Expected	It will works correctly and we could create more updates to that report.
Outcome	It works as expected.
Notes	

Test <#03>	
Description	We can fill correctly the Status as 'SOLVED', and writing some content.
Expected	It will works correctly and we could not create more reports.

<b>Outcome</b>	The outcome is correct.
<b>Notes</b>	When I try to add an update to a "solved" report by tampering the URL, a Panic appears.

## UC 23 – List the Factions in the game.

### *Description*

A logged Content Manager can list the factions that are in the game.

### *Access*

Main menu > Factions

### *Tests*

Test <#01>	
<b>Description</b>	The system must return a list of the factions that we have with the following information: Name, Power-Up Description and the Actions.
<b>Expected</b>	It will work correctly.
<b>Outcome</b>	It works as expected.
<b>Notes</b>	

## UC 24 – Create a Faction in the game.

### *Description*

A logged Content Manager can create factions in the game.

#### *Access*

Main menu > Factions > Create

#### *Tests*

Test <#01>	
Description	The system must return a form where we can write the following information: Name: 'Hola', Power-Up Description: 'Un hola muy fuerte', Extra Resources: '0.1', Extra Attack: '0.3', Extra Defense: '0.4' and the Galaxy: '2'.
Expected	It will work correctly showing us a display of it.
Outcome	It works as expected.
Notes	

Test <#02>	
Description	The system must return a form where we can let it all blank.
Expected	The system must return the error messages from: Name, Power-Up Description, Extra's and the Galaxy.
Outcome	It works as intended.
Notes	

## **UC 25 – Display a Faction.**

#### *Description*

A logged Content Manager can display factions in the game.

#### *Access*



Main menu > Factions > View

### Tests

Test <#01>	
Description	The system must return the following information of the selected Faction: The picture that it has, Name, Power-Up Description, Extra's and the Galaxy.
Expected	It will works correctly showing us a display of it.
Outcome	Error: Extra Defense is spelled incorrectly; it appears as "Extra Defesnse".
Notes	

## UC 26 – Edit a Faction.

### Description

A logged Content Manager can edit factions in the game.

### Access

Main menu > Factions > View > Edit

### Tests

Test <#01>	
Description	The system must return a form where we can write the following information: Name: 'Hola', Power-Up Description: 'Un hola muy fuerte', Extra Resources: '0.1', Extra Attack: '0.3', Extra Defense: '0.4' and the Galaxy: '2'.
Expected	It will works correctly showing us a display of it.
Outcome	There is no cancel button in the creation and edition form.
Notes	

Test <#02>	
Description	The system must return a form where we can let it all blank.
Expected	The system must return the error messages from: Name, Power-Up Description, Extra's and the Galaxy.
Outcome	It works as intended.
Notes	There is no cancel button in the creation and edition form.

## UC 27 – List the building in not final mode.

### *Description*

A logged Content Manager can list the buildings.

### *Access*

Main menu > Content Manager > My Buildings

### *Tests*

Test <#01>	
Description	The system must return a list of the buildings with the following information: Name, Description of the actions, Cost to Create it, and link to display it.
Expected	It will works correctly.
Outcome	It works as expected.
Notes	If you try to list or edit a building breaking the restrictions, you'll be returned to a list which doesn't belong to the content manager's; you'll only see final buildings.

## UC 28 – Create/Edit a building.

### Description

A logged Content Manager can create new building to the game.

### Access

Main menu > Content Manager > My Buildings > Create /Edit

### Tests

Test <#01>	
Description	The system must return a form where first of all we need to decide which type of building we want: Defense Building. Later we fill the following information correctly: Name, Description, Photo, Cost in Munny, Mythrill and GummiCoal, the maxim level to upgrade, the extra cost for updating, time to construct, the defense and the extra defense per level [between 0, 1]
Expected	It will works correctly.
Outcome	ERROR: I was able to create a building with a negative time to construct.
Notes	In any type of building creation, the cancel button when you get to the statistics form takes you back to the view to choose which type of building you want, rather than cancelling the whole operation.

Test <#02>	
Description	The system must return a form where first of all we need to decide which type of building we want: Defense Building. Later we let all the areas in blank to
Expected	The system must return the error messages to: Name, Description, Costs, Maximum Level, Extra Cost, Time to Construct, Defense and Extra-Defense.
Outcome	ERROR: I was able to create a building with a negative time to construct. Also, no error message was displayed.

Notes	
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Test <#03>	
Description	The system must return a form where first of all we need to decide which type of building we want: Recruiter Building. Later we fill Name, Description, Photo, Costs, MaximimLevel, Extra Cost, Time to construct.
Expected	It will works correctly.
Outcome	It works as expected.
Notes	

Test <#04>	
Description	The system must return a form where first of all we need to decide which type of building we want: Recruiter Building. Later we let all in blank.
Expected	The system must return the error messages to: Name, Description, Costs, Maximum Level, Extra Cost, Time to Construct.
Outcome	Works as expected.
Notes	

Test <#05>	
Description	We try to edit a Recruiter Building that is not in final mode and try to put it in final without any troop/gummiShip created.
Expected	The system must return an error message.
Outcome	The outcome is correct.
Notes	

Test <#06>	
Description	The system must return a form where first of all we need to decide which type of building we want: Livelihood Building. Later we fill Name, Description, Photo, Costs, Maximum Level, Extra Cost, Time to Construct, Collection Materials, Time to Collect, Less Time percentage per level and extra collection per level.
Expected	It will works correctly.
Outcome	The outcome is correct.
Notes	

Test <#07>	
Description	The system must return a form where first of all we need to decide which type of building we want: Livelihood Building. Later we let all in blank.
Expected	The system must return the error messages from: Name, Description, Costs, Maximum Level, Extra Cost, Time to Construct, Collection Materials, Time to Collect, Less Time percentage per level and extra collection per level.
Outcome	It works as expected.
Notes	

Test <#08>	
Description	The system must return a form where first of all we need to decide which type of building we want: Warehouse Building. Later we fill Name, Description, Photo, Costs, Maximum Level, Extra Cost, Time to Construct, Time to Collect, Slots for Troops, Slots for GummiShips, Slots for Materials, Extra slots per level.
Expected	It will works correctly.

Outcome	It works as intended.
Notes	

Test <#09>	
Description	The system must return a form where first of all we need to decide which type of building we want: WareHouse Building. Later we let all in blank.
Expected	The system must return the error messages from: Name, Description, Costs, Maximum Level, Extra Cost, Time to Construct, Time to Collect, Slots for Troops, Slots for GummiShips, Slots for Materials, Extra slots per level.
Outcome	It works as expected.
Notes	

Test <#10>	
Description	We try to edit any building that is in final mode.
Expected	The system must return an error message or make a redirection.
Outcome	ERROR: no error appears on screen, but you are redirected to a list of buildings. However, this list isn't the same that loads when you list buildings logged as a Content Manager.
Notes	

## UC 30 – Display a building.

### Description

A logged Content Manager can display a building of the game.

### Access

Main menu > Content Manager > My Buildings > Display

### Tests

Test <#01>	
Description	We can see, independently the type of building we clicked, the display of the building with the current information.
Expected	The System must return the Name, Description, Cost to create, Maximum Level, Time to Construct and Requirements
Outcome	It works as intended.
Notes	

Test <#02>	
Description	We can display a recruiter: the current information and the troops and gummi ships and the buttons to create more new troop/gummi ships in the game.
Expected	The System must return all the information of the building and two lists: The first one is the troops that we can create on that recruiter with the following information: Name, Attack, Defense, Cost, Time to recruit. ,The second one is the gummiShips with their Name, Cost, Slots that occupy and time to recruit.
Outcome	The outcome is correct.
Notes	

## UC 31 – Create a Troop.

### Description

A logged Content Manager can create a troop for the game into a recruiter that is not final.

### Access

Main menu > Content Manager > My Buildings > Display (Recruiter) > Create a new troop

### Tests

Test <#01>	
Description	We can se the form and fill correctly the areas: Name:'hola', Attack and Defense: '10', Time to recruit: '2', Costs > 0, Minimum Level: '1'.
Expected	The System must return the list of created troops.
Outcome	Bug: I have tried to create a troop with name "Tank", attack and defense = 10, time to recruit = 2, costs= 100 each. And a not customize error appears. It is "cannot commit this operation".
Notes	

Test <#02>	
Description	We can let it all in blank.
Expected	The system must return the error messages from Name, Attack, Defense, Time to recruit, Costs and Minimum Level.
Outcome	Bug: Atack , defense and time to recruit doesn't show any message error.
Notes	



## UC 31 – Edit a Troop.

### *Description*

A logged Content Manager can edit a troop for the game into a recruiter that is not final.

### *Access*

Main menu > Content Manager > Created Troops> Edit troop

### *Tests*

Test <#01>	
Description	We can se the form and fill correctly the areas: Name:'hola', Attack and Defense: '10', Time to recruit: '2', Costs > 0, Minimum Level: '1'.
Expected	The System must return the list of created troops.
Outcome	Bug: I can't create troops because of a "can't commit this operation", so I can't create draft troops in order to be edited.
Notes	

Test <#02>	
Description	We can let it all in blank.
Expected	The system must return the error messages from Name, Attack, Defense, Time to recruit, Costs and Minimum Level.
Outcome	Can't check it.
Notes	

## UC 31 –Delete a Troop.

### *Description*

A logged Content Manager can delete a troop in any case.

#### *Access*

Main menu > Content Manager > Created Troops> Delete Troop

#### *Tests*

Test <#01>	
Description	The user only need to click on "delete" in the troop list.
Expected	The troop must be deleted, and the players who had that troop recruited must have extra-materials in value of 110% value of troop's costs.
Outcome	Bug- The troop is deleted correctly but the 110% troop cost compensation is not charged to the players who own it
Notes	

### UC 32 – List items created by me.

#### *Description*

A logged Content Manager can list the items that he created.

#### *Access*

Main menu > Content Manager > Created Items

#### *Tests*

Test <#01>	
Description	We can see the items created by the content manager in the game.
Expected	The system must return a table with the attributes: Name, Description, Type, Duration, Expiration, Extra, Munny cost and the Edit button.
Outcome	The table of contents is shown as expected

## UC 32 – Create an item

### Description

A logged Content Manager can create many items for the game as he/she wants.

### Access

Main menu > Content Manager > Create Item

### Tests

Test <#01>	
Description	We can see the form with the attributes and we fill it with: Name: 'Aumentador Hola', Description: 'Te aumenta el ataque para ser el mejor', Duration: '3000', Expiration: '30', Extra: '50%', Munny cost: '100', 'Attack Boost' y On Sell 'ticked'.
Expected	The system must return the list of items created with this one on it.
Outcome	Item is created correctly and appears in the list of items created by him.
Notes	

Test <#01>	
Description	We can see the form with the attributes and we let all the areas in blank.
Expected	The system must return error messages from: Name, Description, Duration, Expiration and Munny cost.
Outcome	When we let all areas in blank, form errors appear correctly.

## Notes

### UC 33 – Edit an item

#### Description

A logged Content Manager can edit many items for the game as he/she wants.

#### Access

Main menu > Content Manager > Created Items > Edit

#### Tests

Test <#01>	
Description	We can see the form with the attributes and we fill it with: Name: 'Aumentador Hola', Description: 'Te aumenta el ataque para ser el mejor', Duration: '3000', Expiration: '30', Extra: '50%', Munny cost: '100', 'Attack Boost' y On Sell 'ticked'.
Expected	The system must return the list of items created with this one on it.
Outcome	The item is edited correctly, and it is shown in the created item list with the new changes
Notes	

Test <#01>	
Description	We can see the form with the attributes and we let all the areas in blank.
Expected	The system must return error messages from: Name, Description, Duration, Expiration and Munny cost.

<b>Outcome</b>	Bug: The system returns to a panic page, with the error: Could not commit JPA Transaction, nested exception is javax.persistence.RollbackException: Error while committing the transaction.
<b>Notes</b>	

## UC 34 – Delete an item

### *Description*

A logged Content Manager can delete many items for the game as he/she wants.

### *Access*

Main menu > Content Manager > Create Item > Edit > Delete

### *Tests*

Test <#01>	
<b>Description</b>	We can see in the list some objects that they are in the store, so we need to take care of deleting them. In the system, the 'protective shield' is not bought for anyone right now, so we can delete it.
<b>Expected</b>	The system must return the list of items created with this one on it.
<b>Outcome</b>	Error: I suppose that the expected is that the item will not be shown in the list, so, the item "protective shield" is correctly deleted from database
<b>Notes</b>	If any object of them is bought by a player, we can't delete it.

### Test <#02>

<b>Description</b>	We can see in the list some objects that they are in the store, so we need to take care of deleting them. We can log in as a keybladeWielder and buy any object.
<b>Expected</b>	The system must show that the button of deleting has already disappear into the form.
<b>Outcome</b>	If we access as a player, buy the item and log in as the content manager, he/she can't delete it because the delete button has disappeared.
<b>Notes</b>	

## UC 35 – Display my world

### *Description*

A logged KeybladeWielder (Player) can display his world in the game.

### *Access*

Main menu > Profile > My Profile > World

### *Tests*

Test <#01>	
<b>Description</b>	We can see in the information of the player (Username, Email, Phone, Nickname, Wins, Defeats, World and Last Connection). In the view of the world must return the name, the symbol of the faction, the world coordinates, the nickname and the photo of his/her world and the link to the buildings.
<b>Expected</b>	The system must return all correctly.
<b>Outcome</b>	Bug- Phone number is not shown on the list
<b>Notes</b>	

## UC 36 – List my Buildings

### *Description*

A logged KeybladeWielder (Player) can see the buildings that he/she has.

### *Access*

Main menu > Profile > My Profile > World > My Buildings

### *Tests*

Test <#01>	
Description	We can see the different buildings that the player already has.
Expected	The system must return the name, the description and the level of every building. At the same time, the different buttons: Upgrade, display and unbuild.
Outcome	The list is shown correctly. Posible error: No sé si es un bug o no ya que creo que forma parte del listado,pero cuando pongo el ratón encima del botón mejorar de un edificio,los materiales(creo que el unico que cambia en la traducción es el combustible) aparecen en inglés cuando lo tengo en español.
Notes	

## UC 37 – Create a building (Built)

### *Description*

A logged KeybladeWielder (Player) can create new buildingsavailable in the game for his/her world.

### *Access*

Main menu > Profile > My Profile > World > My Buildings > Create > Building Name Selection > Save

### Tests

Test <#01>	
Description	The user must to click into the button of creating and select the type of building that they want to get, then click on them and "Save" it. The building will be built after pass the 'time to construct'.
Expected	The system must return the buildings list of his/her world and the building created with the chrono running back to complete de "installation". The user must have less materials because of the cost of creation of the building.
Outcome	The building is created correctly, appears in the list of buildings, and is shown as being built.
Notes	The different action buttons of the building are not available till the installation is completed.

## UC 38 – Unbuild a Building (Built)

### Description

A logged KeybladeWielder (Player) can remove some building from his world.

### Access

Main menu > Profile > My Profile > World > My Buildings > Unbuild

### Tests

Test <#01>	
Description	The user can unbuild his/her constructions clicking in unbuild. We can, for example, unbuild a 'Recruiter Number 1' being Player1
Expected	The system must return the buildings list without that building.



Outcome	The building is unbuilt properly, and disappears "my buildings"
Notes	

Test <#02>	
Description	The user can unbuild his/her constructions clicking in unbuild. We can, for example, unbuild a 'Warehouse Number1' being Player1
Expected	The system must return the buildings list without that building and the resources and troops that tis building had stored.
Outcome	Bug- The troops and resources that the unbuilt building had stored are not shown after unbuilding a build.
Notes	

## UC 39 – Unbuild a Building (Built)

### *Description*

A logged KeybladeWielder (Player) can remove some building from his world.

### *Access*

Main menu > Profile > My Profile > World > My Buildings > Unbuild

### *Tests*

Test <#01>	
Description	The user can unbuild his/her constructions clicking in unbuild. We can, for example, unbuild a 'Recruiter Number 1' being Player1
Expected	The system must return the buildings list without that building.

Outcome	BUG: UC 38= UC39
Notes	

Test <#02>	
Description	The user can unbuild his/her constructions clicking in unbuild. We can, for example, unbuild a 'Warehouse Number1' being Player1
Expected	The system must return the buildings list without that building and the resources and troops that tis building had stored.
Outcome	BUG: UC 38= UC39
Notes	Some materials can be carried in the "player pockets" that are in the base materials in the Configuration of the game.

## UC 40 – Update Building (Built)

### *Description*

A logged KeybladeWielder (Player) can increase the level of their buildings.

### *Access*

Main menu > Profile > My Profile > World > My Buildings > Upgrade

### *Tests*

Test <#01>	
Description	The player can upgrade the buildings that he/she has if he passes the requirements and have enough materials.

<b>Expected</b>	The system must return the buildings list with the same building in one higher level.
<b>Outcome</b>	The buildings are upgraded properly and its levels are upgraded as well.
<b>Notes</b>	

Test <#02>	
<b>Description</b>	The user can try to upload a building that is at the maximum level available, or that he has not enough materials, or not passing the requirements.
<b>Expected</b>	The system must return error messages at the bottom of the buildings list.
<b>Outcome</b>	Errors "está al máximo nivel" and "No tienes recursos suficientes" are shown properly.
<b>Notes</b>	

## UC 41 – Navigate from Recruiter to their troops.

### *Description*

A logged KeybladeWielder (Player) can increase the level of their buildings.

### *Access*

Main menu > Profile > My Profile > World > My Buildings > Display

## Tests

Test <#01>	
Description	The player can see the troops and gummiships that the recruiter can create for that world
Expected	The system must return two lists: Troops List contains information about Name, Attack, Defense, Costs and the time to Recruit.
Outcome	It works for recruiter 1 and 2. Recruiter 3 doesn't show tables of recruitables.
Notes	

## UC 42 – List my invitations.

### Description

A logged KeybladeWielder (Player) can list the invitations that he has received from today to 10 days ago.

### Access

Main menu > Organization > My Invitations

## Tests

Test <#01>	
Description	The player can see the invitations for organizations that he has received.
Expected	The system must return the list of invitations with the following information: Organization Name, Content, Organization Range proposed and the actions to do.

Outcome	It works.
Notes	The system must only show the invitations that are PENDING or CANCELLED

## UC 43 – Create messages in chat of organization

### Description

A logged KeybladeWielder (Player) can chat into his/her organization (we understand that the player must accept an invitation or created an organization)

### Access

Main menu > Organization > Organizations > My Organization > Organization Chat > Write into the chat

### Tests

Test <#01>	
Description	The player must fill the content of the message.
Expected	The system must the chat with that message at the bottom.
Outcome	<ul style="list-style-type: none"> <li>-If you write a message in chat, them the chat only show the text "Hola", not the text of message.</li> <li>-Messages appears in the top.</li> <li>-With hacking POST, date and invitation id can be change.</li> </ul>
Notes	

Test <#02>	
Description	The player don't fill/correctly the content of the chat message.
Expected	The system must return the correspondant error message.
Outcome	It works.
Notes	

## UC 44 – List the items available in the shop

### *Description*

A logged KeybladeWielder (Player) can enters into the shop and see the multiple objects to buy them.

### *Access*

Main menu > Player > Shop

### *Tests*

Test <#01>	
Description	A logged KeybladeWielder (Player) can enters into the shop and see the multiple objects to buy them.
Expected	The system must return a list of the items with the following information: Name, Description, Type, Duration, Expiration, Extra and Munny Cost.
Outcome	It works.
Notes	

## UC 45 – List the items he bought

### *Description*

A logged KeybladeWielder (Player) can see the items that he has bought and not used yet.

### *Access*

Main menu > Player > My items

### *Tests*

Test <#01>	
Description	A logged KeybladeWielder (Player) can see the items that he has bought and not used yet.
Expected	The system must return a list of the items with the following information: Name, Description, Type, Duration, Expiration, Extra and Munny Cost.
Outcome	It works.
Notes	

## UC 46 – List the activated items

### *Description*

A logged KeybladeWielder (Player) can see the items that he is already using in the game.

### *Access*

Main menu > Player > Active items

### *Tests*

Test <#01>	
Description	A logged KeybladeWielder (Player) can see the items that he has bought and not used yet.
Expected	The system must return a list of the items with the following information: Name, Description, Type, Duration, Expiration, Extra, Munny Cost and the finish effect date.
Outcome	Technically it doesn't work, it is written: "not used yet" in test, the may wanted to say "in use", them it works fine.
Notes	

## UC 47 – Use items

### *Description*

A logged KeybladeWielder (Player) can see the items that he is already using in the game.

### *Access*

Main menu > Player > My Items > Use



## Tests

Test <#01>	
Description	A logged KeybladeWielder (Player) can use his items for a duration time.
Expected	The system must return a list of the items without that selected object, that will be in the list of 'Active items'.
Outcome	It works. But other user can use items that don't belong to him, through haking GET.
Notes	

## UC 49 – Create an organization.

### Description

A logged KeybladeWielder (Player) can create an organization if he is not into another one registered.

### Access

Main menu > Organization > Organizations > Create your own Organization

## Tests

Test <#01>	
Description	A logged KeybladeWielder (Player) can create an organization if he is not into another one registered. We fill correctly the name and the description of the organization.
Expected	The system must return us the members list of the organization where the player is the master of it.
Outcome	It works.

Notes	We can try with Player2.
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Test <#02>	
Description	A logged KeybladeWielder (Player) can create an organization if he is not into another one registered. We can let it all blank and try to save.
Expected	The system must return us the errors messages from: Name and Description.
Outcome	It works.
Notes	We can try with Player2.

## UC 50 – Accept an Invitation

### *Description*

A logged KeybladeWielder (Player) can accept an invitation received by another organization if he/she has no one.

### *Access*

Main menu > Organization > My Invitations > Accept

### *Tests*

Test <#01>	
Description	A logged KeybladeWielder (Player) can accept an invitation received by another organization if he/she has no one.
Expected	The system must return us the members list of the organization where the player has the range shown in the invitation.
Outcome	It works.
Notes	

## UC 51 – Decline an Invitation

### *Description*

A logged KeybladeWielder (Player) can decline an invitation received by another organization if he/she has no one.

### *Access*

Main menu > Organization > My Invitations > Decline

### *Tests*

Test <#01>	
Description	A logged KeybladeWielder (Player) can decline an invitation received by another organization if he/she has no one.
Expected	The system must return us the list of invitations that he/she has and that invitation declined.
Outcome	It works.
Notes	

## UC 52 – See the organization’s members

### *Description*

A logged KeybladeWielder (Player) can see and sort the members of an organization by their organization range.

### *Access*

Main menu > Organization > See the organizations > Members of Organization

### *Tests*

Test <#01>	
Description	A logged KeybladeWielder (Player) can see and sort the members of an organization by their organization range.
Expected	The system must return us the list of the keyblade wielders with the name and the organization range.
Outcome	It works.
Notes	

## UC 53 – Send invitations for your organization

### Description

A logged KeybladeWielder (Player) can send invitations from his/her organization if: 1. He's an Officer or Master. 2. The other player has no organization.

### Access

Main menu > Users > View > Send Invitation

### Tests

Test <#01>	
Description	A logged KeybladeWielder (Player) can send invitations from his/her organization if: 1. He's an Officer or Master. 2. The other player has no organization. Then we select the range for our organization and the content of the invitation.
Expected	The system must redirect us to the invitations list of our player. The other player must have the invitation in his/her invitations list.
Outcome	When after making a mistake when filling out a form, you send it back corrected and it returns an error.
Notes	<u>For example: Player1 can send an invitation to Player2</u>

Test <#02>	
Description	A logged KeybladeWielder (Player) can send invitations from his/her organization if: 1. He's an Officer or Master. 2. The other player has no organization. Then we can let all blank.
Expected	The system must return us the error message from the content.
Outcome	It works
Notes	

## UC 54 – Change ranges in an organization

### Description

A logged KeybladeWielder (Player) can change ranges into his/her organization from *Guest* to *Officer* and viceversa if he/she is the *Master* of there.

### Access

Main menu > Organizations > See the organization > Your Organization > Change Range

### Tests

Test <#01>	
Description	A logged KeybladeWielder (Player) can change ranges into his/her organization from <i>Guest</i> to <i>Officer</i> and viceversa if he/she is the <i>Master</i> of there.
Expected	The system must return the organization's members with that member in a different range.
	It works.
Notes	<u>Player1 can change Rangeto player3</u>

## UC 55 – Let another to be the master

### Description

A logged KeybladeWielder (Player) if is the Master of the organization can convert another player to Master and he/she will convert automatically to Officer.

### Access

Main menu > Organizations > See the organization > Your Organization > Convert into Master

### Tests

Test <#01>	
Description	A logged KeybladeWielder (Player) if is the Master of the organization can convert another player to Master and he/she will convert automatically to Officer.
Expected	The system must return the organization's members with that member in Master range and the actual player as an officer.
Outcome	It works
Notes	<u>Player1 can convert to Master to player3</u>



## UC 56 – Leave the organization

### Description

A logged KeybladeWielder (Player) that is into an organization can leave it. If he is the master of the organization, he will let the range to the oldest officer in the organization, in other case, will let it to the oldest guest. If the master is the only one who is into the organization, the organization will be deleted.

### Access

Main menu > Organizations > See the organization > Your Organization > Leave Organization

### Tests

Test <#01>	
Description	A logger Player (Player1) leaves the organization.
Expected	The system must return the list of organizations in the game. Player 1 must not be into the organization and the older officer is now the master.
Outcome	It works.
Notes	

Test <#02>	
Description	A logger Player (that is officer/guest) leaves the organization.
Expected	The system must return him/her to the list of organizations in the game. That player must not appear into the organization members.
Outcome	It works.
Notes	

Test <#03>	
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<b>Description</b>	A logger Player (that is the last member of the organization) leaves the organization.
<b>Expected</b>	The system must return him/her to the list of organizations in the game. That organization must not appear in the list.
<b>Outcome</b>	It works.
<b>Notes</b>	

## UC 57 – Create Report

### *Description*

A logged KeybladeWielder (Player) can create reports in the game to inform about de behaviour of the game in differents ways.

### *Access*

Main menu > Player > Create Report

### *Tests*

Test <#01>	
<b>Description</b>	A logger Player (Player1) can create a report filling the following information correctly: Type, Title, Content, Images
<b>Expected</b>	The system must return the list of reports with the following information: Title, Date, Status, the link to view it and see the updates.
<b>Outcome</b>	It works.
<b>Notes</b>	

Test <#02>	
<b>Description</b>	A logger Player (Player1) can create a report letting all in blank.

Expected	The system must return error messages from: Title, Content, Images.
Outcome	It doesn't show any error on image URL. I think that Image can be an optional parameter.
Notes	

## UC 58 – Mark updates as suspicious

### Description

A logged KeybladeWielder (Player) can mark as suspicious the updates that a Game Master has realized from his report.

### Access

Main menu > Player > Report List > See Updates > Display

### Tests

Test <#01>	
Description	A logged player can mark as suspicious an update from the Game Master has been updated and it's from a report that you've created.
Expected	The system must show you the display of the update but now without the button.
Outcome	It works but when you list all reports, the attribute state fail on Spanish because it always translate to English.
xNotes	

Test <#02>	
Description	A logged player cannot mark as suspicious an update if it has been marked before.
Expected	The system must not allow you to do it.
Outcome	It works.
Notes	

## UC 59 – List the player for making a battle with.

### *Description*

A logged KeybladeWielder (Player) can list the player for who can make a battle.

### *Access*

Main menu > Battle > Attack

### *Tests*

Test <#01>	
Description	A logged KeybladeWielder (Player) can list the player for who can make a battle.
Expected	The system must return the list of keyblade wielders with the following information: UserName and picture, Nickname, email and a button to attack.
Outcome	It works
Notes	

## UC 60 – Create a Battle

### Description

A logged KeybladeWielder (Player) can make a battle with another available player.

### Access

Main menu > Battle > Attack > Attack

### Tests

Test <#01>	
Description	A logged KeybladeWielder (Player) can list the player for who can make a battle. And now we decide which troops and gummi ships you use for that battle.
Expected	The system must return the result of the battle, if you win or lose, the materials obtained and the troops and gummi ships defeated in your team.
Outcome	When you show battle results, Attack and Winner show true or false. It must show Yes/No or Sí/No.
<Notes	

Test <#02>	
Description	A logged KeybladeWielder (Player) can list the player for who can make a battle. And now we don't send any troops neither gummi ships.
Expected	The system must return error messages.
Outcome	It works, but the message error is: "Cannot commit this operation"
Notes	

## UC 61 – List my history of attack/defense battle

### *Description*

A logged KeybladeWielder (Player) can see his historial of battles.

### *Access*

Main menu > Battle > List of Attack/Defenses

### *Tests*

Test <#01>	
Description	A logged KeybladeWielder (Player) can see his historial of battles.
Expected	The system must return the list of battles of the player with the following information: Attacker, Defender, Winner, and the button to see the details of battle.
Outcome	It works
Notes	Green background color: Won; Red background color: Lost.

## Additional tests

Test <#999>	
Description	Change language to Spanish.
Expected	Every message displayed by the system must be in Spanish
Outcome	Check the menu, there are untranslated or wrong translated In main menu, organization is not translated. Word item is used in Spanish, that word doesn't exist in Spanish, it may not be an error.
Notes	

Test <#999>	
Description	Security in forms
Expected	Any form can be hacked by POST.
Outcome	
Notes	

Test <#999>	
Description	Security in scripts
Expected	Any form can be hacked using scripts
Outcome	
Notes	