Acceptance tests   
ACME BATTLE 1.0

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: ‘[hola@gmail.com](mailto:hola@gmail.com)’, phone: ‘645321789’, World Name: ‘ChuChuChuli’ and select the faction that you want. |
| **Expected** | You have registered into the system. |
| **Outcome** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#03>** | |
| **Description** | We can unban the banned users clicnk into “Unban”. |
| **Expected** | The result must be a list of the players that are in the system. |
| **Outcome** |  |
| **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** |  |
| **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 works correctly. |
| **Outcome** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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 works correctly. |
| **Outcome** |  |
| **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** |  |
| **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, Mythril reward: 200, GummiCoal reward: 200, Base Munny, GummiCoal and Mythril: 3000, Org Messages: 10; Lost Levels Deffender: 1, WorldSlots: 40 |
| **Expected** | It will works correctly. |
| **Outcome** |  |
| **Notes** |  |

|  |  |
| --- | --- |
| **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 works correctly. |
| **Outcome** |  |
| **Notes** |  |

# 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 mythril.

● 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, maximun, minimun and standard desviation of created items

per manager content.

● The ratio of solved reports.

● The ratio of irresolvable reports.

● The ratio of suspicious reports.

● The maximun, minimun, average and standard deviation of updates per

game master.

● The maximun, minimun, 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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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 works correctly. |
| **Outcome** |  |
| **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>** | |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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. |
| **Outcome** |  |
| **Notes** |  |

# 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>** | |
| **Description** | The system must return a list of the factions that we hace with the following information: Name, Power-Up Description and the Actions. |
| **Expected** | It will works correctly. |
| **Outcome** |  |
| **Notes** |  |

# 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 works correctly showing us a display of it. |
| **Outcome** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **Notes** |  |

# 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** |  |
| **Notes** |  |

# 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, Mythril 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** |  |
| **Notes** |  |

|  |  |
| --- | --- |
| **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** |  |
| **Notes** |  |

|  |  |
| --- | --- |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **Notes** |  |

# 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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **Notes** |  |

# 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>** | |
| **Description** | 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. |
| **Expected** | The system must return the list of items created with this one on it. |
| **Outcome** |  |
| **Notes** | If any object of them is bought by a player, we can’t delete it. |

|  |  |
| --- | --- |
| **Test <#02>** | |
| **Description** | 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. |
| **Expected** | The system must show that the button of deleting has already disappear into the form. |
| **Outcome** |  |
| **Notes** |  |

# 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>** | |
| **Description** | 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. |
| **Expected** | The system must return all correctly. |
| **Outcome** |  |
| **Notes** |  |

# 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** |  |
| **Notes** |  |

# UC 37 – Create a building (Built)

Description

A logged KeybladeWielder (Player) can create new buildingsavaible 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 clink 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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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. |
| **Expected** | The system must return the buildings list with the same building in one higher level. |
| **Outcome** |  |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#02>** | |
| **Description** | The user can try to upload a builing that is at the maximum level available, or that he has not enough materials, or not passing the requirements. |
| **Expected** | The system must return error messages at the bottom of the buildings list. |
| **Outcome** |  |
| **Notes** |  |

# 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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **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** |  |
| **Notes** | We can try with Player2. |

|  |  |
| --- | --- |
| **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** |  |
| **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** |  |
| **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** |  |
| **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. |
|  |  |
| **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. |
|  |  |
| **Notes** | For example: Player1 can send an invitation to Player2 |

|  |  |
| --- | --- |
| **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. |
|  |  |
| **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 Guest to Officer and viceversa if he/she is the Master of there. |
| **Expected** | The system must return the organization’s members with that member in a different range. |
|  |  |
| **Notes** | Player1 can change Rangeto player3 |

# 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. |
|  |  |
| **Notes** | Player1 can convert to Master to player3 |

# 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. |
|  |  |
| **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. |
|  |  |
| **Notes** |  |

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

# 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>** | |
| **Description** | A logger Player (Player1) can create a report filling the following information correctly: Type, Title, Content, Images |
| **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. |
|  |  |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#02>** | |
| **Description** | A logger Player (Player1) can create a report letting all in blank. |
| **Expected** | The system must return error messages from: Title, Content, Images. |
|  |  |
| **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 > Create Report

Tests

|  |  |
| --- | --- |
| **Test <#01>** | |
| **Description** | A logger Player (Player1) can create a report filling the following information correctly: Type, Title, Content, Images |
| **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. |
|  |  |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#02>** | |
| **Description** | A logger Player (Player1) can create a report letting all in blank. |
| **Expected** | The system must return error messages from: Title, Content, Images. |
|  |  |
| **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 an button to attack. |
|  |  |
| **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 obtaines and the troops and gummi ships defeated in your team. |
|  |  |
| **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. |
|  |  |
| **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. |
|  |  |
| **Notes** | Green background color: Won; Red background color: Lost. |

|  |  |
| --- | --- |
| **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. |
|  |  |
| **Notes** |  |

# Additional tests

|  |  |
| --- | --- |
| **Test <#999>** | |
| **Description** | Change language to Spanish. |
| **Expected** | Every message displayed by the system must be in Spanish |
| **Outcome** |  |
| **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** |  |