Break!

Phase 2 Test Plan for Pokemon Wiki

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| Identification and Classification | Test Case 1: Login using Facebook  Test Case Type: functionality  Severity: 1 |
| Test Steps | 1. User clicks the button “sign in with Facebook” 2. The user enters in their username and password in facebook 3. User clicks login |
| Expected Behavior | 1. Popup disappears and user’s profile   appears where the login button used to be along with a “Sign Out” button |

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| Identification and Classification | Test Case 2: View user profile  Test Case Type: functionality  Severity: 1 |
| Test Steps | 1. After logging in, click on the profile icon. |
| Expected Behavior | 1. Load the user’s profile data and display page |

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| Identification and Classification | Test Case 3: Add Pokemon Team To Profile  Test Case Type: functionality  Severity: 1 |
| Test Steps | 1. Press the ‘My Teams’ button. 2. Click the plus sign to get to the add team page. 3. Type in the new team name and press the submit button |
| Expected Behavior | 1. Load the user’s teams, or display a message if there are no teams yet. 2. Display the field to have the user input a new team name 3. Save the new empty team with its team name and reload the page with the team. |

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| Identification and Classification | Test Case 4: Edit Pokemon Team In Profile  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. Press the ‘+’ sign next to a team name to add a new pokemon to the team. 2. Type in or select the specific pokemon to be added, and press the add button. |
| Expected Behavior | 1. Load the page with details on the specific team, and show an entry to add a new pokemon. 2. Save the pokemon onto the team, and redirect back to the teams page. |

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| Identification and Classification | Test Case 5: View Profile Pokemon Team’s Stats  Test Case Type: Functionality  Severity: 1 |
| Test Steps | 1. Click on the specific team name |
| Expected Behavior | 1. Load the page to display the information for the specified team. |

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| Identification and Classification | Test Case 6: Edit Profile Pokemon Team’s Stats  Test Case Type: functionality and boundary  Severity: 2 |
| Test Steps | 1. Click on ‘Edit’ button in profile team 2. Edit the statistics 3. Test it with negative values 4. Click on ‘Save’ button |
| Expected Behavior | 1. Allows the fields to become editable 2. Team statistics are saved 3. stats are not less than 0 since pokemon doesn’t have stat less than 0 |

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| Identification and Classification | Test Case 7: Change Between Pages  Test Case Type: functionality  Severity: 1 |
| Test Steps | 1. Click on navbar page button 2. Click on a different navbar page button |
| Expected Behavior | 1. Load the page that corresponds to that button 2. Load the page that corresponds to the most recently clicked button |

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| Identification and Classification | Test Case 8: View Chosen Pokemon’s Base Stats  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. Choose a specific pokemon from a dropdown list |
| Expected Behavior | 1. Load the page with the base stats of the chosen pokemon displayed |

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| Identification and Classification | Test Case 9: View Chosen Pokemon’s Strengths  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. Choose a specific pokemon from a dropdown list |
| Expected Behavior | 1. Load the page with the strengths of the chosen pokemon displayed |

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| Identification and Classification | Test Case 10: View Chosen Pokemon’s Weaknesses  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. Choose a specific pokemon from a dropdown list |
| Expected Behavior | 1. Load the page with the weaknesses of the chosen pokemon displayed |

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| Identification and Classification | Test Case 11: View How Pokemon Would Do Against Others in Battle  Test Case Type: functionality and boundary  Severity: 2 |
| Test Steps | 1. Select first pokemon for a battle 2. Add to stats for a custom build 3. also, try some negative values to stat 4. Select the second pokemon for a battle 5. Add to second pokemon’s stats for a custom build 6. Edit any outside influences present on the field 7. Press calculate to see how both pokemon’ moves do against one another |
| Expected Behavior | 1. Populates display fields with pokemon’s base stats 2. Updates display fields with new stat distribution 3. Populates second display fields with second pokemon’s base stats 4. Updates second display fields with new stat distribution 5. Updates field conditions display field to chosen values 6. Displays the moves of both pokemon as well as the damage values associated |

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| Identification and Classification | Test Case 12: Logout Of Site.  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. Click the log out button on the navbar |
| Expected Behavior | 1. Logs out of profile on site |

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| Identification and Classification | Test Case 13: Have Multiple Teams On Profile  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. Click on ‘My Teams’ tab 2. Click on the add button |
| Expected Behavior | 1. Opens the tab 2. New section for Pokemon team input appears below the latest one |

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| Identification and Classification | Test Case 14: Access All 802 Pokemon  Test Case Type: Equivalence  Severity: 3 |
| Test Steps | 1. Click on a drop down to select a pokemon on any appropriate page |
| Expected Behavior | 2. Populate the drop down with all 802 pokemon |

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| Identification and Classification | Test Case 15: User able to Lookup Pokemon With Different Filters  Test Case Type: functionality  Severity: 3 |
| Test Steps | 1. Click on multi-select to select one or more Pokemon types 2. click on drop down to select a pokemon region 3. click on drop down to select rarity 4. click on drop down of highest base stat 5. select multiple filters |
| Expected Behavior | 1. The search will filter pokemon that include the selected types 2. the search will filter pokemon from that region 3. the search will filter pokemon by that rarity and/or their catch rate 4. the search will filter pokemon based on their highest base stat 5. all filters that have a value will be applied |

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| Identification and Classification | Test Case 16: User seek help for understanding Statistics Definitions  Test Case Type: functionality  Severity: 3 |
| Test Steps | 1. Hover the mouse over a statistic label 2. Click on a statistical label |
| Expected Behavior | 1. Tooltip pops up explaining the statistic 2. A new tab opens with information on all base statistics (ex. Special Attack, Defense, Type) and what they mean |

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| Identification and Classification | Test Case 17: View leaderboard  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. The user navigates to the leaderboards. 2. The user tries to view top scores from ‘This Week’, ‘Today’, ‘This Hour’, or ‘All Time’. |
| Expected Behavior | 1. Able to view leaderboard of most popular Pokemon among users. |

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| Identification and Classification | Test Case 18: access a public discussion board  Test Case Type: functionality  Severity: 1 |
| Test Steps | 1. the user navigates to the discussion board |
| Expected Behavior | 1. the user should be able to view discussion board. |

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| Identification and Classification | Test Case 19: add to a public discussion board  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. after navigates to the discussion board, press add button 2. fill in the field and post a discuss |
| Expected Behavior | 1. user post should be saved on a discussion board |

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| Identification and Classification | Test Case 20: eidt to a public discussion board post(incomplete)  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. press the edit button in the post 2. edit and submit |
| Expected Behavior | 1. The post should be edited as a user-edited |

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| Identification and Classification | Test Case 21: Delete discussion post(incomplete)  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. press delete button in the post |
| Expected Behavior | 1. The user should not be able to see the deleted post in the discussion board |

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| Identification and Classification | Test Case 22: edit a comment(incomplete)  Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. Press the edit button for the comment 2. edit the comment 3. press submit |
| Expected Behavior | 1. a user should be able to see edited commnet. |

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| Identification and Classification | Test Case 23: User able to remove a comment that the user wrote.(incomplete)    Test Case Type: functionality  Severity: 2 |
| Test Steps | 1. Press delete button for the comment |
| Expected Behavior | 1. The comment is deleted. |