System and Unit Test Report:

Product Name: QuizMatch

Team Name: QuizMatch Team

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Sprint 1:

User Story 1:

As a regular user, I want a user profile and login so that I can keep track of my information and matches.

Scenario: Signing Up and Logging in

- User arrives to site's homepage.
- User selects sign up link to create an account
- User attempts to fill out a form with various strings.
- Username and Password must be AlphaNumeric
- Username rejects strings that are too short or contain illegal characters, such as ?,.!
- Email rejects strings that are not in a valid email format
- Password and confirmation reject strings that are too short.
- Confirmation of Password rejects strings that do not match Password
- Gender and Gender Preference default to Non-Binary/Other and No Preference respectfully, so no error should ever occur.

- Date of Birth requires the user to be 18+ years old.
- Form messages user with relevant error message if a particular field(s) are empty
- User is redirected to Login on successful submission, or if they had clicked on the login link from the homepage or the signup page.
- User attempts to sign in with their email/username and password.
- If profile with given username/email is not found, an appropriate message is displayed
- If given password does not match profile password, an appropriate message is displayed
- On successful search and comparison, user is logged in and redirected to user homepage.
- The rest of the pages redirects the User to the login page if they attempt to navigate to the page without signing in.

User Story 2:

As a visually oriented user, I want a functioning UI so that there is an additional incentive for me to log in.

Scenario: Entering QuizMatch Page

 User comes to website and is greeted with a welcoming home page with a minimalistic and rounded aesthetic. • Upon hovering over the card, the user is greeted with a joke.

User Story 3:

As a user interested in personality tests, I want the site to have interesting questions so that I can have fun taking my personality test.

Scenario: Log onto QuizMatch, enter user homepage

- User selects Quizzes and is taken to the Questionnaire List page
- User can select a quiz from the section below.
- User may filter out quizzes by searching for a portion of the Quiz's name.
- User may reorder the display of quizzes based on alphabetical order, reverse-alphabetical order, ascending or descending in size.
- User may experience a message claiming that no quizzes exist with given phrase searched in their name.
- User select Take a random Quiz! to be taken to a random quiz.

Sprint 2:

User Story 1:

As a personality test taking individual, I want to be categorized based on my personality quiz results so that I can have an amusing representation of my personality.

<u>Scenario:</u> Log in to QuizMatch, select the Take Quiz Option from Homepage

- Take the Quiz by selecting an input for an answer for every question displayed
 - Selected answer defaults to first available for each question.
- Submit answers for the given quiz
- Quiz Results page should display your two highest personality traits as well as categorization
- 1. Given input Traits array = {2,1,0,4}
- 2. traits displayed are MELANCHOLIC and SANGUINE
- 3. Category displayed is the associated category corresponding to MELANCHOLIC and SANGUINE.
- User can re-check their categorization in "My Profile" page, linked through the user homepage, and may click on the specific result to retake the same Quiz

User Story 2:

As a creative user, I want to be able to create my own quiz so that I can express my own creativity.

Scenario: Log onto QuizMatch, enter user homepage

- User selects Quizzes and is taken to the Questionnaire List page
- User selects Create Your Own and is taken to a form to create a quiz (questionnaire)

- User attempts to fill out a form with various strings.
- Moving on to the next page through Next should not be allowed if inputs are blank or invalid, with the exception of the Description.
 The Description is the only field that may be left blank.
- Questionnaire rejects strings that are too short or contain illegal characters, with the exception of ?,'.!
 - 1. Acceptable name: Which Pokemon are you?
 - 2. Unacceptable Name: <3#_three_d()gs_?>~
- User can declare the number of questions that the quiz contains through selection of Size
 - 1. Sizes are Small (5 questions), Medium (10 questions), and Large (15 Questions)
- User selects next to fill out forms to determine questions and their respective answers.
 - 1. Question = If you were to save between two people, your significant other and your sibling, who would you save?
 - 1. Answer #1 = My Sibling
 - 2. Answer #2 = My Significant Other
 - 3. Answer #3 = None

- 4. Answer #4 = Yes
- 5. Answer #5 = Two Track Drifting
- User selects previous to return to previous page
 - 1. If the user selects previous while on question #1, it returns them back to the questionnaire editing page.
- User selects Add Answer to append more answers to the quiz.
 - 1. User can have up to five answers for a specific question.
- User selects Remove Answer to remove answer field.
 - 1. User is restricted to a minimum of two answers per question.
- Add and Remove Answer buttons should disappear when their respective limits are reached.
- User selects buttons below Traits to be sent to another website to learn about a specific trait.
 - Choleric
 - Melancholic
 - Phlegmatic
 - Sanguine

- User must select trait associated to the answer.
 - Users cannot have two or more answers with the same trait(s). Use may leave the trait as No Trait; effectively acts as a Dummy Answer
 - 1. Answer #1 = Choleric
 - 2. Answer #2 = Melancholic
 - 3. Answer #3 = Phlegmatic
 - 4. Answer #4 = No Trait
 - 5. Answer #5 = Sanguine
- Upon finishing writing questions and their associated answers, the user is taken to a page to fill out all possible categorizations, with traits being presented in the order of highest and 2nd highest.
- User selects Submit and is returned back to the Questionnaire page
 - 1. Questionnaire created by User is not available to User to prevent skewing results.
 - 2. Instead, User may see the name of their questionnaire through "My Profile" link located in the user homepage.

User Story 3:

As a recurring user, I want a functioning database so that I can access and modify aspects of my user profile.

Scenario: Select SignUp from Homepage

- Fill in required fields for username, email, password, gender, gender preference, and DoB
- 4. Username = test1
- 5. Password = testpassword1
- 6. Gender = male
- 7. Gender preference = female
- 8. DoB = 3-24-1990
- Submit info once all fields have been filled.
- If no fields have been submitted incorrectly, user should be able to log in from Homepage
- 1. Sign in with username: test1 and password: testpassword1
- Check users MySQL database to verify submitted information has been submitted correctly.
- 2. Columns for given user info should match signup entries:
- 3. Username = test1, password = testpassword1, gender = male, gender preference = female, DoB = 3-24-1990
- Click MyProfile from a logged in Homepage

- Edit previous fields and submit changes.
- 1. Change gender = female and gender preference = male
- Check users MYSQL database to verify changed fields have been updated correctly.
- 2. Edited user columns for gender and gender preference should be updated where gender = female, gender preference = male

Sprint 3:

User Story 1:

As a socially inclined individual, I want to be matchmade based on my personality quiz results and biographical information.

<u>Scenario</u>: User takes a Quiz and selects Matchmake after Quiz Results have been determined.

- Click Take Quiz from the button in the Homepage
- Take the Quiz, results from the Quiz displayed in the form of 2 highest traits and subsequent categorization should be displayed
- Click Matchmake from the Quiz Results page or navigate to the Matchmake button from the Homepage
- A list of Users who have taken the same quiz, been categorized as the same category, and meet the given parameters of age and gender preference will be displayed.
- 1. Given input Traits array = {2,1,0,4}

- 2. traits displayed are MELANCHOLIC and SANGUINE
- 3. Given user is{male}, has gender pref of {female}, and age of 30
- 4. Outputs should be a list of all users who have taken the same Quiz, same 2 highest traits, their gender is {female} and gender pref is {male}, and their age adheres to the upper and lower age boundary.
- User has option to chat or friend any given match

User Story 2 (carried over from Sprint 2):

As a creative user, I want to be able to create my own quiz so that I can express my own creativity.

Scenario is the same as previous sprint.

User Story 3:

As an individual who's interested in personality tests, I want a functioning test taking page so that I can actually take quizzes.

<u>Scenario:</u> Log in to QuizMatch, select the Take Quiz Option from Homepage

- Take the Quiz by selecting an input for an answer for every question displayed
- Submit answers for the given quiz
- 1. Answer defaults to the first option
- 2. Press Next button to move on to next question

- 3. Press Back to edit previous answers
- Quiz Results page should display your two highest personality traits as well as categorization
- 4. Given input Traits array = $\{1,4,6,3\}$
- 5. traits displayed are MELANCHOLIC and SANGUINE
- 6. Category displayed is the associated category corresponding to MELANCHOLIC and SANGUINE
- Check user_results MySQL database to confirm that user results for a given quiz have been stored correctly.

Sprint 4:

User Story 1:

As a socially inclined individual, I want to able to message my matches so that I can interact with people similar to myself.

Scenario: User wants to chat with new matches or any old matches

- Click the Messages button on the homepage to navigate to any old conversations
- Otherwise, click the matchmaking button to find new users to talk to
- Once a user has a list of matches, there is a button to initiate a conversation to any matched user

• If a given user decides to chat with a match, a new conversation is created and can now be viewed from the Messages page.

User Story 2:

As a socially inclined user, I want to be able to friend people so that I can stay in close contact with people I've met.

<u>Scenario:</u> User has already taken a quiz or a couple of quizzes and wishes to make or manage their friends.

- From the Quiz Results page, User clicks on "To My Matches" or from the user homepage, clicks on "Matches" page.
- A list of all possible matches is displayed to the User.
- It is possible for the User to encounter an empty page of Matches if the quiz they took was too new and it was the only quiz they took.
- The User is presented with two buttons per Match: "Add as Friend" and "Chat"
- The User selects "Add as Friend" and the buttons for the Match are replaced with the text "Sent Friend Request"
- The User can return to the user homepage
- When User navigates to Friends list from the homepage, the User is presented with their list of friends, with Incoming Friend Requests presented first, followed by Outgoing Friend Request, Friends, and finally their Blocked Users.

- All types of Relationships except Blocked Users provides the option to "Chat"
- Incoming Friend Requests presents the option to Accept or Decline the Request, as well as the option to block the User behind the request.
- Outgoing Friend Requests presents the option to Cancel the Request.
- Friends presents the option to Unfriend the other User.
- Blocked Users present the option to Unblock the other User.
- All options except Chat replace the buttons with a message acknowledging the action.
- A Refresh button at the bottom of the page refreshes the statuses of all the User's Relationships
- Refreshing should remove all recently Unblocked Users, Declined Requests, and Unfriended Users from the list, as well as reorder any Accepted or Blocked Requests

User Story 3 (Carried over from Sprint 3):

As an individual who's interested in personality tests, I want a functioning test taking page so that I can actually take quizzes.