Software Development Life cycle Testing Specification

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$Testing \ Specification/1.4 (Finalised)$

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1 Introduction

1.1 Purpose of this Document

By producing this document we shall explain any and all tests to be carried out on our project prior to it being considered finished, all tests shall cover necessary functions of the project and allow us to discover any errors or defects before it is put into use.

1.2 Scope

This document specifies the tests that will be run to discover various bugs and put general strain on the system. It will in detail outline the tests that will be run and the required outcome as well as what will constitute a failed test. This document will also outline what will be done with the test data and how it will be reported.

1.3 Objectives

The objective of this document is to outline the tests that will be run on the system, how they will be structured and how they will be documented and reported.

2 Test Plan

2.1 Test Overview

An HTTP servlet is used to access the data contained within the backend of the server as if it was almost a web page. We will pass parameters between it and get a response. We will be working on the principle that one main servlet will perform different actions, passing through an actions variable and any data required to be processed. There are two methods of accessing this; using get and post requests. The get request will pass the parameters through the URL, the post request through a hidden layer, based on the users input. JavaScript will collate the necessary data, and attach the appropriate action command before sending to the server. All coders will be responsible for testing their code, code will be tested using a set of JUnit tests. As the code has not been written yet it is impossible to stipulate at this time what the tests will need to be. HTML and CSS will be tested using the W3C validators as well as tested in various browsers that support HTML5. For the system testing, we need to test it through the client side as there is no real way access the server side of the system without using JUnit testing which has already been stipulated. So the only way to approach it is to test if the server side does as we expect from the client side.

 $Testing \ Specification/1.4 (Finalised)$

CIE.		Specification/1.4(1		To the state of th	TT
SE-	FR1, FR7	Check a user	Input on login page for	Error message	User is not
N17-	2.2 T	with a valid est Specificati o	existing user.	warns that the	authenticated.
006	2.2 1			user entered the	Error message
		incorrect	slj11@aber.ac.uk	wrong password.	shown.
		password is not	password: mywrongpass		
		authenticated.			
SE-	FR1,	Check that a	Input on login page for	User added to	User is created in
N17-	FR7, FR6	new user can be	new user form.	system. Given	the system, has a
007		registered on	Username:	starting monster	new monster
		the system.	newuser@aber.ac.uk	and redirected to	created and is
			password: newpassword	there profile	authenticated and
			password check:	page.	directed to their
an.	DD4	G1 1	newpassword		profile page.
SE-	FR1,	Check a new	Input on login page for	Error message	User is not created.
N17-	FR7, FR6	user name that	new user.	warns user that	Error message
008		is not an email	User-name: newuser	email isn't valid.	shown.
		is not	Valid password:		
		registered	mypassword		
			password check:		
G.D.	DD4	CI I	mypassword	T.	TT 1
SE-	FR1,	Check	Input on login page for	Error message	User is not created.
N17-	FR7, FR6	passwords of	new user.	warns that	Error message
009		length less	User-name:	password is	shown.
		than 8 are too	newuser@aber.ac.uk	invalid.	
		short.	Password: mypassw		
			Password check:		
SE-	FR1,	Check that	mypassw	17	User is not created.
SE- N17-	FR1, FR7, FR6	passwords of	Input on login page for	Error message warns that	
010	rki, rko	_ -	new user. User-name:	password is	Error message shown.
010		length greater than 20 are too	newuser@aber.ac.uk	invalid.	Shown.
		long.	Password:	ilivaliu.	
		long.	mypasswordqwertylopw		
			q Password check:		
			mypasswordqwertylopw		
SE-	FR1,	Check a user	q Input on login page for	Error message	User is not created.
N17-	FR7, FR6	with a valid	new user.	warns that the	Error message
011	110,,1100	email that is	User-name:	user is already	shown.
011		already on the	slj11@aber.ac.uk	registered with	~110 H 111
		system is not	password: mypassword	the system.	
		created	password check:	5110 53 500111.	
		110000	mypassword		
SE-	FR1,	Check that if	Input on login page for	Error message	User is not created.
N17-	FR7, FR6	the password	new user.	warns that the	Error message
012		vythat/masereity/C			ashowof. 12
U.1.	3.00	typed matches	newuser@aber.ac.uk	entered do not	Q110 ((11.
		o pea materies	Password: mypassword	match.	
	1		1 abb nora. my password	11140011.	

			Confirm Password:		
			mypassss		
SE- N17- 013	FR1 FR7 Testing	Check that a Specification/1.4(I user can only access parts of the site if they are registered and authenticated.		Should be redirected back to the login/register page.	Unregistered/Unaut henticated users are redirected back to the login/register page.
SE- N17- 014	FR7	Check a user can logout from the system.	Login to the system using a valid registered users details. Then logout using the logout button.	User is directed to the login/register page.	The users session is terminated and they can no longer access secure parts of the site.
SE- N17- 015	FR2, FR8	User can access their friends page from their profile.	From the profile click the friends button.	User is taken to a list of their friends.	User is shown a list of their current friends.
SE- N17- 016	FR3, FR8	User is shown a list of there current monsters and their stats on the profile page.	On the profile page a list of monsters is shown. Click/highlight a monster to view it's stats.	The monsters stats are shown next to the monster.	Monsters stats are successfully shown the user.
SE- N17- 017	FR4, FR8	User can view a list of notifications.	On the profile page click the notifications button.	User should be shown a list of current notifications for battle/breeding/fr iend requests and fight/breeding results.	List of battle/breeding/frie nd requests and fight/breeding results shown.
SE- N17- 018	FR4, FR8	User can view a list of no notifications.	On the profile page click the notifications button when the user has no pending notifications.	User should be shown a "no notifications" message	No notifications message shown.
SE- N17- 019	FR4, FR8	For each type of notification (battle, breeding, friend requests and fight/breeding results) check that the list is displayed correctly when the user has	On the profile page click the notifications button.	User should be shown a list of current notifications for battle/breeding requests and fight/breeding results.	List of battle/breeding requests and fight results shown.
	Aberystv	with University/Co these requests and no others.	$pmputer\ Science$	P	age 4 of 12

SE-	FR4, FR8	For each type of	On the profile page click	User should be	No notifications
N17-	1101, 1100	notification	the notifications button.	shown none of	there.
019a	Testing	(battle, Specification/1.4(1 breeding, friend		that notification.	
		requests and			
		fight/breeding			
		results) check			
		that the list is			
		empty when			
		there are none			
		of said request.			
SE-	FR2,	Check that	Accept a friend	User should be	Message shown and
N17-	FR6,	accepting a	notification by clicking	shown a message	friend added to the
020	FR8, FR9	friend request	accept.	telling them that	friends list.
		adds the friend to the users		the request has	
		friend list.		been accepted.	
SE-	FR2,	Check that the	On the friends page,	User should be	Message shown and
N17-	FR6,	user can send a	click add friend.	notified with a	request should be
021	FR8, FR9	friend request.	Email: test@aber.ac.uk	message that a	pending on server.
	, , , , , ,	1 1 1 1	Click send request.	request has been	r g
			•	sent.	
SE-	FR2,	Check that the	On the friends page click	User should be	Message should be
N17-	FR6,	user can not	add a friend.	notified that the	shown. List of
022	FR8, FR9	add a friend	Email: noone@aber.ac.uk	user doesn't exist	friend not changed.
		that doesn't	Click send a request.		
Q.F.	TDO	exist.	0 1 6: 1 1:1	TT 1 111	N.C. 1 111
SE-	FR2,	Check that the	On the friends page click add a friend.	User should be notified that the	Message should be shown. List of
N17- 023	FR6, FR8, FR9	user can not add a friend	Email: noone	email address is	
025	rno, rng	with an email	Click send a request.	invalid.	friend not changed.
		address that is	onek sena a request.	mvana.	
		not well			
		formed.			
SE-	FR4, FR8	Check that a	Accept a battle	User should be	User directed to
N17-	,	user can accept	notification by clicking	taken to battle	battle page.
024		a battle	accept.	page and a battle	
		request.		should start.	
SE-	FR4, FR8	Check that a	On the friends page,	User should be	Message shown and
N17-		user can send a	click on the button to	notified with a	request should be
025		battle request.	send a battle request to	message that a	pending on server.
			a friends monster.	request has been	
				sent.	
SE-	FR4, FR8	Check that a	Accept a breeding	User should be	User directed to
N17-		user can accept	notification by clicking	taken to breeding	breeding page.
026		a breeding	accept.	page and	
O.D.	DD a FD a	request.	0 1 0 1	breeding starts.	λ <i>f</i> 1
SE-	FR6, FR8	Check that user	On the friends page,	User should be	Message shown and
N17-		can send a	click on the button to	notified with a	request should be
027	Aberystv	with University/C	send a breeding request to a friends monster.	message that a P	agending en server.
		request.	to a irienas monster.	request has been	
				sent.	

SE-	FR3,	Check that	Accept a battle request.	Battle should	Battle shown
N17-	FR4,	battles are	Users should be	run. The user	correctly. Both
028	1			can then view	users are able to
020	FR10 Testing	Specification/1.4(I	redirected to battle page.	the results of the	view the stats of the
		correctly.		battle.	battle.
				Notification	Sattle:
				should also be	
				sent to opponent	
				to view the	
				outcome.	
SE-	FR3,	Check that	Accept a breeding	Results of	Breeding stats
N17-	FR4,	breeding	request. User should be	breeding should	shown correctly.
029	FR6, FR8	monsters is	redirected to breeding	be shown. A	Both player are
020	1110, 1110	executed	results page	notification of	able to access the
		correctly.	results page	the breeding	outcomes of
		correctly.		should be sent to	breeding. Request
				friend linking	sender gets the
				them to the	children and
				results of the	request acceptor
				breeding.	gets money prize.
SE-	FR3,	Check that the	After a battle, check that	Notification	Outcome of the
N17-	FR8,	outcome of a	the request sender gets a	should be	battle is viewable
030	FR10	battle can be	notification and can view	viewable and	by the user.
030	Fitto	viewed by the	the outcome of the	clicking it will	by the user.
		request sender.	battle.	show the	
		request sender.	battle.	outcome of the	
				battle.	
SE-	FR3,	Check that the	After a breeding event,	Notification	Outcome of the
N17-	FR6, FR8	outcome of	check that the request	should be	breeding is
031		breeding can be	sender gets a notification	viewable and	viewable by the
		viewed by the	and can view the	clicking it will	user.
		request sender.	outcome of the breeding.	show the	
		-		outcome of the	
				breeding.	
SE-	FR6,	Check that a	Click cancel on a	Message shown	Request removed
N17-	FR8, FR9	friend request	pending request.	that the request	from the system
032		that has been		has been	and no longer
		sent can be		removed.	displayed to either
		cancelled.			of the users.
SE-	FR6, FR8	Check that a	Click cancel on a	Message shown	Request removed
N17-		battle request	pending request.	that the request	from the system
033		that has been	_	has been	and no longer
		sent can be		removed.	displayed to either
		cancelled.			of the users.
SE-	FR6, FR8	Check that a	Click cancel on a	Message shown	Request removed
N17-		breeding	pending request.	that the request	from the system
034		request that		has been	and no longer
		has been sent		removed.	displayed to either
		can be			of the users.
	Aberusti	11 1	ammutan Saian as	а	age 6 of 12
SE-	FR8, FR9	<i>oyth University/Ci</i> Check that a	Click reject on a request	Message shows	The request should
N17-	, i	friend request	1	that the request	be removed from
			<u> </u>	111111111111111111111111111111111111111	

035		can be rejected.		has been	the system, the
				rejected.	other user should
		a			be informed that
	Testing	Specification/1.4(I)	(nalised)		their request was
					rejected.
SE-	FR8	Check that a	Click reject on a request	Message shows	The request should
N17-		battle request		that the request	be removed from
036		can be rejected.		has been	the system, the
000		can so rejected.		rejected.	other user should
					be informed that
					their request was
					rejected.
SE-	FR8	Check that a	Click reject on a request	Message shows	The request should
N17-	110	breeding		that the request	be removed from
037		request can be		has been	the system, the
00.		rejected.		rejected.	other user should
		rejected.		10jecteu.	be informed that
					their request was
					rejected.
SE-	FR11	Check that a	Go to the friends page.	A list of the	Rich list is shown
N17-		rich list of the	and the same accounts benefit	richest friends	and is accurate.
037		players friends		should be showed	
		can be viewed.			
SE-	FR2,	Check that	Accept a friend	User should be	Message shown and
N17-	FR6,	accepting a	notification by clicking	shown a message	friend added to the
038	FR8,	friend request	accept.	telling them that	friends list.
	FR9,	from a friend		the request has	
	FR5	on another		been accepted.	
		server adds the		_	
		friend to the			
		users friend			
		list.			
SE-	FR2,	Check that the	On the friends page,	User should be	Message shown and
N17-	FR6,	user can send a	click add friend. Enter	notified with a	request should be
039	FR8,	friend request	email of friend on	message that a	pending on server.
	FR9,	to a friend on	another server	request has been	
	FR5	another server.	Click send request.	sent.	
SE-	FR2,	Check that the	On the friends page click	User should be	Message should be
N17-	FR6,	user can't add a	add a friend. Enter email	notified that the	shown. List of
040	FR8,	friend on	of a friend that does not	user doesn't exist	friend not changed.
	FR9,	another server	exist on another server.		
	FR5	that doesn't	Click send a request.		
		exist.			
SE-	FR2,	Check that the	On the friends page click	User should be	Message should be
N17-	FR6,	user can not	add a friend.	notified that the	shown. List of
041	FR8,	add a friend	Email: noone	email address is	friend not changed.
	FR9,	with an email	Click send a request.	invalid.	
	FR5	address that is			
		not well			
	Aberusti	offermed	omputer Science		age 7 of 12
SE-	FR4,	Check that a	Accept a battle	User should be	User directed to
N17-	FR8,	user can accept	notification by clicking	taken to battle	battle page.

042	FR5	a battle request	accept.	page and a battle	
		from a friend		should start.	
	Testing	on another Specification/1.4(I server.	Finalised)		
SE-	FR4,	Check that a	On the friends page,	User should be	Message shown and
N17-	FR8,	user can send a	click on the button to	notified with a	request should be
043	FR5	battle request	send a battle request to	message that a	pending on server.
		to a friend on	a friends monster.	request has been	
		another server.		sent.	
SE-	FR4,	Check that a	Accept a breeding	User should be	User directed to
N17-	FR8,	user can accept	notification by clicking	taken to breeding	breeding page.
044	FR5	a breeding	accept.	page and	01 0
		request from a	P	breeding should	
		friend on		start.	
		another server.		Start.	
SE-	FR6,	Check that user	On the friends page,	User should be	Message shown and
N17-	FR8,	can send a	click on the button to	notified with a	request should be
045	FR5	breeding	send a breeding request	message that a	pending on server.
040	110	request to a	to a friends monster.	request has been	pending on server.
		friend on	to a friends monster.	sent.	
		another server.		sent.	
SE-	FR3,	Check that	Accept a battle request.	Battle should	Battle shown
N17-	FR4,	battles are	Users should be	run. The user	correctly. Both
046	FR10,	executed	redirected to battle page.	can then view	users are able to
040	FR5	correctly with a	redirected to battle page.	the results of the	view the stats of the
	FIG	friend on		battle.	battle.
		another server .		Notification	battle.
		anomer server.		should also be	
				sent to opponent	
				to view the	
				outcome.	
SE-	FR3,	Check that	Accept a breeding	Results of	Breeding stats
N17-	FR4,	breeding	request. User should be	breeding shown.	shown. Both player
047	FR6,	monsters is	redirected to breeding	A notification of	are able to access
	FR8,	executed	results page	the breeding	the outcomes of
	FR5	correctly with a		should be sent to	breeding. Request
		friend on		friend linking	sender gets the
		another server.		them to the	children and
				results of the	request acceptor
				breeding.	gets money prize.
SE-	FR3,	Check that the	After a battle, check that	Notification	Outcome of the
N17-	FR8,	outcome of a	the request sender gets a	should be	battle is viewable
048	FR10,	battle with a	notification and can view	viewable and	by the user.
	FR5	friend on	the outcome of the	clicking it will	
		another server	battle.	show the	
		can be viewed		outcome of the	
		by the request		battle.	
		sender.			
SE-	FR3,	Check that the	After a breeding event,	Notification	Outcome of the
N17-	FR6 Aberystu	vyth ^t Cmbersity/C	check that the request sender gets a notification	should be	breeding is
049				viewable and	viewable by the
	FR5	friend on	and can view the	clicking it will	user.

		another server	outcome of the breeding.	show the	
		can be viewed	outcome of the steeding.	outcome of the	
				breeding.	
	Testing	by the request Specification/1.4(L sender.	Finalised)		
SE-	FR6,	Check that a	Click cancel on a	Message shown	Request removed
N17-	FR8,	friend request	pending request.	that the request	from the system
050	FR9,	that has been		has been	and no longer
	FR5	sent to a friend		removed.	displayed to either
		on another			of the users.
		server can be			
		cancelled.			
SE-	FR6,	Check that a	Click cancel on a	Message shown	Request removed
N17-	FR8,	battle request	pending request.	that the request	from the system
051	FR5	that has been		has been	and no longer
		sent to a friend		removed.	displayed to either
		on another			of the users.
		server can be			
		cancelled.			
SE-	FR6,	Check that a	Click cancel on a	Message shown	Request removed
N17-	FR8,	breeding	pending request.	that the request	from the system
052	FR5	request that		has been	and no longer
		has been sent		removed.	displayed to either
		to a friend on			of the users.
		another server			
		can be			
		cancelled.			
SE-	FR8,	Check that a	Click reject on a request	Message shows	The request should
N17-	FR9,	friend request		that the request	be removed from
053	FR5	from a friend		has been	the system, the
		on another		rejected.	other user should
		server can be			be informed that
		rejected.			their request was
					rejected.
SE-	FR8,	Check that a	Click reject on a request	Message shows	The request should
N17-	FR5	battle request		that the request	be removed from
054		from a friend		has been	the system, the
		on another		rejected.	other user should
		server can be			be informed that
		rejected.			their request was
					rejected.
SE-	FR8,	Check that a	Click reject on a request	Message shows	The request should
N17-	FR5	breeding		that the request	be removed from
055		request from a		has been	the system, the
		friend on		rejected.	other user should
		another server			be informed that
		can be rejected.			their request was
-					rejected.
SE-	N/a	Clicking on the	Clicking on the help	User shown the	Help page shown.
N17-		help button.	button takes you the	help page.	
056	Aberusta	byth University/C	informative help page.	P	Page 9 of 12

2.3 Test Result Reporting

Test results will be recorded in a test log form (included on the next page). These documents will be stored in the groups Github repository under the folder Test Data, there will be two sub folders with in this directory called Module Tests and System Tests. The corresponding test documents will be stored into those two directories.

2.4 Configurations

Using Github we can branch off from the master copy of the project for testing and working on, doing this will insure that everyone is using the same version of the project. This is to make sure that everyone runs their tests on the same copy of the project insuring consistency. Branching off from the master copy will also allow for version roll back. Meaning that if a mistake is made and the system no longer works. We can return to a stable version when we know it works.

3 Test Log Form

TEST LOG FORM	Test Log No:
Test ID:	Test Date:
Tester:	Group:
Version When Tested:	
Test Passed? (Y/N): Passed Testing 1st[],2 Other	nd[],3rd[],4th[] time.
Description of test:	
Comments:	
	plies if the first test failed and changes needed to be made. If changes need to be eeds to be completed documenting this. The details of that form will also need to
Change Control Number: Description of Changes Made:	

DOCUMENT HISTORY

Version	CCF No.	Date	Changes made to Document	Changed by
1.0	N/A	2012-10-31	Initial creation	CPM4
1.1	10	2012-11-2	Added information from Mike	CPM4
1.2	11	2012-12-5	Updated config ref and added other documents	CPM4
1.3	12	2012-12-6	Added missing data and fixed few mistakes	CPM4
1.4	13	2013-1-28	Made advised changes as per blackboard	MIS28
1.5	14	2013-1-29	Added in 'empty notification' tests	MIS28