# Trivial

## Higher-Order Testing

Team 25: Shuqi Ma, Xuan Zhao, Mingyong Cai, Shiwen Xu, Mingqi Han

| No. defect | Defect description | Defect severity | Type of higher order testing | Test case No. or Discription |
|---|---|---|---|---|
| 1 | Group chat content can be seen by anyone that have access to this game | 2 | Security | Trivia lobby 09 "Group chat" + two players join in the game without entering the same room, and type words in group chat. |
| 2 | In a condition of newly created web page, players can create multiple game accounts using a single google account | 2 | Security | Login to the game twice using a same google account, and join the same lobby. This should either not be allowed or the game should process correctly. |
| 3 | In a condition of two game accounts with the same google account were logged into the game, the two game accounts will be synchronized, the later game count will replace the previous. | 2 | Usability | Login to the game twice using the same google account, and join the same room, and quit game in both accounts. Then if you let two account rejoin the same room again, one account will replace the other one. |
| 4 | If 2 or more players of a same google account is in a same lobby, one of them exiting the lobby will cause all of them to exit, and synchronize their behavior | 2 | Security | Login to the game twice using a same google account, and join the same lobby. This should either not be allowed or the game should process correctly. |
| 5 | If a host is kicked out | 2 | Security | Trivia lobby 08 "Kick |

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| | of a lobby, the remaining players' status doesn't change, and the lobby will have no host | | | player" |
| 6 | If a host is kicked out of a lobby and rejoined later, his status is still 'host' | 2 | Security | Trivia lobby 08 "Kick player" |
| 7 | If a player A with the same IP address as player B joins the room, player B will be replaced by player A, and their processes will synchronize. | 2 | Security | Create several game accounts with different google accounts, and join the same lobby, try to play the game. Either a warning message should appear or the game should process correctly. |
| 8 | User could still join the game when the number of maximum player exceeds the limit . For example, if Player A creates a game and set the maximum number of players to 1. Player B could still use the same access code and host will now become Player B. Player A will can still keep playing, but Player A will play as the newest player in the lobby. | 2 | Security | Trivia & Ad-lib Lobby " Player/Host" |
| 9 | If one of the players is not ready, the host can still start the game. | 2 | Stress | Trivia lobby 02 "Ready" + Trivia lobby 03 "Unready" + Trivia lobby 07 "Start game" |
| 10 | After answering | 1 | Usability | Answer question in in |

| | questions in "ad-lib", if user presses enter, user will automatically quit the game. | | | the input field in "ad-lib", and then press enter in keyboard. |
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| 11 | There is no way to access the group chat area once the game starts | 3 | Usability | Enter the game and start, the button for group chat disappears. |
| 12 | Ready & unready button is dead after several quick consecutive press | 1 | Stress | Trivia lobby 02 "Ready" + Trivia lobby 03 "Unready" * several times |
| 13 | The set up second in "ad-lib" will not be the time we set, but 2.3*(set time) | 1 | Facility | When you set up the second per question, the actual time set will be 2.3 times the second you set, and when it was 1 by default, time will count to negative. |
| 14 | If Player A set the maximum player to 1 in the initial game setting, other players ( other google accounts) can still join the lobby using the same access code. | 2 | Facility | Trivia & Ad-lib "Game Setting" Only when the host set the maximum player in the lobby works fine. If the host set maximum player in the initial game setting, it does not work correctly. |
| 15 | If the host exits the lobby, the lobby still exists and the status of remaining players don't change | 2 | Facility | If the host quits the game, the lobby should disassemble or one of the remaining player should become host. |