

Graphing Calculator

Phase 2 Test Plan

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Functionality test cases

ID & Classification	Severity	Instruction	Result
Login 01 “Login”	1	Click on the login button	Prompt user to enter a google account and login.
Main lobby 01 “Direct message”	1	Click on the direct message	Proper sender and information are shown correctly, with multiple choices.
Main lobby 02 “Join game”	1	Click on the join game button	Enters the join game mode, the label on the button has correct behavior as its content says
Main lobby 03 “Create game”	1	Click on the create game button	Enters the create game mode, the label on the button has correct behavior as its content says
Main lobby 03 “Message detail”	2	Click on the View detail button	Shows the detail of that message, the label on the button has correct behavior as its content says
Main lobby 04 “Message reply”	1	Click on the reply button	Reply window shows up and prompt user to reply, the label on the button has correct behavior as its content says.

Main lobby 05 “Message delete”	1	Click on the delete button	Reply window shows up and prompt user to reply, the label on the button has correct behavior as its content says.
Trivia setting 01 “Overall start”	1	Press on the “trivia” button	Enters the game’s setting as a host or connects to a existing game.
Trivia setting 02 “Player count”	1	Set player’s number at allowed number’s range.	Selector works correctly, allowing correct amount of players to play in the game.
Trivia setting 03 “Question per round”	1	Select the amount of questions in each round.	Selector works correctly, generating correct amount of questions for each round.
Trivia setting 04 “No. rounds”	1	Select the amount of round in each game.	Selector works correctly, generating correct amount of round for each game.
Trivia setting 05 “Time setting”	1	Select the amount of time for each question.	Selector works correctly, giving correct amount of time for each question.
Trivia setting 06 “Start”	1	Click on the start button.	When all the setting are correct, goes into the game
Trivia lobby 01 “Leave game”	1	Click on the leave game button.	Properly exits the game and return to the previous state of choosing a game. The label on the button has correct behavior as its content says.
Trivia lobby 02 “Ready”	1	Click on the ready button.	Current player’s state turns to ready state. The label on the button has correct behavior as its content says
Trivia lobby 03 “Unready”	1	Click on the unready button after ready button is tested ok.	Current player’s state turns to not ready state. The label on the button has correct behavior as its content

			says
Trivia lobby 04 “Game setting dialog”	1	Click on the Game setting button,	If the player is a not a host, this button should not exist or work at all; otherwise it shows the setting dialog to the host and proper changes can be made as in “Trivia Setting” test cases. The label on the button has correct behavior as its content says
Trivia lobby 05 “Change name”	1	Click on the change name button,	Change name dialog is shown and prompt the user to change a nickname. The label on the button has correct behavior as its content says
Trivia lobby 06 “Send message”	1	Click on send message button	Send message dialog occurs and prompt choosing receiver, and then type in message, a message should show in direct message module. The label on the button has correct behavior as its content says
Trivia lobby 07 “Start game”	1	Click on Start button	Enters the game when everybody is ready. The label on the button has correct behavior as its content says
Trivia lobby 08 “Kick player”	1	Click Kick button on some player’s action column	A host can kick anybody in the game, however other players’ button should not work or doesn’t exist
Trivia lobby 09 “Group chat”	1	Click group chat button	A group chat dialog turns up and players in the same lobby can communicate with each other
Trivia main 01 “Timer”	2	Enter the game and look at the timer	The timer decreases by 1 every seconds. When it reaches 0, the next question pops up.

Trivia main 02 “Question display”	2	Enter the game and look at the question body	The question is displayed correctly and in the right format
Trivia main 03 “Question jump”	2	Enter the game and wait for timer to expire	The next question should pop up and the round number/question number are automatically updated
Trivia main 04a “Leaderboard”	2	Enter the game, finish some questions and click the leaderboard button	A leaderboard pops up with all players in game and their score correctly displayed
Trivia main 04b “Leaderboard 2”	2	Click the leaderboard button several times	The leaderboard should pop up and hide alternatively, without affecting the game
Trivia main 05 “Directed message”	2	In a game click the “Directed message” button several times	The directed message panel should pop up and hide alternatively, without affecting the game
Trivia main 06 “Selecting answers”	2	When a question pops up, click the answer button.	The most recent answer selected should be informed by the system
Trivia main 07 “Submit”	2	After selected an answer, click “submit”	The selected answer should be displayed, an indication of correct/wrong should pop up and the submit button should be disabled.
Trivia main 08 “Scoring”	2	View the score by clicking “Leaderboard” before and after everyone has submitted their answer..	The score of player should increase/decrease if the player get the correct/wrong answer
Trivia main 09 “Correct answer”	2	Make sure everyone has submitted their answer within the specified time frame	The correct answer should be displayed

Trivia main 10 “Leave game”	1	Click the “leave game” button in the game	The explorer should return to the home page and the user should be removed from lobby and its name/score should be removed from the leaderboard.
Ad-lib mode 001, “Ad-lib Button”	1	Click the “Ad-lib” button	The program should successfully enters the “Ad-lib” mode
Ad-lib mode 002, “Maximum Player”	2	Choose the Maximum Player between 1-10	The program should successfully let user choose between 1-10 players
Ad-lib mode 003, “Question per round”	2	Drag the point between 1 to 10	The program should successfully let user choose the number of questions per round between 1-10
Ad-lib mode 004, “Amount of Rounds”	2	Drag the point between 1 to 5	The program should successfully let user choose the amount of rounds between 1-5
Ad-lib mode 004, “Seconds per Question”	2	Drag the point between 1-90	The program should let user choose the seconds per questions between 1-90
Ad-lib mode 005, “Start Lobby”	2	Click the “Start lobby” button	The program should successfully let user enter the lobby when all the above setting entered correctly
Ad-lib mode 006, “Leave game”	1	Click the “Leave game” button	The program should successfully let user exit current lobby
Ad-lib mode 007, “Unready”	2	Click the “Unready” button	The program should successfully set current user as “unready”
Ad-lib mode 008, “Game Settings”	2	Click the “Game Settings”	The program should successfully let user to change the setting (repeat Ad-lib mode 001-004)
Ad-lib mode 009, “Change Name”	2	Click the “Change Name”	The program should successfully let user change the name (repeat

			Ad-lib mode 001-002 in Equivalence Class test)
Ad-lib mode 010, "Send Direct Message"	1	Click the "Send Direct Message"	User could choose other users in the lobby and chat with him/her.
Ad-lib mode 011, "Direct Message"	1	Click the "Direct Message"	User could choose other uses in the lobby and chat with him/her
Ad-lib mode 012, "Group Chat"	2	Click the "Group Chat" button	User could chat with all members in the lobby
Ad-lib mode 013, "Logout"	1	Click the "Logout" button	Program should let user successfully log out after clicking the button
Ad-lib mode 014, "Start Game"	1	Click the "Start Game" button	Program should let hoster successfully start the game after all users set themselves as ready
Ad-lib mode 015, "Submit"	1	Click the "Submit" button	Program should record user's answer after clicking the submission button
Ad-lib mode 016, "Vote on"	1	Enter answer in the text field	User can type their answers in the text field in the correct limit
Ad-lib mode 017, "Vote on"	1	Each user votes on which answer is correct	Voting response should be saved in the database
Ad-lib mode 018, "Kick people"	1	Host could click "kick user" to kick the people in the home.	As the host, user can kick people from the lobby.
Ad-lib mode 020, "Public Message"	2	Click on the public chat button	The public message board will display all of the messages sent to the lobby
Ad-lib mode 021,	1	User can see and answer	The time be specified when answer

“Specified time”		a question in the specified time.	the question.
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Equivalence class test cases

Trivia setting E01a “nickname”	2	Create a nickname that is shorter than length of 16, consist of only letters and numbers	System allows this nickname
Trivia setting E01b “nickname”	2	Create a nickname that is shorter than length of 16, consist of only any value that a keyboard can enter	System doesn’t allow this nickname
Trivia setting E01c “nickname”	2	Create a nickname that is longer than length of 16.	System doesn’t allow this nickname
Ad-lib mode 001, “Nickname”	2	Enter a username which length is between 1-16	The program should accept this username
Ad-lib mode 002, “Nickname”	2	Enter a username which length is 0 or the length is greater than 16	The program should decline the username
Ad-lib mode 003, “Seconds per Question”	2	Drag the point between 1-90	The program should end when the time reaches limit
Message typing 01a “type message”	1	Type message according to the character limit.	Typed message is shown correctly and can be send
Message typing 01b “type message”	1	Type message exceeding the character limit.	System does not allow this behavior

Message typing 01c “type message”	1	Type message empty.	System does not allow this behavior
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Notes:

1. Most of the checking for buttons does not have equivalence cases. The only equivalence cases are entering Nicknames and type messages.
2. Boundary value testing also does not apply to this program, since most of the operations are just clicking on buttons.