Gary is Win

Acceptance Test

Team Keep-It-110!

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GLOSSARY OF TERMS

Account	An arrangement by which a user is given personalized access to the game application, by entering a username and password.
Avatar	The 2D figure that represents the player during a match.
Challenge	A method to initiate gameplay, in which a player can start a match and invite others to play with them.
Guest	A player who is playing the game without an account.
(Game) Host	The player that initially starts the match and invites other players to the match.
Leaderboard	A scoreboard displaying the rating, names and current scores of the leading competitors in the game.
Match	A single round of the game resulting in one player winning and the other losing.
Matchmaking	The process of locating and connecting suitable players together to take part in a multiplayer game session.
Opponent	The person the player is competing against in a match.
Player	The user of the application, who is also the person playing the game.
Statistics	Data collected and analyzed from completed matches. Includes but is not limited to: win amount, loss amount, and rating.

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Status Indicator:
completed
in progress
not started

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Color Coding Legend
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Application Page

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ACCEPTANCE TEST 1.1: Sign-Up

Status	Completed
User Story	US1: As a user, I want to create an account so that I can save my game statistics and keep a friends list.
Description	The user will be able to create a new account by submitting a valid username, password, and email address.
Test Workflow	1. The user shall tap on the "Sign Up" button on the **Start Page**. 2. The system shall display the sign up page with text fields for the user to fill out. 3. The user shall input their username, password, and email in the corresponding field. 4. The user shall tap on the "Sign Up" button. 5. The system shall register this new user using the information collected from the above fields and shall display the **Start Page**.
Expected Results	This test passes when **Signup Page** transitions to **Start Page** and the user can use the credentials they just created in the **Login Page** to login.
Actual Results	As expected.

ACCEPTANCE TEST 1.2: Sign-In

Status	Completed
User Story	US2: As a user, I want to sign in to my account so that I can access my personal statistics and play with my friends from my friends list.
Description	The user will be able to sign in with their username and password.
Test Workflow	1. The user shall tap on the "Sign In" button on the **Start Page**. 2. The system shall display the **Login Page** with text fields for the user to fill out. 3. The user shall input their username and password. 4. The user shall tap on the "Sign In" button 5. The system shall redirect the user to the **Home Page**.
Expected Results	This test passes when **Login Page** transitions to **Home Page** and the user's information is visible on the **Profile Page**.
Actual Results	As expected.

ACCEPTANCE TEST 1.3: Sign-Out

Status	Completed
User Story	US3: As a user, I want to sign out of my account so I can keep my profile private from others using my device.
Description	The user will be able to sign out of the application.
Test Workflow	1. The user shall tap on the "Sign Out" button on the **Profile Page**. 2. The system shall sign out the user and display the **Start Page**.
Expected Results	This test passes when **Profile Page** transitions to **Start Page**.
Actual Results	As expected.

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ACCEPTANCE TEST 1.4: Reset Password

Status	Not Started
User Story	US4: As a user, I want to be able to reset my password often so that I can reduce the risk of other people having frequent access to my account.
Description	The user will be able to reset their password.
Test Workflow	1. The user shall navigate to the **Login Page**. 2. The user shall tap on the "Forget Password" message. 3. The system shall prompt the user for the email associated with their account. 4. The user shall input their email associated with their account. 5. The system shall send a reset password link to the provided email. 6. The user shall tap on the link sent to their email to redirect to the **Password Reset Page**. 7. The system shall display fields for the new password and the new password confirmation. 8. The user shall input the new password and confirm it in the given fields then tap the "Confirm" button. 9. The system shall redirect the user to the **Login Page**.
Expected Results	This test passes when the user is able to sign into their account with the new credentials.
Actual Results	N/A

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ACCEPTANCE TEST 1.5: Play as Guest

Status	Not Started
User Story	US5: As a user, I want to be able to play as a guest so that I can easily and quickly play a match without having to worry about the logistics of an account.
Description	The user will be able to play matches as a guest.
Test Workflow	1. The user shall tap on the "Play as Guest" button on the **Start Page**. 2. The system shall redirect the user to the **Start Page**.
Expected Results	This test passes when **Start Page** transitions to **Home Page** and the user is unable to access personalized statistics and friends.
Actual Results	N/A

ACCEPTANCE TEST 1.6: Stay Logged In

Status	Completed
User Story	US30: As a user, I want to be able to stay logged in after I close the app so that I can easily access the game features and my personal statistics when I open the app again.
Description	The system remembers the user's login credentials.
Test Workflow	1. The user shall close the app without signing out then reopen the app. 2. The system shall automatically authenticate the user and redirect the user to the **Home Page**.
Expected Results	This test passes when the user is directed to the **Home Page** upon reopening the app and is able to access their personal account information (viewable at their **Profile Page**).
Actual Results	As expected.

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ACCEPTANCE TEST 2.1: Add a Friend

Status	Completed
User Story	US6: As a user, I want to add friends to my friends list so that I can keep a comprehensive list of users I enjoy playing with.
Description	The user will be able to add friends to their friends list.
Test Workflow	1. The user shall tap on the "Friends" button on the **Home Page**. 2. The system shall redirect the user to the **Friends Page**. 3. The user shall tap on the add friends icon in the top right corner of the page. 4. The system shall redirect the user to the **Search Page** with an input field for usernames. 5. The user shall input the username of their chosen friend. 6. The system shall display all users with a username matching the imputed username. 7. The user shall tap on the "Add" button to the right of the user they wish to add.
Expected Results	This test passes when the user is able to view their newly added friend in their friends list and their friend is able to view the user in their friends list.
Actual Results	As expected.

ACCEPTANCE TEST 2.2: Remove a Friend

Status	Completed
User Story	US7: As a user, I want to remove friends from my friends list so that I can keep an updated list of friends I want to continue playing with.
Description	The user will be able to remove friends from their friends list.
Test Workflow	1. The user shall tap on the "Friends" button on the **Home Page**. 2. The system shall redirect the user to the **Friends Page**. 3. The user shall tap on the "Edit Friends " button at the top of the page. 4. The system shall display a "Block" and "Remove" button to the right of each user in the friends list. 5. The user shall tap on the "Remove" button to the right of the user they wish to remove.
Expected Results	This test passes when the removed friend is no longer on the user's friends list and the user is also no longer on the removed friend's friends list.
Actual Results	As expected.

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ACCEPTANCE TEST 2.3: Block a Player

Status	Completed
User Story	US9: As a user, I want to block other users so that I can keep track of whom I don't want to play with again.
Description	The user will be able to block another user.
Test Workflow	1. The user shall tap on the "Friends" button on the **Home Page**. 2. The system shall redirect the user to the **Friends Page**. 3. The user shall tap on the "Edit Friends" button at the top of the page. 4. The system shall display a "Block" and "Remove" button to the right of each listed user. 5. The user shall tap on the "Block" button to the right of the user they wish to block.
Expected Results	This test passes when the recently blocked user is no longer listed on the friends list. The recently blocked user should also be listed under the user's blocked list (viewable through the "Blocked Players" button on the **Friends Page**).
Actual Results	As expected.

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🥔ACCEPTANCE TEST 2.4: Unblock a Player

Status	Completed
User Story	US10: As a user, I want to be able to unblock a user so that I can play them again.
Description	The user will be able to unblock a previously blocked user.
Test Workflow	1. The user shall tap on the "Friends" button on the **Home Page**. 2. The system shall redirect the user to the **Friends Page**. 3. The user shall tap on the "Blocked Players" button at the top of the screen. 4. The system shall display the user's blocked players list. 5. The user shall tap on the "Unblock" button to the right of the user they wish to unblock.
Expected Results	This test passes when the unblocked user is no in the blocked players list. The user should also be able to search for the recently unblocked user in the **Search Page**.
Actual Results	As expected.

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ACCEPTANCE TEST 2.5: Challenge a Friend to a Match

Status	Completed
User Story	US11: As a user, I want to invite friends to a game so I can quickly play against specific people.
Description	The user will be able challenge their friend to a match.
Test Workflow	1. The user shall navigate to their **Friends Page** and tap on the "Challenge" button next to an online user. 2. The system shall redirect the user to the **Waiting Page**. 3. The user shall wait for their opponent to either accept or deny the challenge. a. If the opponent accepts the challenge, the system shall direct both users to the **Match Page**.
Expected Results	This test passes when both users are directed to the same game board on the **Match Page**.
Actual Results	As expected.

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ACCEPTANCE TEST 3.1: Move Avatar

Status	Completed
User Story	US21: As a user, I want to move my avatar on the game board when it's my turn in a way so that I can beat my opponent.
Description	The user will be able to move their avatar through swiping either up, down, left, or right motion.
Test Workflow	1. The user shall swipe in the direction they want their avatar to move while playing on the **Match Page**. 2. The system shall update the game board to reflect the recent move.
Expected Results	This test passes when the user's avatar has been moved by one tile in the direction they want their avatar to move on the **Match Page**.
Actual Results	As expected.

ACCEPTANCE TEST 3.2: Place Shape

Status	Completed
User Story	US22: As a user, I want to place an object on the game board so that I can use it to my advantage and beat my opponent.
Description	The user will be able to place an object on one of the tiles on the **Match Page**.
Test Workflow	1. The system shall highlight the object to be placed on the top of the **Match Page**. 2. The user shall tap on a valid board cell that they want the object to be placed in. 3. The system shall update the **Match Page** and render the object on the respective board cell.
Expected Results	This test passes when the object is placed on the respective board cell on the **Match Page** for both players.
Actual Results	As expected.

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ACCEPTANCE TEST 3.3: Win Match

Status	Completed
User Story	US23: As a user, I want to win a match against my opponent so that I can improve my rating.
Description	The user either loses or wins a match against their opponent.
Test Workflow	1. The user shall play through a match until either the user or opponent meets a win condition. 2. The system shall end the match and display the respective winning/losing **PostMatch Page**.
Expected Results	This test passes when the winner of the match has gained 1 win (win count viewable in **Profile Page**) and gained rating points while the loser of the match has gained 1 loss (loss count viewable in **Profile Page**) and lost rating points.
Actual Results	As expected.

ACCEPTANCE TEST 4.1: Play Locally

Status	Completed
User Story	US20: As a user, I want to play a single-player match so that I can analyze my moves from the perspective of my opponent.
Description	The user will be able to play locally against themself.
Test Workflow	1. The user shall navigate to the **Home Page** and tap on the "Local Play" button. 2. The system shall redirect the user to the **Match Page**.
Expected Results	This test case passes when the user is redirected to the **Match Page** where the user is playing as both P1 and P2.
Actual Results	As expected.

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ACCEPTANCE TEST 4.2: Play Random Opponent

Status	Completed
User Story	US27: As a user, I want to be connected to a suitable opponent so I can play against them.
Description	The user will be able to start a match against a random player of their caliber.
Test Workflow	1. The user shall tap on the "Random Play" button at the bottom of their **Friends Page**. 2. The system shall redirect the user to the **Waiting Page**. 3. The system shall match the user with another user on their respective **Waiting Page** and redirect the two matched users to the same **Match Page**.
Expected Results	This test passes when the user is redirected to the **Match Page** to start a game with a random opponent.
Actual Results	N/A

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ACCEPTANCE TEST 4.3: Analyze Aggregate Match Statistics

Status	Not Started
User Story	US28: As a user, I want to look at my aggregate match statistics so I know how well I play.
Description	The user will be able to view their aggregate match statistics.
Test Workflow	1. The user shall tap on the "Statistics button" on the **Profile Page**. 2. The system shall display the user's personal match statistics.
Expected Results	This test passes when the user is able to view their aggregate match statistics on the **Statistics Page**.
Actual Results	N/A

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ACCEPTANCE TEST 4.4: Rematch After a Match Ends

Status	Completed
User Story	US19: As a user, I want to have a rematch against the same player once their match is over so I can play another match with the same person.
Description	The user will be able to challenge the same user to another match.
Test Workflow	1. The system shall direct players of a match to the **PostMatch Page** as soon as they finish their match. 2. The user shall tap on the "Rematch" button on the **PostMatch Page**. 3. The system shall display a request to another match on the user's opponent's screen. 4. The user shall wait for their opponent to accept or deny the request. a. If the user's opponent accepts the request, the system shall direct both users to the **Match Page**.
Expected Results	This test passes both users are directed to the same game board on the **Match Page**.
Actual Results	As expected.

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ACCEPTANCE TEST 4.5: Prematurely End a Match

Status	Completed
User Story	US14: As a user, I want to prematurely end a match so that I can stop playing with my current opponent.
Description	The user will be able to leave in the middle of an ongoing match.
Test Workflow	1. The user shall tap on the "Quit" button at the bottom of the **Match Page**. 2. The system shall display a pop-up confirming with the user of their decision. 3. The user shall tap "Quit" again to confirm. 4. The system shall end the match for both players and redirect them **Friends Page**.
Expected Results	This test passes when both users playing in the same match are redirected to the **Friends Page**.
Actual Results	As expected.

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ACCEPTANCE TEST 4.6: Chat With Opponent

Status	Not Started
User Story	US15: As a user, I want to chat with an opponent so that I can taunt or compliment them on good and bad plays.
Description	The user will be able to establish a conversation with their current opponent in a match.
Test Workflow	1. The user shall tap on the chat bar at the bottom of the **Match Page**. 2. The system shall enable the keyboard. 3. The user shall type in anything they want to say. 4. The user shall tap the ✅ icon to the right of the text box. 5. The system shall display the message for both users to see on **Match Page.**
Expected Results	This test passes when both players in the match are able to see the new chat message on the **Match Page**.
Actual Results	N/A

ACCEPTANCE TEST 4.7: Watch a Replay of a Match

Status	Not Started
User Story	US16: As a user, I want to replay through the moves of a particular match so I can learn from my mistakes and become a better player.
Description	The user will be able to watch a replay of a match.
Test Workflow	1. The user shall navigate to **Statistics Page** and tap on the "Watch Replay" button. 2. The system shall redirect the user to the **MatchReplay Page** where a video of the match will autoplay.
Expected Results	This test passes when the user is directed to the **MatchReplay Page** and is able to view a replay of a match.
Actual Results	N/A

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ACCEPTANCE TEST 4.8: Review Moves Made During Match

Status	Not Started
User Story	US18: As a user, I want to review moves made previously during a match so I know what I did.
Description	The user will be able to review their past moves.
Test Workflow	1. The system shall display moves made on the side of the match on the **Match Page**.
Expected Results	This test passes when users can view their past moves on the **Match Page**.
Actual Results	N/A

ACCEPTANCE TEST 5.1: Change Player Avatar

Status	Completed
User Story	US25: As a user, I want to customize my avatar so that I can personalize my avatar and make it look nice.
Description	The user will be able to change their respective in-game avatar.
Test Workflow	1. The user shall navigate to the **Home Page** and tap on the "Profile" button. 2. The system shall redirect the user to the **Profile Page**. 3. The user shall tap on either the "<" or ">" button until they reach an avatar they wish to represent them.
Expected Results	This test case passes when the user's in-game avatar is updated in both their profile page and in their subsequent matches.
Actual Results	As expected.

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ACCEPTANCE TEST 5.2: Change App Icon

Status	Completed
User Story	US22: As a user, I want to change the app's display icon on my device so that I can represent my avatar and personalize the app to my preferences.
Description	The user will be able to change the app's display icon image on their device.
Test Workflow	1. The user shall navigate to the **Home Page** and tap on the "Profile" button. 2. The system shall redirect the user to the **Profile Page**. 3. The user shall tap on the "Set App Icon" button. 4. The system shall render the user's avatar image as the app's icon image on the user's device.
Expected Results	This test case passes when the user's in-game avatar is rendered as the app's icon image on the user's device.
Actual Results	As expected.

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ACCEPTANCE TEST 5.3: Play Tutorial

Status	Completed
User Story	US12: As a user, I want to play through the game tutorial so that I can gain a general understanding of how to play the game.
Description	The user will be able to learn all the game rules necessary for them to start and win a game.
Test Workflow	1. The user shall navigate to the **Tutorial Page**. 2. The system shall direct the user through the tutorial until completion.
Expected Results	This test passes when the user completes the game tutorial and the system redirects the user back to the **Home Page**.
Actual Results	As expected.

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ACCEPTANCE TEST 5.4: View Leaderboard

Status	Completed
User Story	US13: As a user, I want to view the leaderboard so I can see my current rating against my friends and other top players of the game.
Description	The user will be able to view a global leaderboard of top 10 players and a leaderboard of their friends.
Test Workflow	1. The user shall navigate to the **Leaderboard Page**. 2. The system shall display the top players of the game based on their rating.
Expected Results	This test passes when the user can view two leaderboards: one leaderboard of top 10 players in the game and the other leaderboard of their friends.
Actual Results	As expected.

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ACCEPTANCE TEST 5.5: View Rating

Status	Completed
User Story	US17: As a user, I want to view my personal rating in the game so I know how I'm doing against other users.
Description	The user will be able to check their rating in the game.
Test Workflow	1. The user shall navigate to their **Profile Page**.
Expected Results	This test passes when the user is able to view their rating in their **Profile Page**.
Actual Results	As expected.