

Acceptance test: User stories

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Document description: A description of an acceptance test for the weCharade Android application. The tests are based on user stories, but don't necessarily test one user story at a time. A list of all user stories and their corresponding test are listed in appendix "User stories". Most of the user stories are tested through Test Classes using Robotium. Some of the stories cannot be tested with Robotium and have been made by a random user. These stories are marked with "Maually".

Login and Registration

Create a user account

Test ID: T01

User story ID(s):

ulD 1: As a user I want to create a user account

Test case description

Add a new user account

Precondition

- See the registration view

Test steps

Variation 1

1. Enter username: "" (empty)
2. Enter e-mail: "" (empty)
3. Enter password: "" (empty)
4. Enter repeat password: "" (empty)
5. Press register button

Variation 2

1. Enter username: "a"
2. Enter e-mail: "" (empty)
3. Enter password: "" (empty)
4. Enter repeat password: "" (empty)
5. Press register button

Variation 3

1. Enter username: "valid_username"
2. Enter e-mail: "NotValidEmail"
3. Enter password: "" (empty)
4. Enter repeat password: "" (empty)

5. Press register button

Variation 4

1. Enter username: "valid_username"
2. Enter e-mail: "valid@email.se"
3. Enter password: "myPw"
4. Enter repeat password: "" (empty)
5. Press register button

Variation 5

1. Enter username: "valid_username"
2. Enter e-mail: "valid@email.se"
3. Enter password: "validpassword"
4. Enter repeat password: "missMatch"
5. Press register button

Variation 6

1. Enter username: "valid_username"
2. Enter e-mail: "valid@email.se"
3. Enter password: "validpassword"
4. Enter repeat password: "validpassword"
5. Press register button

Expected result

Variation 1

1. An error dialog should show with the following text:
"Error!
Invalid Nickname.
- It should be between 2 and 16 characters
- It should only contain A-Z, a-z, 0-9 and underscore"

Variation 2

1. An error dialog should show with the following text:
"Error!
Invalid Nickname.
- It should be between 2 and 16 characters
- It should only contain A-Z, a-z, 0-9 and underscore"

Variation 3

1. An error dialog should show with the following text:
"Error!
Invalid e-mail address"

Variation 4

1. An error dialog should show with the following text:
"Error!
Weak password. It should contain at least 6 characters"

Variation 5

1. An error dialog should show with the following text:
"Error!
Unrepeated password"

Variation 6

Case 1: Successful registration – redirected to start screen

Case 2: Error dialog: "Username already in use "

Case 3: Error dialog: "E-mail already in use"

Case 4: Error dialog: "No internet connection"

Login

Test ID: T02

User story ID(s):

uID 2: As a user I want to login by entering my username and password

Test case description: Test to login by a user's login credentials

Precondition: See the login screen

Test steps

Variation 1

1. Enter username: "" (empty)
2. Enter password: "" (empty)
3. Click login button

Variation 2

1. Enter username: "username"
2. Enter password: "" (empty)
3. Click login button

Variation 3

1. Enter username: "username"
2. Enter password: "password"
3. Click login button

Expected result

Variation 1

1. An error dialog should show with the following text:
 "Error!
 Invalid username or password"

Variation 2

1. An error dialog should show with the following text:
 "Error!
 Invalid username or password"

Variation 3

Case 1: Successful login – Redirected to start screen

Case 2: An error dialog should show with the following text:

 "Error!
 Invalid username or password"

Case 3: An error dialog should show with the following text:

 "Error!
 Check your internet connection"

Reset password

Test ID: T03

User test ID(s):

uID 3: As a user I want to receive a new password if I have forgotten the old one

Test case description: Test to reset a user's password if it's forgotten

Precondition: See the reset password screen

Test steps

Variation 1

1. Enter e-mail: "" (empty)
2. Click Reset Password button

Variation 2

1. Enter e-mail: "invalidEmail"
2. Click Reset Password button

Variation 3

1. Enter username: "valid@email.com"
2. Click Reset Password button

Expected result

Variation 1

2. An error dialog should show with the following text:
"Error!
Invalid e-mail address"

Variation 2

1. An error dialog should show with the following text:
"Error!
Invalid e-mail address"

Variation 3

Case 1: Alert dialog: "You got mail"

Case 2: Alert dialog: "No internet connection"

Game invitations

Search player function

Test ID: T04

User story ID(s):

uID 4: As a user I want to search for opponents by their usernames and receive a list of all matches to be able to send a game invitations.

uID 5: As a user I want to start a new game against a for me unknown opponent through a random button.

Test case description

Tests the search player function and the invitation function.

Precondition

Logged in as a dummy user (Adam), see the home screen. Other users are registered.
Dummy Users: Adam, Felix, Alex and Anton.

Test steps

Variation 1

1. Press find player button

2. Enter "al" in search field
3. Press search button
4. Press play against Alex

Variation 2

1. Press new Game button
2. Press find random opponent button

Expected result

Variation 1

1. See screen with two alternative options: Find random player and find player
2. Click "Find Player"
3. See a screen with a search field.
4. See search results: Alex
5. The current user (Adam) should not be displayed.
6. After pressing play the button should be green with text "Sent" and be unclickable.

Variation 2

1. See screen with two alternative options: Find random player and find player
2. Click "Find Random Player"
3. See a toast with "Invitation sent": Invitation sent to random opponent

Receive invitations - Manually

Test ID: T05

User Story ID(s):

uID 6: As a user I want to receive game invitations from other players

uID 7: As a user I want to see a list of all current game invitations and be able to accept or reject the invitations

uID 19: As a user I want to receive push notifications if game information change or if I receive a game invitation

Test case description:

Receive game invitations.

Precondition

Logged in as a user.

Test steps

Variation 1

1. Another user sends an invitation.

2. Press on the notification.
3. Press invitation button
4. See current invitations
5. Accept invitation
6. Go back to home screen

Variation 2

1. Another user sends invitation.
2. Press on the notification.
3. Press invitation button
4. See current invitations
5. Decline invitation
6. Go back to home screen

Expected result

Variation 1

1. Receives notification about game invite with message: "Charade invitation from: " + username
2. Press on notification leads to home screen.
3. Invitation button should be highlighted in another color.
4. Invitation button leads to invitation screen.
5. See invitation from another user.
6. Acceptance of an invitation disables the accept- and decline buttons to a grey color and become unclickable.
7. See the new game on home screen and invitation button should have its original color.

Variation 2

1. Receives notification about game invite with message: "Charade invitation from: " + username
2. Press on notification leads to home screen.
3. Invitation button should be highlighted in another color.
4. Invitation button leads to invitation screen.
5. See invitation from another user.
6. Rejection of an invitation disables the accept- and decline button to a grey color and become unclickable.
7. See no new game home screen and invitation button should have its original color.

Game logics

[Record and send video – Manually.](#)

Test ID: T06

User Story ID(s):

uID 8: As a user I want to record and send video

uID 9: As a user I want to re-record video if I am not satisfied

uID 19: As a user I want to receive push notifications if game information change or if I receive a game invitation

Test case description: Test to record, re-record and send a video

Precondition:

- Logged in
- An active game where it's your turn in
- See the capture video screen

Test steps*Variation 1*

1. Click record video button
2. Record a video
3. View the video
4. Click the upload video button

Variation 2

1. Click record video button
2. Record a video
3. View the video
4. Not satisfied, click re-record button
5. View the video
6. Click the upload video button

Expected result*Variation 1*

1. The video should be uploaded to the server
2. Your opponent should receive a notification that the game has changed
3. You should be redirected to the start screen

Variation 2

1. You should be able to re-record the video until you're satisfied
2. The video should be uploaded to the server
3. Your opponent should receive a notification that the game has changed
4. You should be redirected to the start screen

Guess Charade

Test ID: T07

User Story ID(s):

uID 10: As a user I want to see my opponent's video and guess the word with help from a number of letters

uID 11: As a user I want to see a timer, which indicates how much time is left for me to guess the charade

uID 12: As a user I want to see the right word even if I did not guess the right word within the time

Test case description: Test the functionalities regarding the guess charade screen

Precondition:

- Logged in
- An active game where it's your turn in
- See the guess charade screen
- The right word to test if its right.

Test steps

Variation 1

1. See the current video
2. See if the count down timer is running
3. Guess the charade from a number of letters
4. Get response if it's wrong

Variation 2

1. See the current video
2. See if the count down timer is running
3. Guess the charade from a number of letters
4. Get response if it's right

Expected result

Variation 1

1. *The video is looping*
2. *The timer is running from 30 to 0. If it hits 0 an alert dialog with following text should pop up: Game over: the right word was XYZ*
3. *If you guess wrong, an alert dialog pops up that tells you to guess again*

Variation 2

1. *The video is looping*
2. *The timer is running from 30 to 0. If it hits 0 an alert dialog with following text should pop up: Game over: the right word was XYZ*
3. *If you guess right you will receive points and be redirected to the start screen.*

Game overview and information

See finished and active games with corresponding information

Test ID: T08

User Story:

uID 13: As a user I want to see games I've finished

uID 14: As a user I want to see the games that I'm currently playing

uID 16: As a user I want to see the accumulated score between me and my opponent of my on-going and finished games.

Test case description: Testing the screen where all the games are listed

Precondition

- Logged in
- See the start screen
- At least 1 active game
- At least 1 passive game
- At least 1 finished game

Test steps

1. Visit the start screen (the screen where all the games are listed)
2. Update information regarding the games
 - a. Play a game where it's your turn
 - b. Wait for an opponent to play and see if the screen is refreshed

Expected result

1. Active games, i.e. when the player should record a video or guess a charade, are listed in the screen.
2. Passive games, i.e. when the player is waiting for an opponent to either record a charade or guess a charade, are listed in the screen
3. Finished games are listed in the screen.
4. All games are listed with the opponent's name and the current score between the player and its opponent.

Overview of the six game turns

Test ID : T09

User Story:

uID 15: As a user I want to see an overview of the six turns of a specific game that I'm playing, which indicates finished turns with the point I received, the active turn and a message if I should record a video or guess a charade, and also if turns haven't started yet.

Test case description: See information of the game broken down into the 6 turns

Precondition

- Logged in
- An active game between a player and an opponent

Test steps

1. See the dashboard of the 6 turns
2. Identify the state of the turns
 - a. Waiting for the opponent to guess a charade
 - b. Waiting for the opponent to record a charade
 - c. Your turn to guess a charade
 - d. Your turn to record a charade
 - e. The turn is already played and the score is shown
 - f. The turn hasn't started yet and has the state "Locked..."
3. Play your turn or wait for the opponent to play their turn

Expected result

1. The game overview should be updated with correct information

Test of the account screen

Test ID: T10

User story ID(s):

uID 17: As a user I want to see different statistics of finished games

Test case description

Test of the account screen's functionality

Precondition

User is logged in and at the home screen.

Test steps

Variation 1

1. Press the information button
2. Press the instructions button
3. Press the back button
4. Press logout

Expected result

Variation 1

1. The user is navigated to the account settings screen.
2. The user will see the Global ranking, number of played games, wins, losses and draws.

3. The user will see game instructions.
4. The user should see account settings screen again.
5. The is navigated back to the login screen

High Score Test - Manually

Test ID: T11

User story ID(s):

uID 18: As a user I want to see a high score list with the top 10 players and their scores to compare with my score and my ranking

Test case description

Tests the navigation to high score screen.

Precondition

Logged in as a user. User is at the home screen.

Test steps

Variation 1

1. Press high score button (terrestrial globe)
2. See a list of the top 10 players in descending order based on their score
3. Press the back button.

Expected result

Variation 1

1. The user should be navigated to the top charade screen.
2. See a list of the top 10 players in descending order based on their score. If the current user is one of the top 10 players, the player's name should be bold
3. The current user should se its global ranking and score
4. The user is navigated back to the home screen.

Other

Intuitive navigation - Manually

Test ID: T12

User Story:

uID 20: As a user I want to easily navigate through menus.

Test case description: Test if a user can easily and intuitively navigate through the application

Precondition

- Internet connection to be able to register an account or login with an already existing account

Test steps

1. Pick a random user
2. Tell the user to navigate freely through the menus
3. Be sure the user have gone through the following steps:
 - a. Login or register
 - b. Start a new game
 - c. Play a full game
 - d. Check for invitations
 - e. Check statistics over its finished games
 - f. See high score
 - g. Log out

See “Random user testing” for more detailed documentation

Expected result

The user should be able to follow instructions without any problems.

Appendix: User stories

uID	tID	User Story
Login and Registration		
1	T01	As a user I want to create a user account
2	T02	As a user I want to login by entering my username and password
3	T03	As a user I want to receive a new password if I have forgotten the old one
Game Invitations		
4	T04	As a user I want to search for opponents by their usernames and receive a list of all matches to be able to send a game invitations
5	T04	As a user I want to start a new game against a, for me, unknown opponent through a random button.
6	T05	As a user I want to receive game invitations from other players
7	T05	As a user I want to see a list of all current game invitations and be able to accept or reject the invitations
Game Logics		
8	T06	As a user I want to record and send video
9	T06	As a user I want to re-record video if I am not satisfied
10	T07	As a user I want to see my opponent's video and guess the word with help from a number of letters
11	T07	As a user I want to see a timer, which indicates how much time is left for me to guess the charade
12	T07	As a user I want to see the right word even if I did not guess the right word within the time
Game Overview and Information		
13	T08	As a user I want to see games I've finished
14	T08	As a user I want to see the games that I'm currently playing
15	T09	As a user I want to see an overview of the six turns of a specific game that I'm playing, which indicates finished turns with the point I received, the active turn and a message if I should record a video or guess a charade, and also if turns haven't started yet.
16	T08	As a user I want to see the accumulated score between me and my opponent of my on-going and finished games.
17	T10	As a user I want to see different statistics of finished games
18	T11	As a user I want to see a high score list with the top 10 players and their scores to compare with my score and my ranking
Other		
19	T05, T06	As a user I want to receive push notifications if game information change or if I receive a game invitation
20	T12	As a user I want to easily navigate through menus.