

# TCG Tracker, 12/3/24

- **System test scenarios:** Provide a list of system test scenarios. Ideally, the scenarios should relate to specific user stories and associated acceptance criteria

A scenario is a list of system-level interactions (including precise input and output) a user would follow to determine that each user story has been completed; i.e., all the acceptance criteria for a user story are met.

- A. User story 1: As a user, I want to be able to search for cards, so that I can determine the price of a card.
- B. User story 2: As a user, I want my collection page to display all of my cards so that I can reference them easily.
- C. User story 3: As a user, I want to determine whether it is profitable to get my card graded
- D. User story 4: As a user, I want to be able to upload images of Pokemon cards, so that they can all be added to my collection.
- E. User story 5: As a card collector, I want to specify whether I have a PSA subscription or if I am grading in bulk, so I can get an accurate price estimate for my cards.

## **Scenario 1: Create Account (Pass/Fail)**

1. Start the TCG Tracker app; select login, Select Create an Account;
  - a. Select Continue with Google
    - i. Select Google Account
  - b. Or, type:
    - i. Email Address: tcg@tracker.com
    - ii. Password: test123
2. The user should be redirected to the home page, now signed in.

## **Scenario 2: Search for a Card (Pass/Fail)**

1. Select the search bar and type card; type

- a. Pikachu or Pikachu 19/68
  - b. Press enter
2. User should see all results of their search

### **Scenario 3: Save Cards to Collection (Pass/Fail)**

1. Navigate to a card information screen
  - a. Search for any Pokemon card (e.g. Pikachu)
  - b. Click on the desired card to be redirected to the card details screen
2. The user enters their card information:
  - a. Grade: PSA10
  - b. Price Paid for Card: 10
  - c. Click "Add to Collection"
3. The card now is in the user's collection, which can be verified by checking their collection

### **Scenario 4: Remove Cards from Collection (Pass/Fail)**

1. Navigate to the collection tab
2. Hover over card
3. Double click on X in the top right corner of the card
  - a. Clicking once will make the "x" turn red to ensure the first click wasn't a mistake on the user's end
    - i. Clicking twice verifies that the user meant to delete the card

### **Scenario 5: Find Value if graded through PSA Grading (Pass/Fail)**

1. Navigate to a card information screen
2. Enter relevant information:
  - a. Grade: PSA 10
  - b. Price Paid for Card: 10
  - c. Select whether you have PSA Expedited Turnaround: Yes
  - d. Click calculate price

### **Scenario 6: Find Value if graded through GameStop Grading (Pass/Fail)**

1. Navigate to a card information screen
2. Enter relevant information:

- e. Grade: Ungraded/PSA8/PSA9/PSA10
- f. Price Paid for Card: 10
- g. Select whether you have GameStop Pro: Yes
- h. Click calculate price

### **Scenario 7: View collection (Pass/Fail)**

1. Navigate to the collection tab

### **Scenario 8: Send Cards to Bulk Grading to view bulk cost and profit (Pass/Fail)**

1. Navigate to the collection tab
2. Click on the 'Show Bulk Eligible Cards' button
3. Select a minimum of 20 cards
4. Click on the 'Send Bulk' button
5. Click on the 'Calculate' button
6. Users should see the bulk-grading cost and profit for the cards that were selected to bulk-grade

### **Scenario 9: Upload Cards to the site (Pass/Fail)**

1. Navigate to the upload tab
2. Upload an image of a Pokemon card
  - a. Upload: Sylveon VMAX (or any other card)
  - b. Click Search for Card
  - c. Select the correct card
3. The user will now be at the card info screen

Note for each user scenario whether the test passed or failed for the system release version

- **Unit tests:** If you developed automated tests, reference the relevant directories in your release branch. Note if any of the tests failed for the released system version, be prepared to run the tests during the project review.
  - Test file: `server/util/testProcessCard.js`
    - The test will query 100 random Pokemon cards and attempt to read the text on the card and produce a query.

- If the text is unreadable, the card will be flagged for review at the end.