Test Plan and Report

Cognoso

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Disclaimer: Tests were run on chrome

User story: As a user I want to create an account, then login so that I can use the website

Scenario 1: Login without having an account (Pass)

- Open website to login page. Attempt login with new credentials.
    a. User input in to text fields:
        i.   email = test@test.com
        ii. password=1234
- Users should see a popup stating that the user does not exist.

Scenario 2: Create a new account, but user does not fill out all text fields, causing an error (Pass)

- From the login page, user clicks the "Create Account" button
- User should be redirected to create account page and input new credentials
    a. Case 1: User input in to text fields:
        i.   name = test
        ii.   email = test@test.com
        iii. password=1234
        iv.   password verification=''
    b. Case 2: User input in to text fields:
        i.   name = ''
        ii.   email = test@test.com
        iii. password=1234
        iv.   password verification=1234
    c. Case 3: User input in to text fields:
        i.   name = test
        ii.   email = ''
        iii. password=1234
        iv.   password verification=1234
    d. Case 4: User input in to text fields:
        i.   name = test
        ii.   email = test@test.com
        iii. password=''
        iv.   password verification=1234
- User should see a popup stating a missing field
- User's cursor will immediately move to the first unfilled text field (from top to bottom)

Scenario 3: User fills out all text fields but does not put in the same password for verification, causing error (Pass)

- User inputs credentials but new password is not the same
    a. User input in to text fields:
        i. name = test
        ii. email = test@test.com
        iii. password=1234
        iv. password verification=1235
- User presses 'enter' key or "create account" button
- User should see a popup stating that passwords are not the same

Scenario 4: User correctly fills out all text fields and successfully creates an account (Pass)

- User inputs credentials correctly, filling out all text fields and valid passwords
    a. User input in text fields:
        i. name = test
        ii. email = test@test.com
        iii. password=1234
        iv. password2 for verification=1234
- User presses 'enter' key or "create account" button
- User is redirected to login page

Scenario 5: User logs in with an account already created, but incorrect password (Pass)

- User fills the email and password text fields
    - email = test@test.com
    - password =1235
- User either presses the 'enter' key or clicks "log in"
- User sees a popup stating that the password is incorrect.

Scenario 6: User logs in with an account already created, but does not fill out a text field (Pass)

- Case 1:
    - User fills the email text field
        - email = test@test.com
        - password = ''
    - User either presses the 'enter' key or clicks "log in"
    - User sees a popup stating that a text field has not been filled out.
- Case 2:
    - User only fills out password text field
        - email = ''
        - password = 1234
    - User either presses the 'enter' key or clicks "log in"
    - User sees a popup stating that a text field has not been filled out.

Scenario 7: User correctly fills out text fields and logs in (Pass)

- User fills the email and password text fields
  - email = test@test.com
  - password =1234
- User either presses the 'enter' key or clicks "log in"
- User is able to successfully log in and is redirected to the home page.

User story: As a student, I want to make a study sets

Scenario 1: User wants to create a new deck from the deck manager page, but does not input a title (Pass)
- User presses the "+" button on the bottom right of page
- User should see a popup appear titled "Create New Deck" with a text field for title, a toggle for whether or not the new deck is to be made from a PDF, and a "confirm" button
- User does not fill out textfield
- User presses 'confirm' button
- A popup will appear stating "Title cannot be empty!"

Scenario 2: User wants to create a new deck (Pass)
- User presses the "+" button on the bottom right of page
- User should see a popup appear titled "Create New Deck" with a text field for title, a toggle for whether or not the new deck is to be made from a PDF, and a "confirm" button
- User fills out text field with a title "Test"
- User presses 'confirm' button
- Popup will automatically close and the new deck will appear on the deck manager page

User Story: As a student, I want to be able to upload PDFs to create flashcards

Scenario 1: User wants to create a new deck from the deck manager page using a PDF, but does not input a title (Pass)
- User presses the "+" button on the bottom right of page
- User should see a popup appear titled "Create New Deck" with a text field for title, a toggle for whether or not the new deck is to be made from a PDF, and a "confirm" button
- User selects the "Create from PDF"
- User does not fill out textfield
- User presses 'confirm' button
- A popup will appear stating "Title cannot be empty!"

Scenario 2: User wants to create a new deck from a PDF but does not upload a PDF (Pass)
- User presses the "+" button on the bottom right of page

- User should see a popup appear titled "Create New Deck" with a text field for title, a toggle for whether or not the new deck is to be made from a PDF, and a "confirm" button
- User selects the "Create from PDF"
- User fills out title but does not select a file to upload
- User presses 'confirm' button
- The "Create New Deck" popup will not disappear

Scenario 4: User wants to create a new deck from a PDF and uploads a pdf and gives a title (Pass)
- User presses the "+" button on the bottom right of page
- User should see a popup appear titled "Create New Deck" with a text field for title, a toggle for whether or not the new deck is to be made from a PDF, and a "confirm" button
- User selects the "Create from PDF"
- User fills out title
- User selects a file to upload
- User presses 'confirm' button
- The "Create New Deck" popup will disappear
- The newly created deck will appear in the deck manager page

Scenario 4: User wants to create a new deck from a PDF and gives a title but uploads a file that is not a PDF (Pass)
- User presses the "+" button on the bottom right of page
- User should see a popup appear titled "Create New Deck" with a text field for title, a toggle for whether or not the new deck is to be made from a PDF, and a "confirm" button
- User selects the "Create from PDF"
- User fills out title
- User selects a file to upload (not pdf)
- User presses 'confirm' button
- Popup stating "Could not upload file!"

User Story: As a user, I want students to be able to find and use study sets easily
Scenario 1: User searches for a word (Pass)
- User searches for a word that is related to a flashcard set or card
- Search results should show any decks that have card(s) related to the query
Scenario 2: User searches for a sentence (Pass)
- User searches a sentence
- Search results should show any deck that has card(s) related to the query sentence

User Story: As a user, I want to create a study set that can help me prepare for my courses efficiently (create, edit)

Scenario 1: User can edit a flashcard in the flashcard editor and see changes in flashcard viewer (Pass)

- User is in flashcard editor page
- User clicks edit
- Two text fields with existing flashcard contents should be visible
- Text Fields can be changed
- User clicks save
- Flashcard contents should be saved to backend
- User clicks 'back' and looks for the edited card. New changes should be visible

Scenario 2: User edits a flashcard editor but leaves text fields blank (FAIL)
- User is in flashcard editor page
- User clicks edit
- Two text fields with existing flashcard contents should be visible
- Text Fields can be changed
- User sets either one or both fields to be empty
- User clicks save
- An alert should display that either one or both text fields are empty

Scenario 3: User clicks edit in flashcard editor and clicks cancel (Pass)
- User is in flashcard editor page
- User clicks edit
- Two text fields with existing flashcard contents should be visible
- User changes content of text fields
- User clicks cancel button
- Flashcard contents should not be changed and saved to new content
- User should see old content on the card

Scenario 4: User can create a flashcard in the flashcard editor and see changes in flashcard viewer (Pass)
- User is in flashcard editor page
- User fills out question and answer text fields at top
- User clicks 'create card'
- Flashcard contents should be saved to backend
- User clicks 'back' and looks for the new card. New changes should be visible

Scenario 5: User does not fill out either or both textfields when creating a new flashcard in the flashcard editor (Pass)
- User is in flashcard editor page
- User does not fill out one or both text fields
- User clicks 'create card'
- Error popup should appear at the bottom left stating "Please fill out both the question and answer fields!"
- Both text fields should light up red

User Story: As a user I want to be able to delete flashcard sets I don't want to use

Scenario 1: User deletes a flashcard set from deck manager page(Pass)
- User is on deck manager page
- On the top right of each button for decks, users can find a 'trash can' icon
- User clicks on the icon
- The deck the icon was located on should disappear from frontend and be deleted

from backend

User Story: As a user I want to be able to delete flashcards that I no longer want to keep

Scenario 1: User deletes a flashcard from the flashcard editor page (Pass)
- User is on deck manager page
- On the top right of each button for decks, users can find a 'trash can' icon
- User clicks on the icon
- The deck is was located on should disappear from frontend and backend

User Story: As a user I want to be able to navigate the web application easily

Scenario 1: User click home button on navigation bar (Pass)
- User is on the home page and clicks on home button on the nav bar
- User will be redirected to home page (home page reloads)

Scenario 2: User clicks the decks button on nav bar (Pass)
- User is on any page and clicks the 'decks' button in nav bar
- User will be redirected to the deck manager page and should see all their created decks

Scenario 3: User clicks the ai chat button on nav bar (Pass)
- User is on any page and clicks the 'ai chat' button in nav bar
- User will be redirected to the 'ai_test' page and will see the ai_test page

Scenario 4: User clicks the account button on navigation bar (Pass)
- User is on any page and clicks the 'account' button in nav bar
- User will see a menu pop up under the 'account' button with four options:
  - Log out: clicking this button will log user out of page, and redirect user to the login page
  - Change password: clicking this button will show a popup at center of screen title 'Change password'
    - Users will see 3 textfields for 'email', 'old password', and 'new password' as well as two buttons 'cancel' and 'change'
    - If a user does not fill out all 3 text fields, and clicks 'change' all text fields turn red for 2 seconds with an error message at the bottom left stating "Password change failed"
    - If a user write incorrect old password, and clicks 'change', all textfields turn red for 2 seconds with an error message at the bottom left stating "Password change failed"
    - If a user writes the wrong email, and clicks 'change' all text fields turn red for 2 seconds with an error message at the bottom left stating "Password change failed"
    - If user inputs valid email but the same password for old and new, and clicks 'change' all textfields turn red for 2 seconds with an error message at the bottom left stating "Password change failed"
    - If user clicks cancel, the change password popup disappears
  - Delete account: clicking this will bring a popup title "confirm delete

account"
■ User will see two text fields titled 'Email' and 'Password'
■ If user inputs wrong email and correct password, user will see both text fields turn red and a popup stating "Delete Account Failed"
■ If user inputs correct email and wrong password, user will see both text fields turn red and a popup stating "Delete Account Failed"
■ If user does not fill out one of or both textfields, users will see both text fields turn red and a popup stating "Delete Account Failed"
■ If user clicks 'cancel', the popup closes
■ If user inputs valid email and password, account will be deleted from the backend, user will be redirected to login page and see a popup on bottom stating "Delete Account Successful!"

User Story: As a user I want to be able to know what deck I am working on while in flashcard viewer mode

Scenario 1: User goes from deck manager to flashcard viewer page (Pass)
● User selects a deck in the deck manager
● User gets redirected to the flashcard viewer for the selected deck
● User should be able to see the title of the deck they are viewing near the top of the screen

Scenario 2: User goes from flashcard editor to flashcard viewer page(Pass)
● User is in the flashcard editor of a certain deck
● 'Back' button is clicked
● User should be redirected to the the flashcard viewer of the associated deck
● User should be able to see the title of the deck they are viewing near the top of the screen

User Story:As a user I want to see all my flashcard decks on the home page

Scenario 1: User goes to home page and should see all flashcard (Pass)
● User clicks on the "Home" button on the Navigation Bar at the top of the screen
● User will be redirected to the home page and see three boxes labeled "favorites", "my decks" and "other user decks"
● All user created decks (favorites and unfavorites) will appear in the "my decks" section. If there are more than 10 decks users can use a horizontal scroll to view all decks in the list. Same applies to the favorites section.

User Story:As a User I want to be able to see other user-made flashcard sets

Scenario 1: User goes to home page from any other page (Pass)

- User is on any page and clicks on "home" button
- Use is redirected to home page
- At the bottom of page user can see a "Decks by other users" section

Scenario 2: User searches a deck with single word as query (Pass)
- User searches with a single word
- Search results should show decks that have any relation to the given word (uses ai)

Scenario 3: User searches a deck using sentence as query (Pass)
- User searches with a full sentence
- Search results should show decks that have any relation to the given sentence(uses ai)

User Story:As a user I want to save my favorite flashcard sets

Scenario 1: User is in deck manager and presses favorite button on a certain flashcard set (Pass)
- User in deck manager page clicks the (toggled off) star icon found on the top left of every flashcard set/deck button.
- User can click 'home' and find the favorited deck in the 'favorites' section
- Deck is added to the list of favorites in backend

Scenario 2: User finds favorited deck in deck manager and clicks on favorite button. (Pass)
- User in deck manager page clicks the (toggled on) star icon found on the top left of every flashcard set/deck button.
- User can click 'home' and will not be able to find the favorited deck in the 'favorites' section
- Deck is removed from list of favorites in backend

Scenario 3: User deleted a favorited deck and deck should disappear (FAIL)
- User deletes a favorited deck by clicking the trash bin icon on it
- Deck is deleted from backend
- User creates a new deck of same name (process of creating deck from bottom right button on deck manager page)
- Deck should NOT be favorited still

User Story:As a User I want to be able to rate certain flashcard sets that were made by other users

Scenario 1: User find a flashcard set on the home page, "decks by other users" section. (Pass)
- User clicks on a random deck in the "Decks by other users" section on home page

- User should be brought to the flashcard viewer for that deck
- Above the deck title, users can give that deck a rating.
- Deck creator's owner should be able to see the average of the total ratings in their deck manager
- Other users will be able to see the average rating either on the search page or "decks by other users" section

Scenario 2: User is linked a flashcard set by another user (Pass)
- User opens given link and is able to view another user's deck
- Deck creator's owner should be able to see the average of the total ratings in their deck manager
- Other users will be able to see the average rating either on the search page or "decks by other users" section

Scenario 3: User find a flashcard set on the search page that was not made by current user (Pass)
- User searches a word or sentence and clicks on a flashcard set that is not theirs
- User should be brought to the flashcard viewer for that deck
- Above the deck title, users can give that deck a rating.
- Deck creator's owner should be able to see the average of the total ratings in their deck manager
- Other users will be able to see the average rating either on the search page or "decks by other users" section

User Story:As a user I want to be able to see what other users have rated my flashcard set(s)

Scenario 1: User goes to home page and looks at "my decks" section (Pass)
- User clicks the 'home' button on navigation bar
- In the "my decks" section, all of a user's decks should appear
- All decks should show their average rating on the bottom left of their respective 'buttons'

Scenario 2: User goes to home page and looks at "favorites" section (Pass)
- User clicks the 'home' button on navigation bar
- In the "favorites" section, all of a user's decks should appear
- All favorited decks should show their average rating on the bottom left of their respective 'buttons'

Scenario 3: User goes to deck manager page and looks at any of their decks (Pass)
- User clicks the 'decks' button on navigation bar
- All of a user's decks should appear
- All decks should show their average rating on the bottom left of their respective 'buttons'

User Story:As a user I want to be able to set icons for my decks

Scenario 1: User selects an icon and presses confirm (Pass)
- User is on the deck manager page

- Near the top right of every deck button there is a icon to edit (little pencil)
- When clicked, a popup should appear titled "Choose deck icon"
- User can select any icon desired
- "Confirm" button is clicked
- Popup should disappear

Scenario 2: User opens the icon selector popup but does not choose an icon and presses confirm (Pass)
- User is on the deck manager page
- Near the top right of every deck button there is a icon to edit (little pencil)
- When clicked, a popup should appear titled "Choose deck icon"
- User can select any icon desired
- "Confirm" button is clicked
- Popup on the bottom left of the screen states "error changing icon!"

Scenario 3: User does not select an icon and presses cancel (Pass)
- User is on the deck manager page
- Near the top right of every deck button there is a icon to edit (little pencil)
- When clicked, a popup should appear titled "Choose deck icon"
- User does not select an icon
- "cancel" button is clicked
- Popup should disappear

Scenario 4: User selects an icon and presses cancel (Pass)
- User is on the deck manager page
- Near the top right of every deck button there is a icon to edit (little pencil)
- When clicked, a popup should appear titled "Choose deck icon"
- User selects an icon
- "cancel" button is clicked
- Popup should disappear

User Story: As a user I want to be able to ask a chatbot questions

Scenario 1: User goes to ai chat and asks a question (Pass)
- User clicks the 'ai chat' button in the navbar
- User should be redirected to the ai_test page
- User will see a text field, submit button and an area below it for the response
- User give a prompt without proper grammar
- User either presses 'enter' key or clicks 'submit' button
- Chat bot will likely give a proper response, though results vary on grammar and language

User story:As a student, I want to play an engaging minigame (Drag and drop q&a)

Scenario 1: User getting to minigame page from other user's deck's flashcard viewer (Pass)
- User can begin by being in flashcard viewer and clicking on the 'minigame' button on the top right
- User will be redirected to a minigame page with empty areas on left & right,

with an area for questions and answers in the middle. Users will also see two buttons near center of screen, titled 'start' and 'next'

Scenario 2: User getting to minigame page from own deck's flashcard viewer (Pass)
- User can begin by being in flashcard viewer and clicking on the 'minigame' button on the top right
- User will be redirected to a minigame page with empty areas on left & right, with an area for questions and answers in the middle. Users will also see two buttons near center of screen, titled 'start' and 'next'

Scenario 3: Playing minigame and getting answer correct (Pass)
- User clicks 'start' and seeing flashcard questions pop up on the left area and flashcard answer on the right area
- User drags a question card from the left area to the 'question' box near center of screen
- User drags an answer card from the right side of the screen to the 'answer' box near center of screen
- If the pair matches, the background for the 'question' and 'answer' will turn green.
- To continue, the user should click 'next'

Scenario 4: Playing minigame and getting answer incorrect (Pass)
- User clicks 'start' and seeing flashcard questions pop up on the left area and flashcard answer on the right area
- User drags a question card from the left area to the 'question' box near center of screen
- User drags an answer card from the right side of the screen to the 'answer' box near center of screen
- If the pair matches, background for the 'question' and 'answer' will turn red
- To continue, the user should click 'next'

Scenario 5: While playing the game users should not be able to add new cards to the middle area until middle area (Question and Answer boxes) are emptied via the 'next' button (FAIL)
- User clicks 'start' and seeing flashcard questions pop up on the left area and flashcard answer on the right area
- User drags a question card from the left area to the 'question' box near center of screen
- User drags an answer card from the right side of the screen to the 'answer' box near center of screen
- If the pair matches, background for the 'question' and 'answer' will turn red. Otherwise the backgrounds will turn green
- User does not click 'next'
- User instead:
  - drags an answer card into into the answer box
  - drags question card into question box

- Game should not accept new card

Scenario 6: While playing the game users should not be able drag question cards into answer box and/or answer cards into question box (FAIL)
- User clicks 'start' and seeing flashcard questions pop up on the left area and flashcard answer on the right area
- User does either:
    - User drags a question card from the left area to the 'answer' box near center of screen
    - User drags an answer card from the right side of the screen to the 'question' box near center of screen
- Game should not accept card(s) dropped in such a manner