

TEST CASES - PizzaRush

1. Student

The following list of test cases will be done for student accounts.

1.1 View User Account

1.1.1 View Player History/Performance Statistics

Test Case No.	1
Function	View Player History

Description	Action	Response
	<ol style="list-style-type: none">1. Click "User Account" icon present on the app bar2. User scroll down the page to view all content	<ol style="list-style-type: none">1. User will be redirected to the Player History page2. User must be able to view graphs of the progression of points in individual Math topics, total current points, grading deadline, and past grades earned for each grading deadline
Status	Pass	

1.1.2 View Grading Rubrics

Test Case No.	2
Function	View Grading Rubrics

Description	Action	Response
	<ol style="list-style-type: none"> 1. Click “User Account” icon present on the app bar 2. Click on ‘View Grading Rubric’ button 	<ol style="list-style-type: none"> 1. User must be able to view the rubric for points to grades conversion
Status	Pass	

1.2 Solve Questions

Test Case No.	3
Function	Solve Questions

Description	Action	Response
	<ol style="list-style-type: none"> 1. Click on “Solve Questions” option on the navbar menu 2. Select desired math topic and difficulty level 	<ol style="list-style-type: none"> 1. User must be able to select the math topic and difficulty level 2. User must be redirected to the solve question game page 3. User must be allowed to solve the question by selecting an answer 4. User’s points must be updated according to the points rubric, correctness of answer, and hints used
Status	Pass	

1.3 Select Math Topic

Test Case No.	4
Function	Select Math Topic

Description	Action	Response
	1. User clicks on either one of the 3 math topics (Algebra, Trigonometry and Geometry) from a drop down list	1. User must be allowed to select the corresponding math topic, and must be redirected to select difficulty level
Status	Pass	

1.4 Select Level of Difficulty

Test Case No.	5
Function	Select Level of Difficulty

Description	Action	Response
	1. User clicks on either one of 3 levels of difficulty (Easy, Medium or Hard) from a drop down list	1. User must be allowed to select the corresponding level of difficulty, and must be redirected to the relevant "Solve Question" page

Status	Pass
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1.5 Buy Hints

Test Case No.	6
Function	Buy Hints to solve questions

Description	Action	Response
	1. User clicks on "Hint" button present on the "Solve Question" game page	1. Hint related to the relevant question must be displayed to the user 2. Points deduction should take place from the user's current points score for each hint utilized
Status	Pass	

1.6 View Leaderboard

Test Case No.	7
Function	View Leaderboard

Description	Action	Response
	1. User clicks on "Leaderboard" option on the navbar menu	1. User able to view leaderboard for each of the 3 math topics

	2. User clicks on different math topics tabs	(Algebra, Geometry, Trigonometry) 2. The leaderboard must be dynamically updated to reflect the latest points of the users as they progress in the game by answering questions 3. The leaderboard must be alphabetically ordered by name, to facilitate ease of search for a specific student
Status	Pass	

1.7 Challenge Friend

1.7.1 View Sent Challenge

Test Case No.	8
Function	View Sent Challenge

Description	Action	Response
	1. User clicks on "Sent Challenges" at the "Challenge User" option on the navbar menu	1. User must be redirected to "Sent Challenges" page 2. User must be able to view all challenges previously sent to other users 3. Each sent challenge must show math topic, level of difficulty, user's score, user's time and status of challenge -

		<p>whether it has been accepted or not</p> <p>4. An accepted challenge must additionally show challengee's score, challengee's time and outcome of challenge - win or loss based on score/time metric</p>
Status	Pass	

1.7.2 View Received Challenge

Test Case No.	9
Function	View Received Challenge

Description	Action	Response
	<ol style="list-style-type: none"> 1. User clicks on "Received Challenges" at the "Challenge User" option on the navbar menu 	<ol style="list-style-type: none"> 1. User must be redirected to "Received Challenges" page 2. User must be able to view all challenges previously received from users 3. Each sent challenge must show math topic, level of difficulty, challenger's score, and challenger's time 4. User must be allowed to accept or decline the challenge 5. Upon accepting the challenge, the user should be presented with an identical set of questions solved by the

		challenger. After which, the outcome of the challenge must be computed using score/time metric and updated for both users
Status	Pass	

1.7.3 Challenge Friend

Test Case No.	10
Function	Challenge Friend

Description	Action	Response
	<ol style="list-style-type: none"> 1. User clicks on "Challenge User" option on the navbar menu 2. User selects math topic level of difficult, user to challenge and clicks "Challenge" 	<ol style="list-style-type: none"> 1. User must be redirected to solve challenge questions page 2. User must be presented with questions relevant to the selected math topic and level of difficulty, with no available hints and a running timer 3. Upon the completion of challenge, the time and score of the challenge must be computed 4. The user must be allowed to send the challenge to the previously selected challengee user by selecting "Send Challenge" 5. This sent challenge must appear in user's sent

		challenges and challengee's received challenges
Status	Pass	

2. Teacher

The following list of test cases will be done for teacher accounts.

2.1 Add Questions

Test Case No.	11
Function	Add Question

Description	Action	Response
	<ol style="list-style-type: none"> 1. User clicks "Add Question" option on the navbar menu 2. User inputs math topic (Algebra, Geometry, Trigonometry), level of difficulty (Easy, Medium, Hard), question type (MCQ, Count, Size), question theme (tomatoes, coins, plate, bill, pizza), question, hint, four possible answers and the correct answer on the add question page 3. User clicks "Upload question" 	<ol style="list-style-type: none"> 4. User must be redirected to "Add Question" page 5. User must be allowed to specify inputs math topic (Algebra, Geometry, Trigonometry), level of difficulty (Easy, Medium, Hard), question type (MCQ, Count, Size), question theme (tomatoes, coins, plate, bill, pizza), question, hint, four possible answers and the correct answer on the add question page 6. User must be able to upload question to question database by clicking the "Upload question" button

		7. A confirmation of question being uploaded must be displayed once question is uploaded
Status	Pass	

2.2 View Course Performance Summary

Test Case No.	12
Function	View Course Performance Summary for each class

Description	Action	Response
	<ol style="list-style-type: none"> 1. User clicks on "Performance Summary" option on the navbar menu 2. User clicks on different math topics tabs 	<ol style="list-style-type: none"> 1. User must be redirected to "Performance Summary" page 2. For each math topic, user must be able to view line chart with the progression of the average score of the class over time, mean, median and standard deviation of class scores on each assignment, with assignment date
Status	Pass	

2.3 View Leaderboard

Test Case No.	13
Function	View Leaderboard

Description	Action	Response
	<ol style="list-style-type: none">1. User clicks on “Leaderboard” option on the navbar menu2. User clicks on different math topics tabs	<ol style="list-style-type: none">1. User able to view leaderboard for each of the 3 math topics (Algebra, Geometry, Trigonometry)2. The leaderboard must be dynamically updated to reflect the latest points of the users as they progress in the game by answering questions3. The leaderboard must be alphabetically ordered by name, to facilitate ease of search for a specific student
Status	Pass	

3. Student and Teacher

The following list of test cases will be done for both student and teacher accounts.

3.1 Login

Test Case No.	14
Function	Login

Description	Action	Response
	<ol style="list-style-type: none"> 1. User inputs email ID and password 2. User clicks on login 	<ol style="list-style-type: none"> 1. If user login credentials are correct, user must be redirected to relevant teacher or student side home page of application 2. If user login credentials are incorrect, user must be prompted to enter correct credentials
Status	Pass	

3.2 Login with Facebook

Test Case No.	15
Function	Login with Facebook

Description	Action	Response
	<ol style="list-style-type: none"> 1. User clicks on "Login with Facebook" 2. User inputs relevant email ID and password 3. User clicks on login 	<ol style="list-style-type: none"> 1. If user login credentials are correct, user must be redirected to relevant teacher or student side home page of application 2. If user login credentials are incorrect, user must be prompted to enter correct credentials
Status	Pass	

3.3 Forgot Password

Test Case No.	16
Function	Forgot Password

Description	Action	Response
	<ol style="list-style-type: none">1. User clicks on “Forgot Password” at the login page2. User enters email ID to receive reset password link via email	<ol style="list-style-type: none">1. User must be redirected to the “Forgot Password” page2. User must be allowed to enter a valid email ID and click “Send recovery email”3. User must be prompted with a confirmation once the recovery email has been sent4. User must receive an email with a link to reset the password5. After resetting the password via the link, the user must be allowed to login with the new credentials
Status	Pass	