



**CSC 710 – SOFTWARE ENGINEERING**  
(Prof. Zhanyang Zhang)

**Beat Me GO!**

**Final – User Acceptance Test Document**

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## **1. Introduction:**

This document is to define test environment and shows some test cases to run by users. The objecting of user acceptance test report to run and test system functionalities of the software against user which are developed based on organization requirements.

Based on the result of this report, software will be either accepted or rejected by users. On the rejection of software leads development organization to update functionalities or re-create the software.

This document is review by UAT team, software management team and development team.

## **2. Test Environment:**

This software is built to run on Android OS. The UAT team must have to install this software with required Android OS version. All the factors that can impact the function and performance software system must be predefined and easily controllable by UAT team.

## **3. Test Data Set:**

Test data sets are data sets used to test the software system. The data set can be of any type and any range as per system functionalities.

Our software needs only one input data from UAT team to run the application: Google Account. Every member must have valid Google Account to login and access software functionalities.

## **4. Exception Report:**

The UAT team must report every crashes or any function failure in this report as per the following format:

<b>Crash Name</b>	<b>How it occurred?</b>	<b>Priority</b>	<b>Number of times occurred</b>
Closing window	While closing leaderboard popup	1	Every time

Every crashes occurred in the software should be listed here with the priority to handle it.

## **5. UAT Test Result Review:**

All the UAT team test records should be reviewed by UAT team leader with finalizing all documents by signing and approving information.

On test review document is attached with all UAT test document. UAT member can mention any review or suggestion for the following test record on approval or rejection of test and can also make remark for improving any functionality.

## **6. UAT Test Cases and Scripts:**

Following are test cases and scripts must be performed by UAT team to approve software.

### **6.1 Test Cases:**

Software has following basic are main functionalities which can be tasted and commented as per failure or improvements.

- Google Account Login – use Google account to login/register into system
- Leaderboard – shows top player and can be checked full list of 25 players
- Settings – basic settings to change SFX and logout from Google Account
- Request Game – request for session and find opponent
- Game board – play game turn by turn and check for every wrong possible moves and turns
- Put into sleep – send application into background, and opening it back

### **6.2 Test Scripts:**

Following are test scripts with process to run and test every test case and check every test script with providing reviews or remarks.

**TEST SCRIPT: 1.01 (Open App and Login)**

Action Step	Test Action	Expected Results	Meets Expected		Comments
			Yes	No	
1	Install app on Android supported device and open it. On registration popup, register for first time with you listed Google Account(s)	User should be logged into system and then redirected to home page. Use name should appear on top bar			

**TEST SCRIPT: 1.02 (Logout and Login again)**

Action Step	Test Action	Expected Results	Meets Expected		Comments
			Yes	No	
1	<b>Logout:</b> Go to settings > logout from logged in Google Account.	Button will show "Disconnected". Cannot request game session			
2	<b>Login:</b> Click the "Disconnected" button to login again. Select Google Account from list.	Login popup appears. After selecting account, game should refresh.			

**TEST SCRIPT: 2.01 (Home Page buttons and popup)**

Action Step	Test Action	Expected Results	Meets Expected		Comments
			Yes	No	
1	On home page, click and check every button and check GUI. Check every popup window GUI and also functionalities.	GUI should work properly. Popup window must show per screen size.			

**TEST SCRIPT: 2.02 (Leaderboard window)**

Action Step	Test Action	Expected Results	Meets Expected		Comments
			Yes	No	
1	Open leaderboard, and check all 25 players listing and scores. Screening the scrolling of leaderboard and putting app on background while leaderboard is on, and re-open to check state.	Leaderboard should show top players with their score on side. If more than 10 players, scroll bar should work.			

**TEST SCRIPT: 2.03 (Settings window)**

Action Step	Test Action	Expected Results	Meets Expected		Comments
			Yes	No	
1	<b>Login:</b> Open settings window, verify login functionality.	It should work as <b>Test Script 1.02</b>			
2	<b>SFx:</b> Turning on/off <b>SFx</b> state to change sound effect	On: Sound effect works Off: Sound effect doesn't work			
3	<b>Other Buttons:</b> Click " <b>Terms &amp; Condition</b> ", " <b>Credits</b> " and " <b>Help</b> " button and test results.	Shows terms & condition. Shows development team. Redirect to compose mail.			

**TEST SCRIPT: 2.04 (Profile window)**

Action Step	Test Action	Expected Results	Meets Expected		Comments
			Yes	No	
1	Open profile window, check every data shown and verify with test data.	User data should be displayed correctly.			

**TEST SCRIPT: 3.01 (Game Session)**

Action Step	Test Action	Expected Results	Meets Expected		Comments
			Yes	No	
1	<b>Request game session:</b> Click " <b>Web Search</b> " button on home page to request for game session. Verify app state while creating and requesting for session.	A loading window will appear while requesting session. Once session has been created, screen should be redirected to game board.			

**TEST SCRIPT: 3.01 (Game Room)**

Action Step	Test Action	Expected Results	Meets Expected		Comments
			Yes	No	
1	<b>Game board GUI:</b> After entering into game room. Check your name and selected coin. Check your displayed score. Check you turn - Squared background window shows player's turn.	Players name should be displayed on top and bottom. Turn window will appears around on player's name showing current turn.			
2	<b>Game play:</b> Select column to insert coin. Click on column without your turn > check for warning popup. <b>Verify overflow</b> > click on column which is full to insert coin. <b>Turn window</b> > check your name background window when turn changes.	Players should be able to insert coins into column turn by turn. Turn window should move to other player after turn changes.			
3	<b>Exit game:</b> Click back button to exit game room. Confirmation window will pop to ask about leaving. Test each buttons event. Opponent should get your leaving notification.	Confirmation window should popup. Clicking "Yes" redirects user to home page. "No" closes popup and user can play game again.			
4	<b>After game finish:</b> Once game is finished, check who is winner. Check score and GUI to represent as per sample data. Click "OK" button to exit game room	Players will see result screen with their score. Clicking "OK" button redirects to home page, updating score.			
5	<b>Game room states:</b> On running session, send app in background in device. Re-open game and check for game session state.	Game session should stays in memory. User can play game even after opening app from background.			

## **7. Exception Report:**

Exception report is attached with this document. If any member from UAT team or development team finds any unexpected output or error while testing app, then review that outcome on exception report.

Following information should be filled out by member who finds the outcome:

- Name of the member
- Date and Time of that test
- Reference to any test script or case you think it is connected with reference number, script number and step number
- Sample data used to test that function
- Exception description and screenshot