

Unit Testing

1) Login Module:

- Test: Click the Gear Button on the top right, Character Creation from the Sidebar or Display Character from the Sidebar and a login screen should appear. Using either Google sign in or manually entering an email address and a password logs you in.

2) Character Creator Module:

- Test: Click a race. Race should show on the right and in the prof, skill, language, etc.
- Test: Click class. Class should show on the right and in the prof, skill, etc.
- Test: For each class click. Then under feats, the corresponding feat should be displayed.
- Test: Under ability score card, click the up and down arrow for each of the ability score boxes. The number should go up and down respectively. The number of points we have left should also go down and up respectively.
- Test: Press the second tab in ability score cards(the roll tab). Then press the roll button. Then press one of the ability boxes. Then press commit. The number from the roll should now be in the box.
- Test: Click Human. Then click Cleric. Then click knowledge. When one language for human was clicked, then the class language should then also be clicked.
- Test: Click Wizard. The correct number of cantrips and spells should be shown, and the spells should be clickable
- Test: Click an option for every card, then click save. User should then be redirected to display and information should be saved into the database and thus be shown in display.

3) Character Display Module:

- Cards | Brandon Sheih
 - Test: Click Character Display on the sidebar and the character you created should appear. Fields that you filled out in the character creation screen should appear in character display for example Character name should be filled out.
 - Test: Clicking any textbox and trying to edit the box should not work at all
 - Test: When Clicking away from the character display module and then clicking back into the module, the data should still be there and not changed.
- Appearance | Brandon Sheih

- Test: When the user resizes the window the cards should reize accordingly so that nothing is clipped out.

4) Spells Module:

- Spell Search

- Test: Randomly click/type in the dropdown menu and search the spell. The spell information should show up on the right
- Test: Select different options on the right most box under the dropdown menu. Then after applying filters, the dropdown menu should only show spells belonging to those filters. Cross reference with another site that does spell filtering. Search a random spell to make sure that the spell selected is correct
- Test: Select and search a random spell. Press add to collection. Spell name should show up under collection
- Test: Double click the name of the spell. The spell information should then be shown on the right
- Test: Click the help buttons. Tooltips should show up.
- Test: Select multiple filters then apply filters. Check the dropdown menu. Press the remove filter button then check the dropdown menu again. It should show the entire list of spells again.