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PREPARED FOR

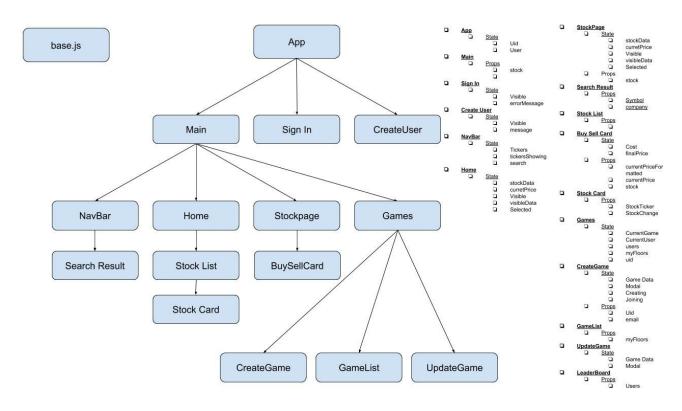
CS 408 Class Project

PREPARED BY

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Classification of Components

1.1 Define All Components



1.2 Which form of incremental testing

We used the bottom up approach because it makes testing much easier when you test the individual small components then worry about how they connect with their parent components. It also makes bugs stick out easier because we are looking at the small components first and then slowly adding higher level ones. It leaves a small area of location for the bugs to sit. Major bugs will be eliminated before connecting so the only worry is implementation bugs when it comes time to connect.

Incremental and Regression Testing

Module Home Page

| Incremental Testing | | | | |
|---------------------|---|----------|---|--|
| Date | 09/24/2018 | | | |
| Author | Kyle Brown | | | |
| # | Description | Severity | How Corrected | |
| 1 | One month was not reloading new graph data | 2 | Fix variable naming problem in the code | |
| 2 | The application should delete search results when new text is in the search bar | 1 | Set the ticker Showing variable to null on empty search | |
| 3 | An error should be displayed when no data is returned from the API | 2 | Create an alert to catch API errors. | |

| Regression Testing | | | | |
|--------------------|--|----------|---|--|
| Date | 09/24/2018 | | | |
| Author | Kyle Brown | | | |
| # | Description | Severity | How Corrected | |
| 1 | Watchlist was getting shrunk when nav bar moved | 3 | Make watchlist position not move | |
| 2 | When searching for a stock in the nav bar, the navbar covers the graph and watchlist | 2 | Added a negative margin to the navbar | |
| 3 | The stock graph was empty when the API errored or returned no data. | 2 | Create an alert to catch API errors and display them to the user. | |

| Module | Stock Page |
|--------|------------|
|--------|------------|

| Incremental Testing | | | | |
|---------------------|---|------------|---|--|
| Date | 09/24/2018 | | | |
| Author | Kyle Brown | Kyle Brown | | |
| # | Description | Severity | How Corrected | |
| 1 | One year was not reloading new graph data | 2 | Fix variable naming problem in the code | |
| 2 | The application should delete search results when new text is in the search bar | 1 | Set the ticker Showing variable to null on empty search | |
| 3 | Buy sell card was accepting a negative number of stocks | 1 | Added a check to ignore negative input | |
| 4 | An error should be displayed when no data is returned from the API | 2 | Create an alert to catch API errors. | |

| Regression Testing | | | | |
|--------------------|--|----------|---|--|
| Date | 09/24/2018 | | | |
| Author | Kyle Brown | | | |
| # | Description | Severity | How Corrected | |
| 1 | Buy sell card was getting shrunk when nav bar moved | 3 | Make watchlist position not move | |
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| Incremental Testing | | | | |
|---------------------|---|----------|---|--|
| Date | 09/24/2018 | | | |
| Author | Jeremy Putnam - Riley Robertson | | | |
| # | Description | Severity | How Corrected | |
| 1 | Create game display not showing correctly | 2 | Used a 'this' reference instead of using 'this' directly | |
| 2 | Join game display not showing correctly | 2 | Used a 'this' reference instead of using 'this' directly | |
| 3 | Floor list was not updating when new games were joined | 1 | The component had to be refreshed to check the database again | |
| 4 | The leaderboard component only showed the leader of each game | 2 | Fixed conditional on loop to check for all the users | |
| 5 | Duplicate users in the game list | 3 | Created check to restrict joining the same game twice | |
| 6 | Date object not registering correctly in the backend | 1 | Changed the way that dates are stored to better function | |
| 7 | Date object not registering correctly in the input | 2 | Made it display/input as a string and convert to a date object | |
| 8 | Add game button would not open a modal | 2 | Edited state so it set properly on button click | |
| 9 | Usernames were not being added to the leaderboard | 2 | Database was updated to properly add a username to the database | |
| 10 | Front end was not getting server messages if there was an error | 2 | Made the backend return custom status codes | |
| 11 | Multiple users could create accounts with the same username | 2 | Changed the user field to be a unique key | |
| 12 | Users could join the same game multiple times | 1 | Added a check to ensure user is not already in the game | |

| Regression Testing | | | | |
|--------------------|--|----------|--|--|
| Date | 09/24/2018 | | | |
| Author | Jeremy Putnam - Riley Robertson - Jake Koontz | | | |
| # | Description | Severity | How Corrected | |
| 1 | Games settings weren't updating from databases | 2 | Fixed database call to associate data correctly | |
| 2 | The front end was not getting database information after updating promises. | 1 | Fixed API logic to correctly return data | |
| 3 | Game code would sometimes appear and crash the program when a user is not the leader | 1 | Added null checks | |
| 4 | Added in the edit button, was displaying to all users | 2 | Made it to where only leader could see the edit button | |
| 5 | User would have a separate IDs from Mongodb and Firebase. | 2 | Overwrote the Mongodb ID with the Firebase ID | |
| 6 | User could pick end date before start date | 1 | Made a check to make sure end date was after start date | |
| 7 | Game codes could be duplicated and cause no game to load | 1 | Added a database check to look for duplicate game codes | |
| 8 | User could enter in a negative trade limit | 1 | Made it to where trade limit has to be at least 0 | |
| 9 | User could enter in a negative starting value | 1 | Made it to where the starting amount has to be at least 1 dollar | |

Updated Backlog

| Milestone | Tasks | | |
|-----------|--|-------|-----------------------|
| | | | |
| # | As a user | Hours | Planned Status |
| 1.01 | As a user, I would like to be able to create an account | 7 | Completed in Sprint 1 |
| 1.02 | As a user, I would like to be able to login into my account | 7 | Completed in Sprint 1 |
| | As an Investor | | |
| 1.03 | As an investor, I would like to have my portfolio performance on my home page | 22 | Completed in Sprint 1 |
| 1.04 | As an investor, I would like to have a list of my currently owned stocks and current prices | 15 | Sprint 2 |
| 1.05 | As an investor, I would like to have a list of my stock watchlist and current prices | 15 | Sprint 2 |
| 1.06 | As an investor, I would like to be able to sort and filter stocks on any stock pages (watchlist/owned list/ search) | 20 | Sprint 2 |
| 1.07 | As an investor, I would like to be able to search for new stock tickers | 20 | Completed in Sprint 1 |
| 1.08 | As an investor, I would like to be able to add a stock to my watchlist | 12 | Sprint 2 |
| 1.09 | As an investor, I would like to be able to view a stock page that has data on historical performance and market data for the current day | 25 | Completed in Sprint 1 |
| 1.10 | As an investor, I would like to be able to buy a specified quantity of the stock I am currently on | 18 | Sprint 2 |
| 1.11 | As an investor, I would like to be able to sell a specified quantity of the stock that I currently own | 18 | Sprint 2 |
| 1.12 | As an investor, I would like to be able to see a leaderboard with the portfolio values of everyone in the game | 12 | Completed in Sprint 1 |
| 1.13 | As an investor, I would like to be able to click on a user on the leaderboard and see a graph of their portfolio's value | 15 | Sprint 2 |
| | As a Game Creator | | |
| 1.14 | As a game creator, I would like to be able to start a game lobby and specify the game rules | 10 | Completed in Sprint 1 |

| 1.15 | As a game creator, I would like to be able to change the rules of a game which is already created before it starts | 12 | Completed in Sprint 1 |
|------|--|----|-----------------------|
| 1.16 | As a game creator, I would like to be able to invite other users to join the game | 12 | Completed in Sprint 1 |