# Test cases robodance (focus on manual QA)

**FOR THE REGRESSION, EVERY [AUTOMATED] CASE SHOULD BE INCLUDED AS THEY COVER THE TEST MOST USERS WILL ENCOUNTER**

**We could use an excel for every area described on this document that have all the test cases with the correct steps to replicate and all the expected results for each step and test, and the upload this files/results in TFS before every release just to make sure everything is already tested and ready to go**

**I have attached some examples of this kind of format in some excel files, in the file exist this nomenclature:**

**TestArea-Build.xlsx**

**So for example, file Message2.1.1234 will provide information on all the test done in the “messages” area in build 2.1.1234**

**UI Related:**

Interface in mobile screens is **broken** (leaderboard and dance offs) [front end issue]

**Team name related:**

1. You cannot create a team without a name**[AUTOMATED]-**
2. You should be able to create a team with a name **[AUTOMATED]-**
3. Minimum name for teams is 6 letters **[AUTOMATED]-**
4. Name has no limit of characters and can accept every kind of character, alphanumeric and special ones (check if there should be a limit for this one)
5. The name should match what you write for each team **[AUTOMATED]-**
6. Both teams can be named exactly the same (check if this is okay)
7. you can create a team name using 6 spaces and no characters at all **[BUG]**

**Message Related:**

1. After all the dances, a clear winner message should appear on the wining team (in my consideration) [for testing purposes and player competition]
2. selectRobotsMessage should be updated with every dance off (first, second, third) **[AUTOMATED]-**
3. A winner and a loser should appear always after a dance **[AUTOMATED] -**
4. If you click select for battle, it should change to “selected for battle” **[AUTOMATED] -**
5. In every page the “welcome to the robot dance-offs!” should appear**[AUTOMATED]-**

**Dance off Related:**

1. You need to select 2 robots from different teams to start a dance, if not, start button should not appear **[AUTOMATED]-**
2. every robot should be able to dance off with every other robot in the opposing team (example 1 vs 6, 1 vs 7…1vs10/ 2vs6, 2vs 7… 5vs10) **[AUTOMATED] -**
3. **If both teams are the same**, all the dance offs are broken, because of this, after all 5 dance the check leaderboard button appears but there are no winners **[BUG]**
4. **If both team are the same**, you will have both teams identical, so you will encounter this issue  
   if team1.id1 dances with team2.id1, both will win, and if you put team1.id2 vs team2.id4 and id2 wins, then on both teams id 2 is placed as a winner and in both teams id4 is placed as a loser **[BUG]**

**Teams Related:**

1. Both teams experience should be less or equal than 50 (sum of every robot experience) **[AUTOMATED]-**
2. only one “selected for battle” should be possible for every team **[AUTOMATED]-**
3. Teams should be different and have unique robots (see attached screen if you click the second team first on create team) **[BUG]**
4. Clicked on the second team instead of the first one, nothing happens until I click the first one (see previous screenshot) **[BUG]**

**Leaderboard Related:**

1. THERE IS NO BUTTON TO GET OUT OF THE LEADERBOARD
2. After you run 5 dances, you are able to see the leaderboard**[AUTOMATED]-**
3. In the leaderboard, in the left is the winner and on the right the loser, and on far right the winner details should appear **[AUTOMATED]**
4. After every dance off the winners should appear on leaderboard from last to first **[AUTOMATED]**
5. **the far left winner should match the far right “final” winner [AUTOMATED] (method already created) -**

**Basic Regression steps to:**

Start the application [run the whole end to end as expected]

* Click on start competition
  + The competition page should appear
* Enter the names for both teams (at least 6 characters) and click on Create Team
  + The 2 teams should be created with the name you entered and 5 different robots, the whole experience of the team should not surpass 50 points
* Select one robot of each team and click on “Dance!”, repeat 4 more times
  + After all the 5 dance offs are completed, you should be able to see the “check the leaderboard” button on top and bottom
* Click Check the Leaderboard and review the saved result of your last competition!!
  + The results should match from last to first

# Automation notes (focus on automation)

I decided to use Selenium/Java with TestNG to automate all the UI testing, this was because im actually more familiar with it but after reviewing how the application works and what I could be testing I would like to include API automation like Postman or even use Cypress and mock some calls from the backend to see how the site behaves like when for some reason a robot “out of order” as true appears on the team or the total team experience exceeds 50.

Respect to code, there are a few values that were kind of difficult to get like the Experience level, for that I needed to bring the whole details of the robot and split the information to get only the Int value associated with the experience, I think there needs to be at least more ways to get into that info from the frontend like id=”experiencePoints” or adding a tag to be able to be located with xpath/cssSelector

I believe that the tool/framework/technology used to automate future tests would be in function on what we actually want to validate, if we want to validate that the API is replying always the correct data, then working with postman scripts would be the way to go, instead, if you need to test UI Selenium could be an excellent tool for this application in particular.

I developed all the cases I mention should be added in the automation script, so I’m also including that as my source code.