Test Plan and Results

Overall Test Plan

Our testing is focused on user interactions with the various visualizations and UI elements of the Single Player View. This will involve functional testing of things like loading, selecting, and filtering data in a variety of orders to ensure expected behavior.

Test Case Descriptions

SE1.1	**Static Web Element Test 1**
SE1.2	This test will test that single value statistics render correctly on page load.
SE1.3	We will test this by opening the dashboard on various browsers and making sure that single value statistics match expected results.
SE1.4	Inputs: User, Browser of choice
SE1.5	Outputs: Loaded Element
SE1.6	Normal Test
SE1.7	Blackbox Test
SE1.8	Functional Test
SE1.9	Unit Test
SE1.10	Results: Element loads correctly

SE2.1	**Static Web Element Test 2**
SE2.2	This test will test that line charts render correctly on page load.
SE2.3	We will test this by opening the dashboard on various browsers and making sure that all three line charts correctly render the default statistics
SE2.4	Inputs: User, Browser of choice
SE2.5	Outputs: Loaded Elements
SE2.6	Normal Test
SE2.7	Blackbox Test
SE2.8	Functional Test
SE2.9	Unit Test
SE2.10	Results: Elements load correctly

SE3.1   **Static Web Element Test 3**
SE3.2   This test will test that map view renders correctly on page load.
SE3.3   We will test this by opening the dashboard on various browsers and making sure that the map view displays the first life for the default selected player.
SE3.4   Inputs: User, Browser of choice
SE3.5   Outputs: Loaded Element
SE3.6   Normal Test
SE3.7   Blackbox Test
SE3.8   Functional Test
SE3.9   Unit Test
SE3.10   Results: Element loads correctly

SE4.1   **Static Web Element Test 4**
SE4.2   This test will test that timeline renders correctly on page load.
SE4.3   We will test this by opening the dashboard on various browsers and making sure that the timeline displays the correct info for the default selected player.
SE4.4   Inputs: User, Browser of choice
SE4.5   Outputs: Loaded Element
SE4.6   Normal Test
SE4.7   Blackbox Test
SE4.8   Functional Test
SE4.9   Unit Test
SE4.10   Results: Element loads correctly

SE5.1   **Static Web Element Test 5**
SE5.2   This test will test that page layout elements render correctly on page load.
SE5.3   We will test this by opening the dashboard on various browsers and making sure that the header, selection boxes, and other layout elements render correctly.
SE5.4   Inputs: User, Browser of choice
SE5.5   Outputs: Loaded page
SE5.6   Normal Test
SE5.7   Blackbox Test
SE5.8   Functional Test
SE5.9   Unit Test
SE5.10   Results: Page loads correctly

UI1.1   **User Interaction Test 1**

UI1.2   This test will test that single value statistics update correctly on player change.

UI1.3   We will test this by loading the page on various browsers, then clicking the player selection dropdown element and selecting a different player, ensuring that the single value statistics all update based on the new selection.

UI1.4   Inputs: User, browser of choice

UI1.5   Outputs: Updated Element

UI1.6   Normal case

UI1.7   Blackbox test

UI1.8   Functional test

UI1.9   Integration Test

UI1.10   Results: Single value statistics update correctly

UI2.1   **User Interaction Test 2**

UI2.2   This test will test that line charts update correctly on player change.

UI2.3   We will test this by loading the page on various browsers, then clicking the player selection dropdown element and selecting a different player, ensuring that all the line charts update based on the new selection including changing line color appropriately.

UI2.4   Inputs: User, browser of choice

UI2.5   Outputs: Updated Element

UI2.6   Normal case

UI2.7   Blackbox test

UI2.8   Functional test

UI2.9   Integration Test

UI2.10   Results: Line charts update correctly

UI3.1   **User Interaction Test 3**

UI3.2   This test will test that map view updates correctly on player change.

UI3.3   We will test this by loading the page on various browsers, then clicking the player selection dropdown element and selecting a different player, ensuring that the map view updates based on the new selection including changing line color appropriately.

UI3.4   Inputs: User, browser of choice

UI3.5   Outputs: Updated Element

UI3.6   Normal case

UI3.7   Blackbox test

UI3.8   Functional test

UI3.9   Integration Test

UI3.10   Results: Map view updates correctly

UI4.1　　　　**User Interaction Test 4**

UI4.2　　　　This test will test that timeline updates correctly on player change.

UI4.3　　　　We will test this by loading the page on various browsers, then clicking the player selection dropdown element and selecting a different player, ensuring that the timeline updates based on the new selection by showing appropriate death and final blow markers as well as lines at the start and end of each life.

UI4.4　　　　Inputs: User, browser of choice

UI4.5　　　　Outputs: Updated Element

UI4.6　　　　Normal case

UI4.7　　　　Blackbox test

UI4.8　　　　Functional test

UI4.9　　　　Integration Test

UI4.10　　　Results: Timeline element updates correctly for player selected

UI5.1　　　　**User Interaction Test 5**

UI5.2　　　　This test will test that hovering over line charts changes the position of elements on the map view.

UI5.3　　　　We will test this by loading the page on various browsers, then dragging the mouse to various points in time on one of the line charts to ensure that player positions update on the map view based on the time position of the mouse.

UI5.4　　　　Inputs: User, browser of choice

UI5.5　　　　Outputs: Updated Element

UI5.6　　　　Normal case

UI5.7　　　　Blackbox test

UI5.8　　　　Functional test

UI5.9　　　　Integration Test

UI5.10　　　Results: Positions of players from the hovered time stamp are displayed on the map view.

UI6.1　　　　**User Interaction Test 6**

UI6.2　　　　This test will test that clicking on line charts updates point of interest.

UI6.3　　　　We will test this by loading the page on various browsers, then clicking the mouse on various points in time on one of the line charts to ensure that the detailed information display updates with the corresponding timestamp and data points for each line chart.

UI6.4　　　　Inputs: User, browser of choice

UI6.5　　　　Outputs: Updated Element

UI6.6　　　　Normal case

UI6.7　　　　Blackbox test

UI6.8　　　　Functional test

UI6.9　　　　Integration Test

UI6.10　　　Results: Point of interest added to line charts and corresponding info box is populated with correct information.

UI7.1   **User Interaction Test 7**
UI7.2   This test will test that double clicking on line charts removes point of interest.
UI7.3   We will test this by loading the page on various browsers, then quickly clicking the mouse twice anywhere on one of the line charts to ensure that the detailed information display is cleared and the marked line is removed from all charts.
UI7.4   Inputs: User, browser of choice
UI7.5   Outputs: Updated Element
UI7.6   Normal case
UI7.7   Blackbox test
UI7.8   Functional test
UI7.9   Integration Test
UI7.10   Results: Point of interest removed from line charts and corresponding info box is cleared.

UI8.1   **User Interaction Test 8**
UI8.2   This test will test that clicking map view buttons updates the map view correctly.
UI8.3   We will test this by loading the page on various browsers and clicking the chevron buttons on the left and right of the map view, ensuring that the visualization changes to show the different lives of the player.
UI8.4   Inputs: User, browser of choice
UI8.5   Outputs: Updated Element
UI8.6   Normal case
UI8.7   Blackbox test
UI8.8   Functional test
UI8.9   Integration Test
UI8.10   Results: Element updates to correct life path

Test Case Matrix

Test	Abnormal/Normal	Blackbox/Whitebox	Functional/Performance	Unit/Integration
SE1	Normal	Black	Functional	Unit
SE2	Normal	Black	Functional	Unit
SE3	Normal	Black	Functional	Unit
SE4	Normal	Black	Functional	Unit
SE5	Normal	Black	Functional	Unit
SE6	Normal	Black	Functional	Unit
UI1	Normal	Black	Functional	Integration
UI2	Normal	Black	Functional	Integration
UI3	Normal	Black	Functional	Integration
UI4	Normal	Black	Functional	Integration
UI5	Normal	Black	Functional	Integration
UI6	Normal	Black	Functional	Integration
UI7	Normal	Black	Functional	Integration
UI8	Normal	Black	Functional	Integration