

Features to Test:

1) Registration/Login

- a) Use Case:
 - i) Users should be able to create a user account and login to the site.
 - ii) If a user account already exists the user should be notified.
- b) Test Data
 - i) Will create a random username @test.com with random password value.
(1) [username][password]
- c) Test Environment:
 - i) QA/Staging
- d) Test Results:
 - i) First registration should redirect to the home page of the logged in user.
 - ii) Attempting to register for a second time will send an error message.
 - iii) Login of existing user will redirect to home page.
 - iv) Login of a non-existent user will send an error message.
- e) Testers: User acceptance testers will be friends who attend CU Boulder and have experience using Steam

2) Game Search

- a) Use Case:
 - i) User should be able to browse popular steam games view various statistics about the games
(1) When users have connected their steam account, they should be able to view/browse their owned games and see statistics about themselves and other users who have linked their accounts with our platform
- b) Test Data:
 - i) Game names (and related info) stored in database
(1) CSGO
- c) Test Environment:
 - i) QA/Staging
- d) Test Results:
 - i) Should be able to search, filter, and browse games
- e) Testers: User acceptance testers will be friends who attend CU Boulder and have experience using Steam

3) Query Steam Account

- a) Use Case:
 - i) Users should be able to login and connect their steam accounts utilizing the steam APIs
(1) Once connected, users should be able to view their own personal profile and our systems should be able to display various data about their account
- b) Test Data:

- i) Predetermined steam ID (to ensure that everything is being parsed correctly)
 - (1) SteamID: 76561198092979132
- c) Test Environment:
 - i) QA/Staging
- d) Test Results:
 - i) Cross check a predetermined user's steam ID with the ID that is returned by the query
- e) Testers: User acceptance testers will be friends who attend CU Boulder and have experience using Steam.

Made by Gustav (missed lab):

4) Leaderboard Rankings

- a) Use Case:
 - i) Users should be able to click on the games that they enjoy playing and see a leaderboard ranking page
 - (1) On this page, they should be able to compare their own and their friends, in real life or through steam, rankings on certain games so long as they are registered with our site.
 - ii) Users should be able to see a separate leaderboard for friends and global
- b) Test Data:
 - i) Connecting two steam accounts that play the same game to see if the records of those games can be viewed and compared within the rankings
 - (1) Test SteamID #1: 76561198092979132
 - (2) Test SteamID #2: 76561197960435530
- c) Test Environment:
 - i) QA/Staging
- d) Test Results:
 - i) Cross check that the statistics given on steam for each person's games to ensure that they match with what is showed on the website, and that the order is correct
- e) Testers: User acceptance testers will be friends who attend CU Boulder and commonly play the same games together using Steam.