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| Software Development Team |
| Let’s Quiz |
| UAT Test Report |

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| Michelle Vinall |

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# Introduction

The aim of this report is to report on the UAT tests conducted on the Let’s Quiz application for launch application, login, register, play game, submit question, check leader board, exception server, multiplayer, category, push notifications, voting and Facebook integration to show the fulfillment of the CCRD architecture and get team sign off for all tests. It also explains the number of tests and statistics for passed, failed, and first run fail rates.

# Test Reports

## Launch Application

### Report

Two tests were completed, these can be seen in detail on [the Launch App UAT test script](https://github.com/coldog86/Development-Project/blob/communal/UAT/Launch%20App%20UAT.docx), these tests plus accompanied screen shots show that the application launches as expected starting with display of the splash screen and that it then opens login / register screen. All of the launch application tests passed on first run, the application opened at the splash screen and progressed to the login/ register screen after the allotted time.

### Expected Results

* Splash screen should display Let’s Quiz for a few seconds then navigate to Login/Register choice screen
* Login screen should be displayed
* Register screen should be displayed

### Observed Results

* All tests passed as expected

### Analysis Tracking

#### Passed test cases percentage

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Launch Application-* *Launching a game* | Pass | Pass | N/A |
| *Launching a Game-* *Choose login or register* | Pass | Pass | N/A |
| *Total Passed tests* | 2 | 2 |  |
| *Failed tests* | 0 | 0 |  |
| *Tests passed percent* | 100% | 100% | 100% |
| Executed percentage of tests run | 100% | 100% |  |

## Register

### Report

Eight tests were conducted and can be seen in detail in the [Register Account UAT test scripts](https://github.com/coldog86/Development-Project/blob/communal/UAT/Register%20Account%20%20UATs.docx), with all running as expected. Tests checked that fields were editable, error messages occurred with incorrect input and that users can register or skip registration. All tests passed all fields were editable and errors displayed if fields were blank, or registration was skipped.

### Expected Results

* A user could enter data in each of the user input fields.
* In the event of incorrect data entry an error message was displayed to user
* The user could clear the error message
* With correct data inputted a user could register their account
* A user could skip the registration and continue as a Guest user

### Observed Results

* All tests passed as expected

### Analysis Tracking

#### Passed Test Cases Percentage

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Register –Check Editable Fields* | Pass | Pass | N/A |
| *Register-Blank Username* | Pass | Pass | N/A |
| *Register-Blank Email* | Pass | Pass | N/A |
| *Register-Blank Password* | Pass | Pass | N/A |
| *Register-Blank Confirm Pasword* | Pass | Pass | N/A |
| *Register-Passwords Match* | Fail | Pass | N/A |
| *Register-Submital* | Pass | Pass | N/A |
| *Register-Skip Registration* | Pass | Pass | N/A |
| *Total Passed tests* | 8 | 8 |  |
| *Failed tests* | 0 | 0 |  |
| *Tests passed percent* | 100% | 100% | 100% |
| Executed percentage of tests run | 100% | 100% |  |

## Login

### Report

Seven tests were conducted and can be seen in detail in the [Login UAT test scripts](https://github.com/coldog86/Development-Project/blob/communal/UAT/Login%20UATs.docx), with all running as expected. Tests checked that fields were editable, error messages occurred with incorrect input, that users can login or skip login.. All tests showed that the fields were editable, and that error messages displayed when fields were blank, or login was skipped.

* + 1. **Expected Results**
* A user could enter data in each of the user input fields.
* In the event of incorrect data entry an error message was displayed to user
* The user could clear the error message
* With correct data inputted a user could login their account
* A user could skip login and continue as a Guest user

### Observed Results

* All tests passed as expected

### Analysis Tracking

#### Passed test cases percentage

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Login-Check Editable Fields* | Pass | Pass | N/A |
| *Login-Blank Username* | Pass | Pass | N/A |
| *Login-Blank Password* | Pass | Pass | N/A |
| *Login- Submittal* | Pass | Pass | N/A |
| *Login-Skip Login* | Pass | Pass | N/A |
| *Log Out* | Pass | Pass | N/A |
| *Login-When user opens app and is already logged in* | Pass | Pass | N/A |
| *Passed tests* | 7 | 7 |  |
| *Failed tests* | 0 | 0 |  |
| *Tests passed* | 100% | 100% | 100% |
| Executed percentage of tests run | 100% | 100% |  |

## Play Game

### Report

Seven tests were conducted and can be seen in the [Play Game UAT test scripts](https://github.com/coldog86/Development-Project/blob/communal/UAT/Play%20game%20UAT.docx), with seven running as expected. Tests checked that users can play a game by answering questions, that a round ended when time ran out, correct answers turned green and added 10 to users score also that wrong answers turned red and subtracted 5 points from the users score and that their score added and subtracted correctly. All the tests in play game ran expected with the user able to answer the question with a correct answer showing green, an incorrect answer showing red and the correct score of ten for correct and 5 for incorrect being added and/or subtracted, it also showed that the timer an down and when it ran out the round ended and final score was shown. They also show that on first run the score did not submit and on second run

* + 1. **Expected Results**
* A user could play a game while registered or as a guest
* A user can answer questions
* The application shows correct colours green and red for correct or incorrect answers
* The application adds and subtracts score accordingly 10 for a correct answer and 5 for an incorrect answer
* The application timer runs out and stops round
* That the users score can be submitted to database

### Observed Results

* First run score was not submitted to database
* All other tests passed as expected

### Analysis Tracking

#### Passed test cases percentage

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Play Game-Play new game registered user* | Pass | Pass | N/A |
| *Play Game-Continue a game* | Pass | Pass | N/A |
| *Play Game-Play new game guest* | Pass | Pass | N/A |
| *Play game-Answer question* | Pass | Pass | N/A |
| *Answer question- Correct answer* | Pass | Pass | N/A |
| *Answer question- Incorrect answer* | Pass | Pass | N/A |
| *Play round-Timer stops round* | Pass | Pass | N/A |
| *Play round-Submit score* | Fail |  |  |
| *Passed tests* | 7 |  |  |
| *Failed tests* | 1 |  |  |
| *Tests passed* | 67. 5% |  | 100% |
| *Executed percentage of tests run* | 100% | 100% |  |

## Submit Question

### Report

Three tests were conducted and can be seen in the [Submit question UAT test scripts,](https://github.com/coldog86/Development-Project/blob/communal/UAT/Submit%20question%20UATs.docx) with two running as expected and one failing on first run. Tests checked that users can play a Submit questions that fields are editable and Error messages display when necessary.

### Analysis Tracking

#### Expected Results

* A user could enter data in each of the user input fields.
* In the event of incorrect data entry an error message was displayed to user
* That a user can submit a question to the database

#### Observed Results

* First run of submit new question failed, the question was not saved to the database
* All other tests passed as expected

#### Passed test cases percentage

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Submit Question-Check Editable Fields* | Pass | Pass | N/A |
| *Submit New Question* | Fail |  |  |
| *Submit Question-Check Errors Display* | Pass | Pass | N/A |
| *Passed tests* | 2 |  |  |
| *Failed tests* | 1 |  |  |
| *Tests passed* | 66.7% |  | 100% |
| *Executed percentage of tests run* | 100% | 100% |  |

## Check Leader Board

### Report

Three tests were run as can be seen by test script and screenshots seen in [Check Leader board UATs.](https://github.com/coldog86/Development-Project/blob/communal/UAT/Check%20Leader%20board%20UATS.docx) This test ran as expected and showed that the leader board button opened the leader board screen and that the ten top scores, the top ten questions and the top 10 most correct were viewable.

### Analysis Tracking

#### Expected Results

* That all three tabs top 10 scores, top 10 questions and top 10most correct will show the top 10 in that category

#### Observed Results

* All tests passed as expected

#### Passed test cases percentage

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Check Leader Board* | Pass | Pass | N/A |
| *Passed tests* | 1 | 1 |  |
| *Failed tests* | 0 | 0 |  |
| *Tests passed* | 100% | 100% | 100% |
| *Executed percentage of tests run* | 100% | 100% |  |

## Exception Server Error

### Report

One test was run as can be seen by test script and screenshots seen in [Exception Server UATS](https://github.com/coldog86/Development-Project/blob/communal/UAT/Exception%20Server%20UAT.docx) tests scripts. This test failed on first run with the splash screen jamming.

### **Analysis Tracking**

#### ***Expected Results***

* That a warning will be displayed asking the if user wishes to try and reconnect as the server could not be reached on first time

#### Observed Results

• All tests passed as expected

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Exception-Server Error* | Pass | Pass | N/A |
| *Passed tests* | 0 |  |  |
| *Failed tests* | 0 |  |  |
| *Tests passed* | 0% |  |  |
| *Executed percentage of tests run* | 100% |  |  |

## Multiplayer

### Report

Seven tests were conducted and can be seen in detail in the [Multiplayer UAT test scripts](https://github.com/coldog86/Development-Project/blob/communal/UAT/Multiplayer%20UATs.docx). Tests checked that a multiplayer game is playable, that the UI updates to show correct turn, round and status, that more than one open game is playable and that all data is stored the database.

### **Analysis Tracking**

#### ***Expected Results***

* That a multiplayer game can be played through to the end
* That game round and status are updated and shown in the UI
* That turn status is shown correctly in the UI
* That it is possible to have and play multiple open games
* That the database updates and stores all data correctly

#### Observed Results

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Play Game-Multiplayer Playing* |  |  |  |
| *Database Storage-multiplayer* |  |  |  |
| *Turn status* |  |  |  |
| *Round and game status* |  |  |  |
| *Database Storage-multiplayer* |  |  |  |
| *Play and Open Multiple Games* |  |  |  |
| *Database Storage-multiplayer* |  |  |  |
| *Passed tests* |  |  |  |
| *Failed tests* |  |  |  |
| *Tests passed* |  |  |  |
| *Executed percentage of tests run* |  |  |  |

## Category

### Report

Two tests were conducted and can be seen in detail in the [Category UAT test scripts](https://github.com/coldog86/Development-Project/blob/communal/UAT/Catorgory%20UATs.docx). Tests checked that a player can choose a category in a new game or is given the current category in an open game.

### **Analysis Tracking**

#### ***Expected Results***

* A user can select a category in a new game
* A user is shown a previously selected category in an open game

#### Observed Results

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Choose a Category-New game* |  |  |  |
| *Choose a Category-continue game* |  |  |  |
| *Passed tests* |  |  |  |
| *Failed tests* |  |  |  |
| *Tests passed* |  |  |  |
| *Executed percentage of tests run* |  |  |  |

## Push Notifications

### Report

Two tests were conducted and can be seen in detail in the [Push Notification UAT test scripts](https://github.com/coldog86/Development-Project/blob/communal/UAT/Push%20Notification%20UATs.docx). Tests checked that a player receives pus notifications when it’s their turn.

### **Analysis Tracking**

#### ***Expected Results***

* That a both users receive notification of their turns

#### Observed Results

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Notification of turn round two* |  |  |  |
| *Notification of turn throughout* |  |  |  |
| *Passed tests* |  |  |  |
| *Failed tests* |  |  |  |
| *Tests passed* |  |  |  |
| *Executed percentage of tests run* |  |  |  |

## Voting

### Report

Three tests were conducted and can be seen in detail in the [Voting UAT test scripts](https://github.com/coldog86/Development-Project/blob/communal/UAT/Voting%20UATs.docx). Tests checked that a player can vote on a question and that their vote is stored correctly in the database.

### **Analysis Tracking**

#### ***Expected Results***

* That a user can vote either to like or dislike a question
* That the database will receive and store the users vote correctly

#### Observed Results

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Voting-like a question* |  |  |  |
| *Voting-dislike a question* |  |  |  |
| *Voting database storage* |  |  |  |
| *Passed tests* |  |  |  |
| *Failed tests* |  |  |  |
| *Tests passed* |  |  |  |
| *Executed percentage of tests run* |  |  |  |

## Facebook Integration

### Report

Three tests were conducted and can be seen in the [Facebook Integration UAT test scripts](https://github.com/coldog86/Development-Project/blob/communal/UAT/Facebook%20UATs.docx), with all running as expected. Tests checked that users can login with Facebook and share to Facebook. All of the Facebook Integration tests passed on first run, the application allowed users to log in via and share on Facebook.

### **Analysis Tracking**

#### ***Expected Results***

* That a user can login using Facebook
* That a user can share to Facebook

#### Observed Results

* All tests passed as expected

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Facebook Login-Not logged in to Facebook on the users device* | Pass | Pass | N/A |
| *Facebook Login-Logged in to Facebook on the users device* | Pass | Pass | N/A |
| *Facebook Login-Data base* | Pass | Pass | N/A |
| *Facebook Login-Share Game* | Pass | Pass | N/A |
| *Passed tests* | 4 | 4 |  |
| *Failed tests* | 0 | 0 |  |
| *Tests passed* | 100% | 100% |  |
| *Executed percentage of tests run* | 100% | 100% |  |

# Over All

On completion of all tests we found that the CCRD architecture of the game ran as it was supposed to, the game is playable in multiplayer as well as single mode, the user can register, login to a Let’s Quiz account or via Facebook, skip either of these as well as submit their score, vote for questions, select a category and answer questions and check the global leader board to show top 10 scores, top 10 questions and most correct answered. We also saw that all exceptions displayed error messages alerting the users to the problem. All necessary submissions to the data base submitted and saved as was expected and stayed persistent throughout play.

# Sign Off

|  |  |
| --- | --- |
| Name | Yes or No |
| Aaron Peachey |  |
| Charnes Nell |  |
| Collin Mckeahnie |  |
| Michelle Vinall | Yes |