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

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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 and check leader board 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 fixed percentages, the average time to repair defects 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, 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

Nine tests were conducted and can be seen in detail in the Register Account UAT test scripts, with seven running as expected and two failing on first run but passing after implementation was redone. Tests checked that fields were editable, error messages occurred with incorrect input and that users can register or skip registration. During the first run of the register tests two tests failed. One fail was when the passwords did not match it still logged the user in whereas it should have displayed an error saying that the passwords did not match. The second failed when testing that if you skip registration it did not change the name from username placeholder to guest as was expected. All other tests passed all fields were editable and errors displayed if fields were blank, or registration was skipped. On second run the two above tests that failed passed and worked as expected, the error passwords must match was displayed and the username placeholder changed to guest.

### 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

* First run of test for Register-Passwords Match failed to detect user passwords did not match
* First run of test for Register-Skip Registration failed to change the username placeholder text to ‘Guest’ and restrict options
* All other 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 | Yes |
| *Register-Submital* | Pass | Pass | N/A |
| *Register-Skip Registration* | Fail | Pass | Yes |
| *Total Passed tests* | 7 | 9 |  |
| *Failed tests* | 2 | 0 |  |
| *Tests passed percent* | 77.78% | 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, with six running as expected and one failing on first run but passing after implementation was redone. Tests checked that fields were editable, error messages occurred with incorrect input, that users can login or skip login. The only test that failed was when login was skipped it should have reduced options on menu page and the username placeholder should have changed from username to guest these did not happen. All other tests showed that the fields were editable, and that error messages displayed when fields were blank, or login was skipped. On second run through the one failed test correctly displayed fewer options and changed to guest.

* + 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

* First run of test Login-Skip Login failed to change the username placeholder text to ‘Guest’ and restrict options
* All other 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* | Fail | Pass | Yes |
| *Log Out* | Pass | Pass | N/A |
| *Login-When user opens app and is already logged in* | Pass | Pass | N/A |
| *Passed tests* | 6 | 7 |  |
| *Failed tests* | 1 | 0 |  |
| *Tests passed* | 85.71% | 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, 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 the score was submitted when submit score was pressed.

* + 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

* All 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-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* | Pass | Pass | N/A |
| *Passed tests* | 7 | 7 |  |
| *Failed tests* | 0 | 0 |  |
| *Tests passed* | 100% | 100% | 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, with three running as expected. 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

* All 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 Question* | Pass | Pass | N/A |
| *Submit Question-Check Errors Display* | Pass | Pass | N/A |
| *Passed tests* | 3 | 3 |  |
| *Failed tests* | 0 | 0 |  |
| *Tests passed* | 100% | 100% | 100% |
| *Executed percentage of tests run* | 100% | 100% |  |

## Check Leader Board

### Report

One test was run as can be seen by test script and screenshots seen in Check Leader board UATs. This test ran as expected and showed that the leader board button opened the leader board screen and that the ten top scores were viewable.

### 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

#### 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. This test ran as expected and showed that an error was displayed when the application could not reach the server.

### **Analysis Tracking**

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

• A user can check the leader board

#### Observed Results

• All tests passed as expected

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Exception-Server Error* | Pass | Pass | N/A |
| *Passed tests* | 1 | 1 |  |
| *Failed tests* | 0 | 0 |  |
| *Tests passed* | 100% | 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 single mode, the user can register, login, skip either of these as well as submit their score and answer questions and check the global leader board. 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 |  |