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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. The other test shows that the application buttons for register and login act as expected and open their corresponding screens. 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.

### Analysis Tracking

#### Passed test cases percentage

|  |  |
| --- | --- |
|  |  |
| *Number of tests* | 2 |
| *Passed tests* | 2 |
| *Failed tests* | 0 |
| *Tests passed* | 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

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

### Observed Results

* First run of Test 1 failed to detect user passwords did not match
* First run of Test 2 failed to change the username placeholder text to ‘Guest’
* All other tests passed as expected

### Analysis Tracking

#### Passed test cases percentage

|  |  |
| --- | --- |
|  |  |
| *Number of tests* | 9 |
| *Passed tests* | 7 first run, 9 second run |
| *Failed tests* | 2 first run, 0 second run |
| *Tests passed* | 77.78 % first run, 100% passed second run |
| Executed percentage of tests run | 100% |

## 

|  |  |  |  |
| --- | --- | --- | --- |
| Name | First Run | Second Run | Defect Fixed |
| *Regester test 1* | Fail | Pass | Yes |
| *Regester test 2* | Fail | Pass | Yes |
| *Regester test 3* | Pass | Pass | N/A |
| *Regester test 4* | Pass | Pass | N/A |
| *Regester test 5* | Pass | Pass | N/A |
| *Regester test 6* | Pass | Pass | N/A |
| *Regester test 7* | Pass | Pass | N/A |
| *Regester test 9* | Pass | Pass | N/A |
| *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.

### Analysis Tracking

#### Passed test cases percentage

|  |  |
| --- | --- |
|  |  |
| *Number of tests* | 7 |
| *Passed tests* | 6 first run, 7 second run |
| *Failed tests* | 1 first run, 0 second run |
| *Tests passed* | 85.71 % first run, 100% passed second run |
| Executed percentage of tests run | 100% |

## Play Game

### Report

Six tests were conducted and can be seen in the Play Game UAT test scripts, with six 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, a 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.

### Analysis Tracking

#### Passed test cases percentage

|  |  |
| --- | --- |
|  |  |
| *Number of tests* | 6 |
| *Passed tests* | 6 |
| *Failed tests* | 0 |
| *Tests passed* | 100% |
| *Executed percentage of tests run* | 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

#### Passed test cases percentage

|  |  |
| --- | --- |
|  |  |
| *Number of tests* | 3 |
| *Passed tests* | 3 |
| *Failed tests* | 0 |
| *Tests passed* | 100% |
| *Executed percentage of tests run* | 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

#### Passed test cases percentage

|  |  |
| --- | --- |
|  |  |
| *Number of tests* | 1 |
| *Passed tests* | 1 |
| *Failed tests* | 0 |
| *Tests passed* | 100% |
| *Executed percentage of tests run* | 100% |

# Over All

#### Passed test cases percentage

|  |  |
| --- | --- |
|  |  |
| *Number of tests* | 28 |
| *Passed tests* | 25 |
| *Failed tests* | 3 |
| *Tests passed* | 82.29% |

#### Failed test cases percentage

10.71%

#### Fixed Defects percentage

100%

#### Average time to repair defects

3hrs

#### First run fail rate

10.71%

#### Number of tests run during time

31

#### Executed percentage of tests run

100%

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. 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 |  |