

Software Engineering Group Project AUM Group Test Specification Document

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1. INTRODUCTION

1.1 PURPOSE OF THIS DOCUMENT

The purpose of the document is to provide the test specification requirement for the game. It identifies the user input, expected output and pass criteria for each test.

1.2 SCOPE

This document specifies the test requirement for the JoggleCube game. It indicates the main tests to be carried out.

This document should be read by all the project members. It is assumed that the reader is familiar with the QA plan and QA test procedure standard.

1.3 OBJECTIVES

The objective of this document is to provide test specifications to project members, so as to verify all the functional requirements are met all according to the requirement specification document.

The objective of this document is to both carry the template and explain a little of how it works.

2. TEST SPECIFICATION

Test Ref	Req being tested	Test content	Input	Output	Pass Criteria
SE-F-001	FR1	Check that the main page appears when the user presses "New Game"	Press the "New Game" button on the landing page	The main page containing the game should appear	The game loads successfully
SE-F-002	FR2	Check that a new 3x3 grid of letters is generated when the user chooses a new game	User selects "New Game"	A 3x3x3 grid of random letters should appear in the main page	The number of time a particular letter appears does not exceed the population amount
SE-F-003	FR2	Check that a letter cannot be re-selected	User selects or types the letter	The word should contain only the letters selected as they appear in the grid	A particular letter in the word can appear less or equal to the amount of times it appears in the grid
SE-F-004	FR3	Check that the user can select a previously generated grid of letters	User selects the grid of his choice	The grid should be generated along with the scores and names of players who have previously played his particular grid	The current user can play with this grid
SE-F-005	FR4	Check that the timer starts correctly when the user starts the game	User starts a new game or a previously played one	The main game page should appear, and the countdown starts immediately	The user cannot make further input when the countdown is over and his/her score is noted

SE-F-006	FR5	Check that the user can save a game, start a new one or load a previously played one after he/she has completed the game	User completes a game	The game should provide the choice of saving the game just played and/or start a new or previously played one	If the score for this particular game is among the ten highest, it is noted in the high score table along with the name of the user
SE-F-007	FR6	Check that the user can save a new grid	User completes the new game	The game prompts the user to enter his/her name and a file name to save the game	The grid, name and score of the user is saved on the same file
SE-F-008	FR6	Check that the user can type the file name to save a new game	User enters the file name	The game returns to the start menu	The file name is stored and can be accessed from the menu
SE-F009	FR6	Check that a file name does not contain special characters	Special character is used for a file name	An error message is displayed informing the user that no special characters are allowed	No file name should contain any special characters
SE-F-010	FR6	Check that the user's name and score is saved if he/she plays a loaded grid	User completes a loaded game	The game prompts the user to enter his/her name	The name and score of the user is saved in the same file as the loaded game, in an order of highest to lowest score
SE-F-011	FR7	Check that the game displays 3 grids of 9 nine letters	User starts a new or loaded game	The main page is displayed	The game appears to the user as 3 groups of 3x3 grids, containing 27 letters
SE-F-012	FR7	Check that the user can change the view of the cube	User changes the view	The grids position is changed	The user can change his/her view of the grids according to his/her position
SE-F-013	FR8	Check that the user can type a word	User types a word and presses the "Add word" button	The word appears in the word list	The game accepts a word that the user types
SE-F14	FR8	Check that the user can select letters from the grid	User selects the letters and presses "Add word"	The word appears in the list	The letters selected are highlighted
SE-F-015	FR8	Check if the word entered is legal	Word appears on the list	The score of this word appears next to it	The game check that the word entered is legal and then calculates its score
SE-F-016	FR8	Check if the word entered is illegal	An illegal word is input	An error message appears informing the user that the word does not exist	The game checks if this word does not appear in the dictionary and gives it a score of 0
SE-F-017	FR9	Check that an error message is displayed if no word is entered and the "Add	No word is input and the "Add word" button is pressed	A message appears, prompting the user to enter a word	The error message displays correctly

		word” button is pressed			
SE-F-018	FR9	Check that the word the user enters/selects are adjacent to one another in the proper order	User enters/selects letters that are adjacent	The word appears in the list	The word made should only contain letters that are adjacent to one another
SE-F-019	FR9	Check that once a letter is selected for a word, it cannot be selected twice for that same word	Letters are selected only once	The word appears in the list	The game should prevent the user from selecting/entering a letter twice for the same word
SE-F-020	FR9	Check that once a letter is selected for a word, it cannot be selected twice for that same word	A letter is selected twice for same word	The letter cannot be selected	The game prevents the letter from being selected twice
SE-F-021	FR9	Check that a particular word cannot be submitted twice	A word is submitted for second time	The game displays an error message, mentioning that this has already been submitted before	The game does not allow two similar word from being submitted twice, even if it can be composed in several ways
SE-F-22	FR10	Check the score for one word is calculated properly	A legal word is submitted	The calculated score for this word appears next to it	The score of the word is the square of the scrabble score for that word
SE-F-023	FR11	Check that the total score is calculated properly	The user completes a game	The total score appears	The total score is the sum of the scores for each legal word the user has submitted

REFERENCES

- [1] Software Engineering Group Projects: General Documentation Standards. C. J. Price, N. W. Hardy, B.P. Tiddeman. SE.QA.03. 1.8 Release
- [2] Software Engineering Group Projects – JoggleCube Game Requirements Specifications. C. J. Price SE.QA.CSRs Version: 1.0
- [3] Software Engineering Group Projects – Test Procedure Standards. C. J. Price SE.QA.06 Version: 2.0

DOCUMENT HISTORY

<i>Version</i>	<i>CCF No.</i>	<i>Date</i>	<i>Changes made to document</i>	<i>Changed by</i>
1.1	N/A	2018-02-25	Updated the layout format	Jty
1.2	N/A	2018-03-07	Added the Test Specification	Mai15