Software Engineering Group Project

AUM Group

Test Specification Document

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# Introduction

## 1Purpose of this Document

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

## 1.2Scope

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.

## 1.3Objectives

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.

# 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 are 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 word” button is pressed | 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 |
| 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

| *Version* | *CCF No.* | *Date* | *Changes made to document* | *Changed by* |
| --- | --- | --- | --- | --- |
| 1.1 | N/A | 2018-02-25 | Update the layout of the document | jty |
| 1.2 | N/A | 2010-03-07 | Updated the test requirement specification | mai15 |
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