**Document initial test cases  
Team 2 - Gregory Barney - Quality Assurance**

**06MAY2018 Version 2**

# **Notes from latest QA:** Under the Pass/Fail column there will be *notes made in italic.*

# **Suggestions from QA:**

# ~~When picking Monsters from the Party there should be a confirm dialogue (such as “Send X into battle? – Cancel, OK”) followed by automatically moving the activity back to the Fight screen with the newly selected PackMon.~~ Implemented on 30APR2018

* ~~As of 30APR2018 Help is being implemented with relevant information~~ Implemented on 06MAY2018
* ~~PackDex is not updating/holds no infromation~~ Implemented 06MAY2018
* ~~Stats are still not being logged.~~ Implemented 06MAY2018
* ~~The fourth move (bottom right) does not actually deal damage even though toast notification shows that it is~~ Fixed 06MAY2018 version 2
* ~~Items are still missing descriptions~~ Fixed 06MAY2018 version 2
* Again, great job so far on this! Items are working great and the background splash screen is wicked cool!

# 

# Welcome Screen

### Welcome Screen (First run)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap on “Name” text field | Cursor moves to Name field, on screen keyboard appears | **Pass** |
| **Step 2** | Type in name (including special characters and emojis | All characters or emojis appear in text field. | **Pass** (both text and emoji) |
| **Step 3** | Hit “enter” on keyboard | Name is submitted, moves to Second Welcome (menu) screen. | **Pass** |
| **Step 4** | Close app and reopen it. | Name is saved, and app does not prompt for name again on subsequent runs. | **Pass** |

## Welcome Screen (subsequent runs)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | “Hello, %username%” (where %username% is the name entered at first run) appears at the top of activity | N/A | **Pass** |

## Overflow Menu

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap Overflow icon in top right of screen | “Reset Statistics” and “Change your name” menu appears. | **Pass** |
| **Step 2** | Tap “Reset Statistics” | Stats reset. | **Pass** |
| **Step 3** | Tap “Change your name” | Welcome To Pack Pack Monsters! First run screen appears. | **Pass** |
| **Step 4** | Enter a name and press return on onscreen keyboard | Name will appear at the top of the Welcome Screen | **Pass** |

## Stats Screen

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Hello, %username%” | “Stats” screen appears | **Pass** |
| **Step 2** | “Stats” screen appears | Stats reflect battle data | **Pass** |

## Item Screen

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Items” | Item screen appears | **Pass** |
| **Step 2** | Tap back button | Return to Welcome screen | **Pass** |

## PackDex Screen

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “PackDex” | PackDex screen appears | **Pass** |
| **Step 2** | Tap on Packmons (ex Earth 1, Air3, etc) | Information on Packmon displays on scrollable screen | **Pass** |
| **Step 3** | Swipe to scroll through list of pack pack monsters | List should scroll to show all pack pack monsters encountered | **Pass** |
| **Step 4** | Tap back button | Return to Welcome screen | **Pass** |

## Help Screen

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Help” | Help screen appears | **Pass** |
| **Step 2** | Tap back button | Return to Welcome Screen | **Pass** |

# 

# Battle

### Battle

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Battle” | Choose Monster screen appears | **Pass** |
| **Step 2** | Tap a monster | Confirm dialogue box appears | **Pass** |
| **Step 3a** | Tap Cancel | Return to Choose Monster | **Pass** |
| **Step 3b** | Tap OK | Battle begins | **Pass** |

### Party (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Party” | Choose Monster screen appears | **Pass** |
| **Step 2** | Tap a monster | Confirm dialogue box appears | **Pass** |
| **Step 3a** | Tap Cancel | Return to Choose Monster | **Pass** |
| **Step 3b** | Tap OK | Battle continues with selected Monster | **Pass** |

### 

### Items (Revive)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Items” | Item screen appears | **Pass** |
| **Step 2** | Tap “Revive” (a monster in your party must be at 0 HP) | Confirm dialogue box appears | **Pass** |
| **Step 3a** | Tap “Cancel” | Return to item selection | **Pass** |
| **Step 3b** | Tap “OK” | Monster selection screen appears | **Pass** |
| **Step 4** | Select a monster with 0 HP | “Confirm dialogue box appears | **Pass** |
| **Step 4a** | Tap “Cancel” | Monster selection screen appears | **Pass** |
| **Step 4b** | Tap “Ok” | Monster is revived and enters battle | **Pass** |

### Items (Finish Him)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Items” | Item screen appears | **Pass** |
| **Step 2** | Tap “Finish Him” | Confirm dialogue box appears | **Pass** |
| **Step 3a** | Tap “Cancel” | Return to item selection | **Pass** |
| **Step 3b** | Tap “OK” | Enemy monster is knocked down to 1HP | **Pass** |

### Items (Heal and Deal)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Items” | Item screen appears | **Pass** |
| **Step 2** | Tap “Heal and Deal” | Confirm dialogue box appears | **Pass** |
| **Step 3a** | Tap “Cancel” | Return to item selection | **Pass** |
| **Step 3b** | Tap “OK” | Player’s monster is healed by 10HP and enemy monster swaps out | **Pass** |

### Monster Death (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Your monster dies in battle | Choose Monster screen appears | **Pass** |

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### Fight (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Fight” | Moves menu appears | **Pass** |
| **Step 2** | Tap each move | Damage, buff, etc is done | **Pass** |
| **Step 3** | Tap back button | Run feature activated (see test case below) | **Pass** |

### Run (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Run” | “”Are you sure you want to leave?” message appears with Cancel or OK | **Pass** |
| **Step 2** | Tap “Cancel” | Return to Battle | **Pass** |
| **Step 2a** | Tap “OK” | “You Lost…” screen appears | **Pass** |
| **Step 2b** | Tap “Home” | Return to Home screen | **Pass** |
| **Step 3** | “Surrenders” stat is bumped up by 1 | Stats screen will display an additional Surrender when checked | **Pass** |

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### Winning condition (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Deal enough damage to defeat an enemy Packmon | “You Won!” screen appears | **Pass** |
| **Step 2** | Tap “Home” | Return to Home Screen | **Pass** |
| **Step 3** | “Wins” stat is bumped up by 1. | Stats screen will display an additional Win when checked | **Pass** |

### Defeat condition (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | All your monsters are defeated. | “You Lost…” Screen appears | **Pass** |
| **Step 2** | Tap “Home” | Return to Home Screen | **Pass** |
| **Step 3** | “Losses” stat is bumped up by 1. | Stats screen will display an additional Lose when checked | **Pass** |