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

# **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.

* Stats are not being logged. We need to determine if this is a feature we intend to keep or not. If yes, we need it working, if not do away with the stats overflow menu all together.
* Help is not yet implemented. The Help button does not change activities. If we don’t have it implemented yet a display message should appear letting the user know that the feature is a WIP (work in progress)
* Great job everyone! The app is running great and I was pleased with how much passed on our first go. The battling is awesome, its awesome how fast you guys got a working prototype done up :)

# 

# Welcome Screen

### Enter Name (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 |

## 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 | Fail *does not log fight statistics.* |

## Item Screen

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Items” | Item screen appears | Pass |
| **Step 2** | Swipe to scroll through items | List should scroll to show all items | List is not meant to scroll at this time. |
| **Step 3** | 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, *but no data is shown.* |
| **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 | Fail, *button does not change activity* |
| **Step 2** | Tap back button | Return to Welcome Screen | N/A |

# Battle Screen

### Test Battle

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Battle” | “Battle” screen appears | Pass |

### Test Party (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Party” | Party screen appears | Pass |
| **Step 2** | Swipe to scroll through list | List should scroll | N/A *only three Packmon. Scrolling not needed.* |
| **Step 3** | Tap a Packmon | Battle will start | Pass |
| **Step 3** | Tap back button | Return to battle screen | Pass |

### Test Items (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Items” | Item screen appears | Pass |
| **Step 2** | Swipe to scroll through items | List should scroll to show all items | N/A *only three items are given, scrolling not needed* |
| **Step 3** | Tap an item | Item is used and effect is given (ex; attack boosts, heals etc) | Fail *items not implemented at this time.* |
| **Step 4** | Tap back button | Return to battle screen | Pass |

### Test Fight (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Fight” | Moves menu appears | Pass |
| **Step 2** | Swipe to scroll through list of moves | List of moves should scroll to show all moves | N/A *only four moves are displayed, scrolling not needed* |
| **Step 3** | Tap each move | Damage, buff, etc is done | Pass |
| **Step 4** | Tap back button | Run feature activated (see test case below) | Pass |

### Test 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 |

### Test 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 |