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

**30APR2018**

# **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 Stats are being added with the functionality to be logged.
* As of 30APR2018 Help is being implemented with relevant information
* 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 |
| **Step 4** | Close app and reopen it. | Name is saved, and app does not prompt for name again on subsequent runs. | 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** | 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

### Battle

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Battle” | Choose Monster screen appears | **Pass** |
| **Step 2** | Tap a monster | Battle screen appears and fight begins | **Pass** |

### Party (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Party” | Party screen appears | **Pass** |
| **Step 2** | Tap a Packmon | Battle will start | **Pass** |
| **Step 3** | Tap back button | Return to battle screen | **Pass** |

### Items (from Battle screen)

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Description** | **Expected Result** | **Pass/Fail** |
| **Step 1** | Tap “Items” | Item screen appears | **Pass** |
| **Step 2** | Tap an item | Item is used and effect is given (ex; attack boosts, heals etc) | **Fail** *items not implemented at this time.* |
| **Step 3** | Tap back button | Return to battle screen | **Pass** |

### 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** |

### 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** |