

Team 5 Test Plan

GuessIT

Yew Aili, Qian Zhang, Dennis Chia, Xiaotian Yu, Yuzhu Yang

Test Plan Details:

- A. Identification Number, Descriptive title
- B. Instructions
- C. Expected Results

No.	User Case	Test Plan
1.	Insert user name	<p>Functionality:</p> <ul style="list-style-type: none">A. Username 001, Username InputB. Click “Start a game” and pop up box will appear prompting for user’s name.C. User will now have a username. <p>Severity: Critical</p> <p>Equivalence:</p> <ul style="list-style-type: none">A. Username 002, Valid Username InputB. Valid input for user name are only letters(lowercase and uppercase) and numbers, no space.C. System accepts valid username and saves it for the player. <p>Severity: Important</p> <p>Boundary Value:</p> <ul style="list-style-type: none">A. Username 003, Bad Username LengthB. Enter user name with more than 25 characters or no characters and click “ok”.C. Alert appears to promote a valid user name <p>Severity: Critical</p> <ul style="list-style-type: none">A. Username 004, Bad Username Special CharactersB. Enter user name containing special charactersC. Alert appears to promote a valid user name <p>Severity: Workaround</p>
2.	Select a faction	<p>Functionality:</p> <ul style="list-style-type: none">A. Faction 001, Faction Button

		<p>B. Choose a faction from the faction list C. "Monsters" or "Humans" will be set to the user Severity: Important</p> <p>Equivalence: A. Faction 002, Valid selection B. Choose values inside the faction list C. Users can only select from a value inside the list Severity: Important</p> <p>Boundary Value: A. Faction 003, Empty selection B. User does not choose anything C. User is unable to proceed Severity: Important</p>
3.	Select an avatar	<p>Functionality: A. Avatar 001, Select Avatar B. Select an avatar from the avatar list C. System saves selected avatar for the player Severity: Critical</p> <p>Equivalence: A. Avatar 002, Avatar Regulation B. Valid selection, select images inside avatar list C. Users can only select images inside the list, once an image is selected, it cannot be chosen. Severity: Important</p> <p>Boundary Value: A. Avatar 003, Invalid Selection B. User does not choose anything C. User is unable to proceed. Severity: Important</p>
4.	Set a time limit	<p>Functionality: A. Time Set 001, Time Set Button B. Click "Set time" button and type in desired time. C. Time is set to the current round. Severity: Critical</p> <p>Equivalence: A. Time Set 002, Valid Time Set B. Enter 1-3 minutes in popup box text field C. Correct time will be set to the current round Severity: Critical</p>

		<p>Boundary Value:</p> <ul style="list-style-type: none"> A. Time Set 003, No Input B. Enter nothing for time limit in popup box text field C. Alert appears saying "Time limit must be 1-3" <p>Severity: Critical</p> <ul style="list-style-type: none"> A. Time Set 004, Non-positive Time Input B. Enter number 0 or negative number for time limit in popup box text field C. Alert appears saying "Time limit must be 1-3" <p>Severity: Critical</p> <ul style="list-style-type: none"> A. Time Set 005, Bad Number Above 3 B. Enter number 4 or greater for time limit in popup box text field C. Alert appears saying "Time limit must be 1-3" <p>Severity: Important</p>
5.	Be notified if I am the player to set hint	<p>Functionality:</p> <ul style="list-style-type: none"> A. Hint giver notification 001, Hint setting notification B. When all players in room has set user name and clicked "ready". C. Popup box appears notifying one player to be the hint giver for this round <p>Severity: Critical</p> <p>Equivalence:</p> <ul style="list-style-type: none"> A. Hint giver notification 002, Wait for hint to be set B. Finish input valid user name and select "ready". If do not see pop up box, wait for chosen player to give hint. C. Players will be able to see who is the current hint giver. <p>Severity: Critical</p> <p>Boundary Value:</p> <ul style="list-style-type: none"> A. Hint giver notification 003, Only one player in the game B. Finish input valid user name and clicked "Ready". C. Popup box appears notifying the only present player to wait for more players to join <p>Severity: Critical</p>
6.	Set a hint for a specific round	<p>Functionality:</p> <ul style="list-style-type: none"> A. Hint 001, Set hint B. Set hint in text box C. System saves the hint for the current round and other

		<p>players will see the hint</p> <p>Severity: Critical</p> <p>Equivalence:</p> <ul style="list-style-type: none"> A. Hint 002, Players that are not hint givers B. Wait for hint giver to set hint C. Other players will see hint when hint is successfully set <p>Severity: Critical</p> <p>Boundary Value:</p> <ul style="list-style-type: none"> A. Hint 003, Empty input B. Input nothing in the popup hint box C. Alert appears asking for a valid hint (number of characters between 1 and 20) <p>Severity: Critical</p> <ul style="list-style-type: none"> A. Hint 004, Exceed length B. Input more than 20 characters in the popup hint box C. Alert appears asking for a valid hint (number of characters between 1 and 20) <p>Severity: Important</p>
7.	Time the current round	<p>Functionality:</p> <ul style="list-style-type: none"> A. Timer 001, Timer functionality B. Timer starts after round starts C. Timer on top corner of the screen begins to count down. Time limit is based on player settings. <p>Severity: Critical</p> <p>Equivalence:</p> <ul style="list-style-type: none"> A. Timer 002, All players submit photos within time limit B. Timer starts, all players submit photos before the time runs out. C. Pop up box appears notifying current round is finished, players will be redirected to the result page. <p>Severity: Critical</p> <p>Boundary value:</p> <ul style="list-style-type: none"> A. Timer 003, Time's up B. Timer counts down to 0 C. Popup box appears notifying time's up, and players are redirected to result page. <p>Severity: Critical</p>
8.	Keep track of the players' scores by table	<p>Functionality:</p> <ul style="list-style-type: none"> A. Player score 001, Scores list B. When the round ends(Either time's up or all players have

		<p>submitted a photo), all players are redirected to the scores list.</p> <p>C. A table containing all players' username and corresponding scores appears</p> <p>Severity: Critical</p> <p>(If time permits)Team battle functionality is implemented</p> <p>A. Player score 002, Team Battle scores list</p> <p>B. When the round ends(Either time's up or all teams have submitted a photo), all teams are redirected to the scores list.</p> <p>C. A table containing all team names and corresponding team scores appears</p> <p>Severity: Critical</p> <p>Equivalence:</p> <p>A. Player score 003, "Player scores button"</p> <p>B. Instead of being auto-redirected after a round ends to the score screen, player can click a button to see the scores.</p> <p>C. The score list page will expand on the same page with player's user names and corresponding scores.</p> <p>Severity: Workaround</p> <p>Boundary Value:</p> <p>A. Player score 004, "Hide player scores list"</p> <p>B. Once the list is pulled up, it can be kept by clicking outside the list page or sliding down?</p> <p>C. Scores list is hidden.</p> <p>Severity: Workaround</p>
9.	Begin a team battle between races (If time permits)	<p>Functionality:</p> <p>A. Team Battle 001, Team battle joining</p> <p>B. Join an existing game in team battle mode</p> <p>C. Popup box appears asking to select a team</p> <p>Severity: Critical</p> <p>Equivalence:</p> <p>A. Team Battle 002, Set up a team</p> <p>B. Start a new game in team battle mode</p> <p>C. Popup box appears asking for team name</p> <p>Severity: Critical</p> <p>Boundary Value:</p> <p>A. Team Battle 003, Team is full</p> <p>B. Join a team which is full</p> <p>C. Alert appears showing that team is full and promoting to join another team</p>

		Severity: Critical
10.	Check if players are in the same area (if time permits)	<p>Functionality:</p> <ul style="list-style-type: none"> A. Player Check 001, player location check B. Click "Other players" command C. Pop up a list of players <p>Severity: Critical</p> <p>Equivalence:</p> <ul style="list-style-type: none"> A. Player Check 002, current player check B. Click "Other players" when there is other players C. Pop up a list of current players <p>Severity: Critical</p> <p>Boundary Value:</p> <ul style="list-style-type: none"> A. Player Check 003, No other players B. Click "Other players" when there is no other player C. Pop up an empty list <p>Severity: Critical</p>
11.	Upload picture	<p>Functionality:</p> <ul style="list-style-type: none"> A. Upload picture 001, upload picture button B. Click "Upload picture" button C. Popup window appears connecting to phone camera roll <p>Severity: Critical</p> <p>Equivalence:</p> <ul style="list-style-type: none"> A. Upload picture 002, multiple uploads B. Take multiple uploads C. Only the last uploaded picture counts as the answer for the player <p>Severity: critical</p> <ul style="list-style-type: none"> A. Upload picture 003, Cancel upload B. Click "cancel" button to cancel upload C. Popup window is closed <p>Severity: Critical</p> <p>Boundary Value:</p> <ul style="list-style-type: none"> A. Upload picture 004, more than one picture per time B. Select more than one pictures for a single upload C. Alert appears warning that only one picture is allowed for a single upload <p>Severity: Critical</p> <ul style="list-style-type: none"> A. Upload picture 005, no picture uploads B. Does not select any picture and click "upload"

		<p>C. Alert appears warning that player has to upload one picture or click “cancel” to close popup window</p> <p>Severity: Critical</p>
12.	Approve picture	<p>Functionality:</p> <ul style="list-style-type: none"> A. Approve picture 001, picture approval B. Select the correct picture in result page and click “approve” button C. Approved picture wins this round, and the picture owner get one point <p>Severity: Critical</p> <p>Equivalence:</p> <ul style="list-style-type: none"> A. Approve picture 002, Players not hint giver B. Wait for hint giver to approve correct picture C. Able to see winning picture when hint giver successfully approve winning picture <p>Severity: Important</p> <p>Boundary value:</p> <ul style="list-style-type: none"> A. Approve picture 003, Bad selection B. Does not select any picture and click “approve” button C. Alert appears warning that the hint giver should select the winning picture <p>Severity: Critical</p> <ul style="list-style-type: none"> A. Approve picture 004, Bad selection B. Select more than one pictures and click “approve” button C. Alert appears warning that the hint giver should select only one winning picture <p>Severity: Critical</p> <ul style="list-style-type: none"> A. Approve picture 005, no picture uploaded B. Result page is blank C. Hint giver is supposed to upload correct picture and no players will get points <p>Severity: Critical</p>
13.	Give more hints	<p>Functionality:</p> <ul style="list-style-type: none"> A. Hint 001, Extra hint B. Click “Extra hint” button C. Pop up extra hint dialog <p>Severity: Workaround</p> <p>Equivalence:</p> <ul style="list-style-type: none"> A. Hint 002, Bad extra hint B. User enter extra hint

		<p>C. System checks if extra hint is the same as previous hint Severity: Workaround</p> <p>Boundary value:</p> <ul style="list-style-type: none"> A. Hint 003, Invalid extra hint B. User enters characters that are not alphanumeric in extra hint C. Invalid extra hint dialog pops up <p>Severity: Workaround</p> <ul style="list-style-type: none"> A. Hint 004, invalid extra hint B. User enters less than 1 character or more than 30 characters. C. Invalid extra hint dialog pops up <p>Severity: Critical</p>
14.	Decide round winner when two or more correct pictures uploaded	<p>Functionality:</p> <ul style="list-style-type: none"> A. Approve picture 005, Group picture approval B. Select the first uploaded correct picture and click "approve" button C. Approved picture wins the round and picture owner gets one point <p>Severity: Critical</p> <p>Equivalence:None</p> <p>Boundary value:</p> <p>Same as Approve picture 002, Bad selection</p> <p>Same as Approve picture 003, Bad selection</p> <p>Same as Approve picture 004, no picture uploaded</p> <p>Severity: Critical</p>
15.	See pictures uploaded by other players	<p>Functionality:</p> <ul style="list-style-type: none"> A. See pictures 001, view all uploaded pictures B. Redirect all players to result page C. Sort uploaded pictures based on uploading time, only last uploaded picture for each user is saved to result page <p>Severity: Workaround</p> <p>Equivalence:</p> <ul style="list-style-type: none"> A. See pictures 002, redirection B. Redirect all present players to result page, including players who join after round starts C. All present players are redirected, and result page is visible to present player <p>Severity: Workaround</p> <p>Boundary value:</p>

		<p>A. See pictures 003, Less pictures</p> <p>B. When number of pictures is less than number of players except hint giver, the space reserved for pictures will be blank</p> <p>C. Blank space is not selectable or approvable</p> <p>Severity: Workaround</p>
16.	Receive information once I join the game	<p>Functionality:</p> <p>A. Receive information 001</p> <p>B. Successfully join a game</p> <p>C. Able to see hint for current round and upload pictures</p> <p>Severity: Critical</p> <p>Boundary value:</p> <p>A. Receive information 002, Unable to receive information</p> <p>B. Click "leave" button to leave the game</p> <p>C. Rejoin the same or another game</p> <p>Severity: Critical</p>
17.	Keep track of scores of all teams for team battle (If time permits)	<p>Functionality:</p> <p>A. Teams scores 001</p> <p>B. Record of scores for teams</p> <p>C. A comparison is done to see which team is winning.</p> <p>D. Users can see a list of scores and see who is winning.</p> <p>Severity: Workaround</p> <p>Equivalence: None</p> <p>Boundary value:None</p>
18.	Leave the game in single battle	<p>Functionality:</p> <p>A. Leave game 001, Single game leaving</p> <p>B. Click "Leave game" button</p> <p>C. Pop up a confirm dialog</p> <p>Severity: Important</p> <p>A. Leave game 002, Confirm game leaving</p> <p>B. Click "Confirm" button</p> <p>C. Remove the player from the game</p> <p>Severity: Important</p> <p>A. Leave game 003, Cancel game leaving</p> <p>B. Click "Cancel" button</p> <p>C. Return to the game</p> <p>Severity: important</p>

		<p>Equivalence:</p> <ul style="list-style-type: none"> A. Leave game 004, Game leaving before game starts B. Players who join the game before game starts click “leave game” button to leave C. Player is removed from the waiting room <p>Boundary value:?</p>
19.	Leave the game in team battle (If time permits)	<p>Functionality:</p> <ul style="list-style-type: none"> A. Leave game 004, Leave game button B. Click “Leave game” button C. Pop up a confirm dialog <p>Severity: Important</p> <ul style="list-style-type: none"> A. Leave game 005, confirm leave team game B. Click “Confirm” button C. Remove the player from the game and generate system message to inform other team members <p>Severity: Important</p> <ul style="list-style-type: none"> A. Leave game 006, cancel leave team game B. Click “Cancel” button C. Return to the game <p>Severity: important</p> <p>Equivalence: None</p> <p>Boundary value:</p> <ul style="list-style-type: none"> A. Leave game 007, All players leave B. All players leave the game before game ends C. The game will close when every player leaves the game <p>Severity: Important</p>
20.	Upload correct picture when no one finds the right answer	<p>Functionality:</p> <ul style="list-style-type: none"> A. Upload correct 001, Upload correct picture B. If no one finds the correct picture, the hint giver can upload the correct picture. C. Correct picture is uploaded by the hint giver. <p>Severity: Workaround</p> <p>Equivalence: None</p> <p>Boundary value:</p> <ul style="list-style-type: none"> A. Upload correct 002, Hint giver does not upload B. Hint giver does not upload correct picture when there is no right answer C. The game will not be promoted to next round if hint giver

		<p>does not upload correct picture when there is not right answer</p> <p>Severity: workaround</p>
21.	Notified when hint changed	<p>Functionality:</p> <ul style="list-style-type: none"> A. Hint change 001, Notification when hint changes B. User is notified when the hint changes. C. User gets a notification. <p>Severity: Workaround</p> <p>Equivalence: None</p> <p>Boundary value: None</p>
22.	Clear game history when round is over.	<p>Functionality:</p> <ul style="list-style-type: none"> A. Round Over 001, Clear round result B. A round is finished successfully C. Pictures on result page are cleared and will not be stored in database <p>Severity: Workaround</p> <p>Equivalence: None</p> <p>Boundary value:</p> <ul style="list-style-type: none"> A. Round Over 002, Go back to result page B. A round is finished successfully and winner is determined by hint giver C. All players proceed to the next round, no one can go back to previous result page. <p>Severity: Workaround</p>