

# Project Testing Proposal:

*Week 2 - Team 2 - Team Name: Digital Dash*

## **1. Feature one: Testing game randomization**

### **a. Specific test cases:**

- i. Games should generate randomly and should not repeat themselves.
- ii. Does the user feel like the recommendations are helpful/informative?

### **b. Test plan:**

- i. This feature will be tested locally on "localhost:3000"
- ii. Cycle through 20 games and you shouldn't get any game twice.
- iii. Did you notice any games come up more than once?
- iv. Did you feel like you were getting the same/similar games?
- v. Was the information provided for each game enough? Too much? Helpful? Not?

## **2. Feature two: Test if it redirects to registration page if clicked on the like/save button and user is not logged in**

### **a. Specific Test Cases:**

- i. If a user is logged in and "likes" or "saves" a game then it adds to the user's profile page.
- ii. If a user is not logged in and "likes" or "saves" a game then it prompts the user to log in or register .

### **b. Test plan:**

- i. This feature will be tested locally on "localhost:3000"
- ii. Have a non-team member attempt to navigate the site as an actual user. They start by registering for an account and attempting to "like" or "save" a couple games.
- iii. Have a non-team member attempt to navigate the site as a user who has not registered and see if it prompts them to login or register. What happens if they don't register/login? What happens if they do?
- iv. Is the website intuitive? Was it easy to navigate?

## **3. Feature three: Test if saving a game properly save into your profile and stay there**

### **a. Specific Test Cases:**

- i. While NOT logged in, open the website and save a game of your choice. Then see if you are prompted to login/register.
- ii. While logged in, open the website and save a game of your choice. Then go find where your saved games are and find the game you recently saved.

### **b. Test plan:**

- i. This feature will be tested locally on "localhost:3000"
- ii. Have the user log on and try to save a game. Have the user navigate (after logging in) to the profile page. The game shouldn't be there.

- iii. Have the user log in to the website and then scroll through the games list until they find one to save. After saving the game (or multiple games) have the user open the profile page and to view the games they'd saved.
- iv. A non-team member will log in, save a game, log out and then log back in 5 minutes later and see if their games are still saved to their profile.