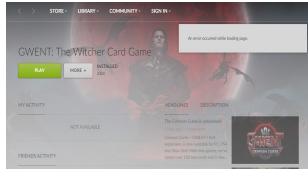

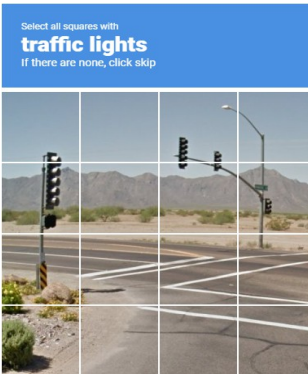
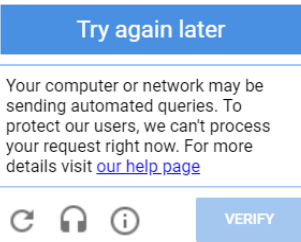
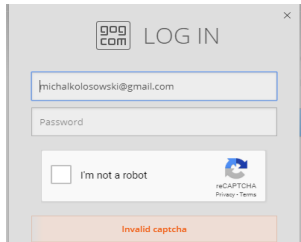
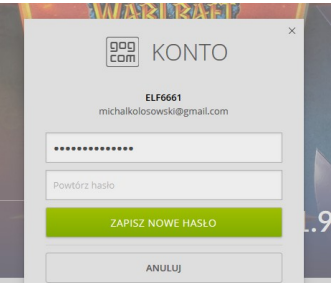
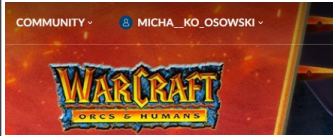
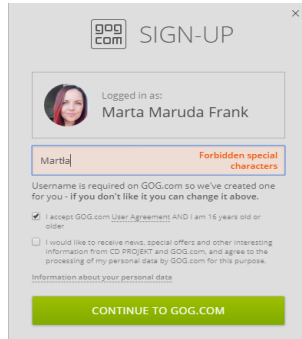


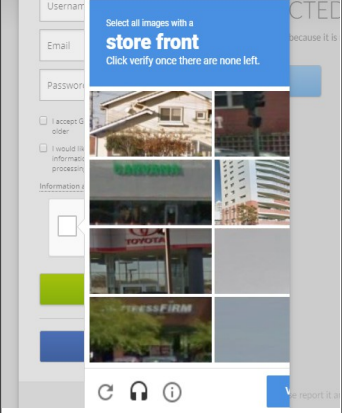
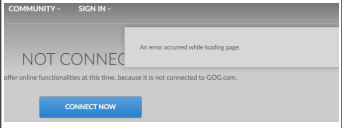
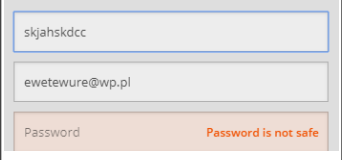
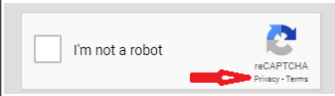
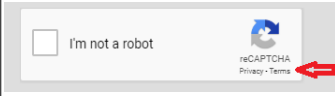
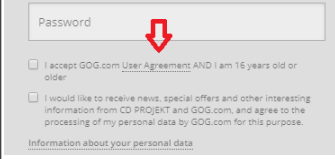
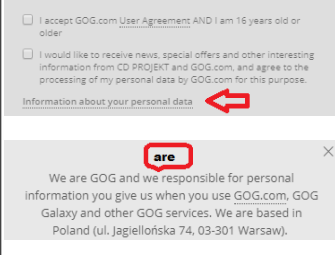
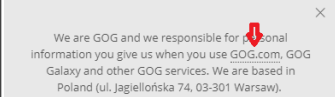


ID	Description	Pre-conditions	Steps to reproduce	Expected result	Status	Comments	Screenshot
LOG01	Sign in using “sign in” button with proper e-mail adress and associated password	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “sign in” button 2. Enter valid email adress into upper box 3. Enter associated password into lower box 4. Click “log in now” button	User succesfully logged in	passed	We have two buttons working exactly the same way	
LOG02	Sign in using “connect” button with proper e-mail adress and associated password	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “connect” button 2. Enter valid email adress into upper box 3. Enter associated password into lower box 4. Click “log in now” button	User succesfully logged in	passed	We have two buttons working exactly the same way	
LOG03	Sign in offline	Opened GOG Galaxy 1.2.54 Beta, must not be logged in, system offline	1. Click “sign in” or “connect” button	User cannot log in, message “You cannot sign in while offline”is shown	failed	User cannot log in, but message says “an error occurred while loading page”, which misses the point	
LOG04	Sing in via Facebook	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “sign in” button 2. Click “continue with Facebook” button	User succesfully logged in	failed	Program redirects user to default browser and opens https://login.gog.com/login_process/ , which is not necessary and annoying. User's name lack non latin diacritical signs	
LOG05	Sign in after changing account, (solve picture captcha puzzle)	Opened GOG Galaxy 1.2.54 Beta, must not be logged in, must be logged in on previous or current session	1. Click “sign in” or “connect” button 2. Click “change account” button 3. Enter valid email adress into upper box 4. Enter associated password into lower box 5. Check “I’m not a robot” box 6. Pass reCAPTCHA picture test	User succesfully logged in	failed	Even knowing that the test is doable we should consider reCAPTCHA part as very problematic. This puzzle is too complex, difficult and taking too much time. I wasted approximately 2 minutes to prove that I'm a human. Am I?	

LOG06	Sign in after changing account, (solve audio captcha puzzle)	Opened GOG Galaxy 1.2.54 Beta, must not be logged in, must have been logged in on previous or current session	1. Click “sign in” or “connect” button 2. Click “change account” button 3. Enter valid email address into upper box 4. Enter associated password into lower box 5. Check “I’m not robot” box 6. Click “get an audio challenge” icon 7. Solve audio tests	User succesfully logged in	failed	Clicking “get an audio challenge” icon doesn't give that challenge, instead an error message is shown (see screenshoot	
LOG07	Sign in entering wrong password	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “sign in” button 2. Enter e-mail address into upper box 3. Enter not matching password into lower box 4. Click “log in now” button	User not logged in, “invalid password” message shown	passed		
LOG08	Sign in with proper e-mail and associated password but after several attempts to log in with incorrect password	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “sign in” button 2. Enter e-mail address into upper box 3. Enter matching password into lower box 4. Check “I’m not a robot” box 5. Solve reCAPTCHA puzzle 6. Click “log in now” button	User succesfully logged in	failed	After filling in all boxes corectly and solving reCAPTCHA puzzle you still cannot sign in, instead you see disturbing message “ Invalid Invalid captcha	
LOG09	Sign in with proper e-mail and associated password but not checking “I’m not a robot box”	Opened GOG Galaxy 1.2.54 Beta, must not be logged in, reCAPTCHA active	1. Click “sign in” button 2. Enter e-mail adress into upper box 3. Enter matching password into lower box 4. Click “log in now” button	User not logged in, message “Invalid captcha” shown	passed		
LOG10	Switch from 'Sign in” section to “Sign up” section	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “sign in” button 2. Click “sign up now” button	“Sign up” card active	passed		
LOG11	Switch from 'Sign up” section to “Sign in” section	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “creae account” button 2. Click “log in to your account” button	“Log in” card active	passed		
LOG12	Password reset	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “sign in” button 2. Click “password reset” button 3. Enter e-mail associated with the account you are about to change the password for 4. Click “get new password” button 5. Enter your e-mail into box 6. Open recent mail from GOG.com Team 7. Enter hyperlink “Click here to reset your password “ 8. Write your new password in upper box 9. Repeat your new password in lower box	User redirected to GOG Galaxy 1.2.54 Beta, new password active	failed	7 steps passed with no problem, after that you see upper box filled with hidden characters (see screenshot). After clicking the lower box You can expand it with Your username. After that lower box is filled in with the same number of characters that the upper box. After clicking “save new account” button you have new password, but You have no idea what it is. But if You fill in both boxes with the new password, You will succesfully change it. However, You will still not be automatically redirected to GOG Galaxy Client	

CRE01	Sign up via FB	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Click “continue with Facebook” button 3. Enter user name You wish to have 4. Check “User Agreement” box	Account created, User logged in	passed		
CRE02	Sign up via FB, with FB account using special characters (ą, ć, ę, ł, ń, ó, ś, ż, ź)	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Click “continue with Facebook” button 3. Enter user name You wish to have 4. Check “User Agreement” box	Account created, User logged in	failed	Account is created, user is logged in but every special character used is displayed as underscore	
CRE03	Sign up entering username with special characters (ą, ć, ę, ł, ń, ó, ś, ż, ź)	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Enter user name with special characters 3. Check User Agreement box	Account created, User logged in	failed	User cannot create an account with a username containing special characters, as a message “Forbidden special characters” is shown. Also, user doesn't receive information specifying forbidden special characters. After entering forbidden username you will see “ok” sign	
CRE04	Sign up entering username with more than 18 characters	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Enter username with more than 18 characters 3. Enter correct e-mail address 4. Check User Agreement box	Account not created, user receives message informing that username cannot be longer than 18 characters	failed	After entering username you will see “ok” sign. After filling in the form and clicking “sign up now” button you will see a message “username too long”, but not informing you how long the password should be.	
CRE05	Sign up entering username with fewer than 2 characters	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Enter username with less than 2 characters 3. Enter correct e-mail address 4. Check User Agreement box	Account not created, user receives message informing that username cannot be shorter than 2 characters	failed	After entering username you will see “ok” sign. After filling in the form and clicking “sign up now” button you will see a message “username too short”, but not informing you how password length is enough. For some “one sign” username you will see a message which states “Username already taken”	

CRE06	Sign up entering username containing between 2 and 18 characters	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Enter username containing between 2 and 18 characters 3. Enter correct e-mail address 4. Check User Agreement box	Account created, User logged in	passed		
CRE07	Sign up after previous 2 unsuccessful attempts to do so	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Enter user name (2 – 18 characters, no special or forbidden characters) 3. Enter correct e-mail address 4. Check User Agreement box 5. Solve reCAPTCHA puzzle	Account created, User logged in	failed	reCAPTCHA puzzle displayed partly so it's almost undoable	
CRE08	Sign up offline	Opened GOG Galaxy 1.2.54 Beta, must not be logged in, system offline	1. Click “create account” button	User cannot sign up, message “You cannot sign up while offline” is shown	failed	User cannot sign up, but message states “an error occurred while loading page”, which misses the point.	
CRE09	Sign up entering username containing between 2 and 18 characters and with invalid format of e-mail address	Opened GOG Galaxy 1.2.54 Beta, must not be logged in,	1. Click “create account” button 2. Enter user name (2 – 18 characters, no special or forbidden characters) 3. Enter e-mail address using special characters such as ! # \$ % & ' * + - / = ? ^ _ ` { in the first or last place in the recipient name or two special characters placed consequently	User cannot sign up, message “email address invalid” is shown	failed	User can successfully sign up.	
CRE10	Sign up entering valid username, valid e-mail address and very weak password (fewer than 9 characters)	Opened GOG Galaxy 1.2.54 Beta, must not be logged in,	1. Click “create account” button 2. Enter valid username 3. Enter valid e-mail address 4. Enter weak password (fewer than 9 characters) 5. Check “User Agreement” box	User cannot sign up, message “password should be at least 9 characters long, containing both letters and numbers” is shown	failed	User cannot sign up, a message “password is not safe” is shown, no further information about minimum parameters of password	

CHK01	reCAPTCHA “privacy” hyperlink check	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “sign in” button 2. Click “privacy” hyperlink	User redirected to https://policies.google.com/privacy?hl=en	passed		
CHK02	reCAPTCHA “terms” hyperlink check	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “sign in” button 2. Click “terms” hyperlink	User redirected to https://policies.google.com/terms?hl=en	passed		
CHK03	User agreements hyperlink check	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Click “user agreement” hyperlink	User redirected to https://support.gog.com/hc/en-us/articles/212632089-User-Agreement	passed		
CHK04	Check note “Information about your personal data”	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Click “information about your personal data” 3. Search text for any mistakes		N/A	Missing word “are” in the first sentence	
CHK05	Check GOG.com Privacy Policy hyperlink	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Click “information about your personal data” 3. Click GOG.com Privacy Policy hyperlink	User redirected to https://support.gog.com/hc/en-us/articles/212632109-Privacy-Policy	passed		
CHK06	Check GOG.com hyperlink	Opened GOG Galaxy 1.2.54 Beta, must not be logged in	1. Click “create account” button 2. Click “information about your personal data” 3. Click GOG.com hyperlink	User redirected to https://www.gog.com/	passed		

Comments:

Although this assignment do not directly require conducting any tests, I decided to perform them anyway. It helps to track bugged areas and design further, more accurate test. Also basing on aquired this way data I'm better prepared to propose a way to conduct these tests in the future.

All tests conducted on 02.04.2019 by me on a computer with Win7 HP, SP1 x64, GOG Galaxy ver 1.2.54 Beta with english language set.

Important notes about my approach to conducting those tests:

1. It is essential to conduct all tests (except those testing reCAPTCHA itself, of course) with disabled reCAPTCHA function, because it makes all automatic tests unworkable and all manual tests considerably more time consuming.
2. All tests should be prepared according to technical documentation (for purpose to complete this very assignment I did not have one, so I simply predicted “expected results” section basing on my experience).
3. All tests, except text reviews, could and should be automated due to the need of conducting constant regression testing and retesting.
4. It should be useful to prepare a set of accounts before testing.
5. All tests might be run for every language available in this application, for text fields checks it is a must. (BTW I strongly recommend fixing the issues linked to language settings, before taking these tests).
6. Repeat tests in all supported environments (Windows, IOS and Linux when suitable GOG Galaxy version is completed).