### **ACCEPTANCE TESTS**

#### 1.ACCEPTANCE TEST SCOPE (IN SCOPE – OUT OF SCOPE)

ACCEPTANCE TEST- IN SCOPE	Acceptance Test - Out of Scope
<ul> <li>IN SCOPE TESTED FEATURES:</li> <li>Gameplay table screen should open up once joined room</li> <li>The rummy-o game has to follow the rules described in the rummy-o section.</li> <li>The rummy-o game is to be hoisted as a web application and service remote players</li> </ul>	Out of Scope List features that are not tested:  - Deletion of Tiles - Mobile testing

#### 2. Acceptance Test Assumptions

#### **Acceptance Test Assumptions**

- Test environment: The test cases are conducted by the group members on their respective laptops
- Test documentation: All acceptance test cases are documented within GitHub Project folder
- Error reporting: Errors, failures and other flaws are reported using Jest which was taught in the final Lab.

3. Acceptance Test Risks								
Description	Probability	Impact	Mitigation					
	High Med Low	High Med Low						
In experienced testers (just learned in the last lab)	Med	Med	Learned a few testing procedures as taught in the final lab.					
Incomplete-test environment (no experience)	High	Med	Resource planning at least a month prior to submission					
Acceptance-test failure	Low	High	Project development completed before commencing acceptance test.					

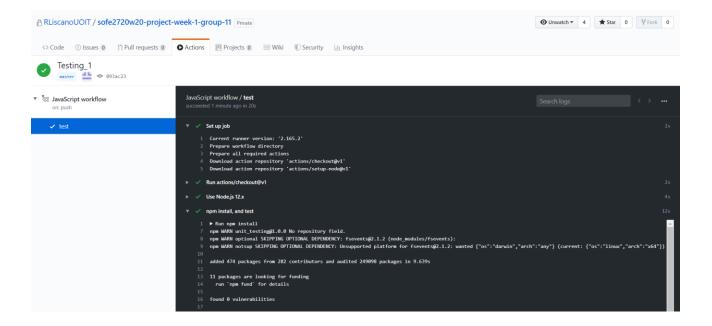
4. Ac	4. Acceptance Tests Criteria					
ID	Criteria					
AT-	The development of the Rummy-O game is successfully completed					
01						
AT-	Unit and Integration tests are completed					
02						
AT-	No major defects are detected					
03						
AT-	Acceptance test plan is available					
04						
AT-	The test environment (hardware, software (Jest, Windows, Linux)) is on					
05						
AT-	All business requirements are tested.					
06						
AT-	All encountered bugs must be fixed					
07						

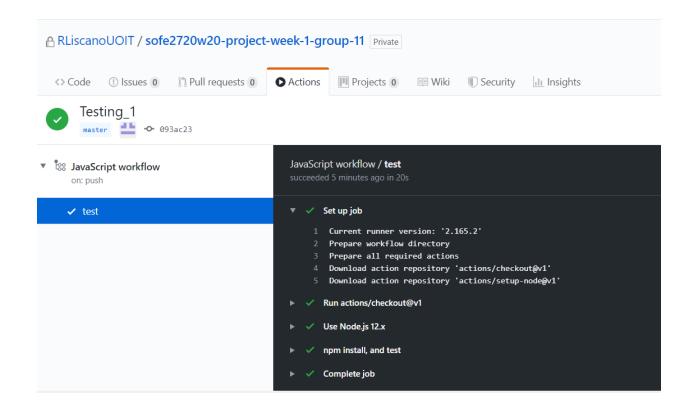
5. Acceptance Test Results						
Test Cases	Pass/Fail	Tested By		Date Tested		
User LogIn / SignUp	Fail	Esam	Uddin	03/	22/2020	
Room Session	Pass	Mihir Patel		03/24/2020		
Board Screen	Pass	Fazal Rahman		03/	27/2020	
Multiplayer Connection (4-players)	Pass	Fazal Rahm		03/	29/2020	
Tile Dragging and Dropping	Pass	Ashwin Sudarshan		04/03/2020		
Time intervals between turns	Fail	Esam Uddin		04/	02/2020	
Business Requirements are met	Pass	Ashwi Sudha	in arshan	04/	02/2020	

# **Unit Tests**

# All passed unit tests:

### **Continuous Integration Test:**





Continuous integration helped us build on the following core principles:

- · code and configuration stayed under version control
- everything was automatically testable
- if the test broke then the bug was fixed

In conclusion, all tests passed successfully.