

# **Monster Mash – Team Awesome-er Test Specification**

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Config Ref: SE\_02\_DS\_01  
Date: 14-11-2012  
Version: 1.0  
Status: Draft

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# 1. INTRODUCTION

## 1.1 Purpose of this Document

The purpose of this document is to outline how the design specification/program will be tested against the tests in the test specification table.

## 1.2 Scope

The test plan aims to set standardisation for the testing of the program, and parameters in which the program will be tested to. All program testers are required to read this document to understand the guidelines they will follow when testing the program.

## 1.3 Objectives

The objectives of the test plan are to see whether the features in the program work, given different variables. The testing will be done in the following way:-

- the first column will contain the test reference;
- the second column will contain the requisite being tested;
- the third column is test content which will give a short description of what is being tested;
- the fourth column will contain the input, i.e. what action will be done;
- the fifth column will contain the output after the action has taken place;
- the sixth column will contain the pass criteria i.e. how the test will be passed.

# 2. TEST SPECIFICATION

Test Ref	Req. being tested	Test content	Input	Output	Pass Criteria
SE-N02-001	FR1 + FR6(register)	Test whether the “Register button” on the login page will navigate the user to the register page	Click the register button first - the button on the left on the login screen	A page which consists of forms and buttons will be shown on the user’s browser	The page has been load correctly
	FR1 + FR6 (Register)	Check if the system does not allow adding already existing user	Enter an user email that already exists in database	Account is not created, user gets error message	System displays "User already exists" error message
	FR1 + FR6 (Register)	Check if the system does not allow adding new user if all required fields are not filled	Leave all the fields blank	Account is not created, user gets error message	System displays "You have to fill all required fields" error message
	FR1 + FR6 (Register)	Check if the system does not allow using restricted characters	Enter special characters (^%#) in email section	Account is not created, user gets error message	System displays "Incorrect input" error message
	FR1 + FR6 (Register)	Check if system creates new user account	Enter user email and all required data correctly	List of stored users should now include this user.	Data is stored correctly
	FR1 + FR6 (Unregister)	Check if system deletes user data from database	Logged user clicks “Unregister” Option	List of stored users should not include this user. User is redirected to login	Data is removed correctly

				page	
	FR6 (Unregister)	Check if system deletes user data from database	Logged user clicks “Unregister” Option	Could not remove the user	System displays "Some problems occurred, please try again or contact administrator " error message
SE-N02-004	FR2 + FR6	Check if the “friends button” on the Home page navigates the user to the ‘friends.html’ page	Click the friend button on the home page	The ‘friends.html’ page will be shown on the user’s browser	The page has been load correctly
	FR2 + FR6 (Add Friend)	Check if system does not allow to add not existing user	Enter user email that does not exist in database or leave it blank	Friend should not be added	System displays “Sorry, user does not exist” error message
	FR2 + FR6 (Add Friend)	Check if user is added correctly	Enter friends email correctly	Friend should be added correctly	Friend is added to user’s friends list
SE-N02-008	FR2 + FR6 (Decline friend request)	To test that the accept and decline button of the friend request session performs the way it should be	From the test 007, we test it out with the decline button and accept button	If the person is declined, that user will not appear on the friend request box.	Friend invitation performs well
	FR2 + FR6 (Remove Friend)	Check if system allows removing friend without selecting any form the list	No friend is selected, use delete button	Error message should be displayed	System displays “You have to select a friend first.” error message
	FR2 + FR6 (Remove Friend)	Check if friend is deleted correctly	Select friend from “friend list”, use delete button	Friend should be deleted correctly	Friend is deleted from user’s friends list
SE-N02-009	FR3 + FR6	Check if the “monster button” on the homepage will navigate the user to the monster menu page	Click the “monster button” shown in the homepage	The browser loads myMonster.html onto the screen	The navigation button works
SE-N02-012	FR3 (New account)	To verify if a Newbie package such as virtual money, is given to new users after their registration	Create an account on the login screen	After creating an account, the system will automatically allocate virtual money to the new account	Newbie package system works
SE-N02-016	FR4	Test whether the user monster can challenge another monster	We test out by using an admin account: search another valid account or search from the list of friends	The chosen user will appear from the drop-down menu	The monster challenge system works
SE-N02-017	FR4	Check if the user can accept or decline a challenge from another user	Use an account to invite another member to a challenge	There will be a notification from the homepage that another user wishes to challenge	Challenge system works

SE-N02-018	FR4	To confirm that the winner of the monster challenge receives their reward	From test 017, another account accepts the challenge from the current account to test which has a more powerful monster	There will be a short video play on screen of monsters fighting while the system calculates the winner	The monster challenge works
	FR6 (Offer for sale)	Check if system allows selling a monster without selecting any form the list	No monster is selected, use sell monster button	Error message should be displayed	System displays “You have to select a monster first.” error message
	FR6 (Offer for sale)	Check if system allows monsters to be sold	Select monster from “monster list”, use sell monster button	Monster should be added to the market list	Monster is added correctly to the market list
	FR6 (Offer for sale)	Check if system allows monsters with no price to be sold	Set monster price to 0 or leave it blank	Monster is not added to the market list, error message should be displayed	System displays “You have to set a monster price first” error message
	FR6 (Buy monster)	Check if system allows user with not enough funds to buy a monster	Select monster in market, use buy button	Monster is not added to users monsters list	System displays “You don’t have enough money to buy this monster” error message
	FR6 (Buy monster)	Check if system allows buying a monster without selecting any form the market list	Select no monster in market, use buy it button	No monster should be added to users monsters list	System displays “You have to select a monster first” error message
	FR6 (Buy monster)	Check if system allow to buy a monster	Select monster, use buy button	Monster should be added to users monsters list and removed from market	Monster is correctly added to users monsters list and removed from market
	FR6 (Offer for breeding)	Check if system allows breed a monster without selecting any form the list	No monster is selected, use breed monster button	Error message should be displayed	System displays “You have to select a monster first.” error message
	FR6 (Offer for breeding)	Check if system allows monsters with no price to be bred	Set breed price to 0 or leave it blank	Monster is not added to the market list, error message should be displayed	System displays “You have to set a breed price first” error message
	FR6 (Offer for breeding)	Check if system allows monsters to be bred	Select monster from “monster list”, use breed monster button	Monster should be added to the market list	Monster is added correctly to the market list
	FR6 (Purchase breeding)	Check if system allows user with not enough funds to buy a monster	Select monster in market, use breed button	Monster is not added to users monsters list	System displays “You don’t have enough money to buy this monster” error message
	FR6 (Purchase breeding)	Check if system allows buying a monster without selecting any form the market list	Select no monster in market, use breed button	No monster should be added to users monsters list	System displays “You have to select a monster first” error message
	FR6 (Purchase	Check if system	Select monster, use	New monster should be	New monster is

	breeding)	allow to buy a monster for breeding	breed button	added to users monsters list	correctly added to users monsters list
SE-N02-002	FR1 + FR7(login)	Test whether the "login button" on the login page works – this will navigate the user to the home page	Entering a valid username with the password and clicking the login button	After the login process, the home page will be loaded onto the user's browser	The page has been load correctly
	FR7(Log-in)	Check if the system allows to log-in not providing any details	Leave blank user log-in and password	Error message should be displayed	System displays "Please, enter your username and password." error message
	FR7(Log-in)	Check if the system allows not existing users to log-in	Enter new user email and password	User is not logged-in, error message should be displayed	System displays "Wrong username or/and password" error message
	FR7(Log-in)	Check if the system allows user to log-in no password	Enter only username, leave password blank	User is not logged-in, error message should be displayed	System displays "Wrong username or/and password" error message
	FR7(Log-in)	Check if the system allows user to log-in with incorrect password	Enter username and wrong password	User is not logged-in, error message should be displayed	System displays "Wrong username or/and password" error message
	FR7(Log-in)	Check if the system allows user to log-in	Enter username and password	User should be logged-in	User is logged-in and redirected to the home page
	FR7(Log-out)	Check if the systems allows user to log-out	Use log-out button	User should be logged-out	User is logged out and redirected to the log-in page
	FR8(monsters list)	Check if the system loads the list of user's monsters correctly even though it is empty	Use "my monsters" button	System should show an empty list	System loaded an empty list correctly
	FR8(monsters list)	Check if the system loads the list of user's monsters	Use "my monsters" button	System should show a list of monsters	System loaded list correctly
	FR8(friends list)	Check if the system loads the list of user's friends correctly even though it is empty	Use "friends" button	System should show an empty list	System loaded an empty list correctly

## REFERENCES

- [1] Software Engineering Group Projects: General Documentation Standards. C. J. Price, N. W. Hardy. SE.QA.03. 1.5 Release
- [2] Software Engineering Group Projects: Test Procedure Standards. C. J. Price, N. W. Hardy. SE.QA.06. 1.6 Release

## DOCUMENT HISTORY

<i>Version</i>	<i>CCF No.</i>	<i>Date</i>	<i>Changes made to document</i>	<i>Changed by</i>
1.0	N/A	14/11/2012	N/A - original version	PW