Build Driven Development / Test Driven Development  
  
The Gamers Meet team has developed 20 unit tests for this project. These tests are listed below:

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| --- | --- | --- | --- |
| ID | Title | State | Parent |
| 115 | Selecting/viewing users of the application | Design | 38 |
| 116 | User can create gamer account | Design | 85 |
| 117 | Viewing a gamer location | Design | 38 |
| 118 | Matching player/players from other games | Design |  |
| 119 | Viewing historical information about games played by another member. | Design | 107 |
| 120 | Resetting my password | Design |  |
| 121 | Searching human elements of teammates | Design |  |
| 122 | Assess gamer’s knowledge and experience | Design | 32 |
| 123 | Matching players with self-identified characteristics | Design | 28 |
| 124 | User Search for matches of gamers with a similar skill level | Design |  |
| 125 | Viewing Self-assessment Settings | Design |  |
| 126 | Saving API Info to Database | Design | 110 |
| 127 | Accessing historical information about games | Design | 110 |
| 128 | Choosing a gamer | Design |  |
| 129 | Choose gamer from Record | Design |  |
| 130 | Viewing a gamer’s profile | Design | 69 |
| 131 | Selecting a matching skill. | Design |  |
| 132 | Validate Firebase get functionality | Design | 70 |
| 134 | Searching for games without issues | Design |  |
| 135 | Easy navigation through for a preferred gaming system | Design |  |

On the unit tests, many were not implemented because we did not complete all the user stories and tasks of this sprint. But, the tests were there.  
  
115 Selecting / Viewing Users of the Application. The parent User story was not completed. – test failed

116 User can create gamer account. The parent for this test was 85 Create User Login Page and was resolved. We should be able to test it in the next 24 hours and will include notes in the discussion of any pass or fail on each step. - undetermined  
  
117 Viewing a gamer location has the same parent as 115, which was not completed. – test failed

118 not this sprint

119 not this sprint

120 not this sprint

121 not this sprint

122 Assess gamer’s knowledge and experience. Parent 32 Players Matched by Skill Level. This is transitively the child of 37 Automatic matching. This user story is reported as complete, but has not demonstrated due to deployment issues just before the sprint review. Assuming it is deployed successfully, the test can be completed shortly after the sprint completes. Knowing whether this passes will be necessary for sprint 3 planning. – undetermined

123 Matching players with self-identified characteristics. Parent is 28 Match on more than skill alone. Like 122, this test may be completed between sprints. – undetermined

124 not this sprint

125 not this sprint

126 Saving API Info to Database. The parent for this test is 110 Code to Query and Push Data, which is transitively 70 Establish a link to the Google Firebase API. This has been coded except for the Query and Push, and is nearly complete. This may still be completed before the deadline – undertermined

127 Accessing historical information about games. This is also a child of 110, but will not be tested until after the end of the sprint – incomplete

128 not this sprint

129 not this sprint

130 not this sprint

131 not this sprint

132 Validate Firebase get functionality. This is a child of 109, which is ready for testing. – undetermined

133 not this sprint

134 not this sprint

135 not this sprint