Unlock the Vault Test Plan

Peer Test Review:
- ➔ Areebah + Fariha

Testing Instructions for Expert Users:
- ➔ *Setup:*
  - ◆ Frontend:
    - ● cd dev/frontend
    - ● npm i
    - ● npm start
    - ● Interact with the frontend via http://localhost:3000/
  - ◆ Backend:
    - ● **Part 1**
      1. In CLI, run **brew install redis**
      2. Run **redis-server** (keep this running)
    - ● **Part 2**
      1. In another tab of the CLI, navigate to **UnlockTheVault/dev/backend**
      2. Run **pip3 install -r requirements.txt**
      3. Run **python3 app.py**
- ➔ *Requirements for hardware/software/password key:*
  - ◆ Hardware: computer/laptop, keyboard, mouse/trackpad
  - ◆ Software: command line interface (in order to use git, npm, and docker commands)

Automation (Complexity) of Testing Instructions:
- ➔ *Time and effort to set up the test plan for execution:*
  - ◆ Download/setup time for all requirements/testing tools: ~ 25 min
  - ◆ Testing time for test cases: ~ 1 hr
  - ◆ Testing time for backend: TBD
    - ● Can only get an estimate once features are complete

Amount of Time to Finish the Tests:
Can see estimates in the "Time and effort…" subsection

Test Cases:

Feature	Description	Test Case(s)	Expected Time (max)	Expected Result	Actual Test Result
Landing page	A scrolling view where users can login, sign up for an account, or play a game without an account. They can also get a good idea of what the product is/why it would benefit them to try it out.	User scrolls from top of the page to the bottom.	< 1 min	User should be able to scroll from the top to bottom of the landing page, able to access active buttons for logging in, signing up, or playing a game.	Pass/Fail
		User clicks on the login button.	< 1 min	User is redirected to the Login page.	Pass/Fail
		User clicks on the 'Play' button.	< 1 min	User redirected to a play screen.	Pass/Fail
		User clicks on the sign up button.	< 1 min	User redirected to sign up page.	Pass/Fail
Account creation	Users are asked to enter email address, password, and first and last name in order to create an account.	User leaves at least one of the form fields blank.	< 1 min	The form doesn't submit. Users are prompted to fill out the field(s) they left incomplete.	Pass/Fail
		User tries to create an account with a pre-existing username.	1 min	The form doesn't submit. User is alerted that the entered username has already been used.	Pass/Fail
		User tries to	1 min	The form doesn't	Pass/Fail

		create an account with a pre-existing email.			submit. User is alerted that the entered email has already been used.	
		User tries to create an account with a password that doesn't meet password requirements	1 min	The form doesn't submit. User is prompted to enter a different password.	Pass/Fail
		User tries to create an account when both password fields don't match.	1 min	The form doesn't submit. User is notified that the password fields don't match.	Pass/Fail
		User tries to create an account with a valid username, email, and password.	1 min	The form is submitted successfully. User is redirected to the login page, to sign in using their new account.	Pass/Fail
Password hashing	When an account is being created, users' passwords will be hashed before it's stored in the database for security purposes.	n/a	< 1 min	n/a	Pass/Fail
Login	Users can log in to a preexisting account after providing the correct username and password.	User enters incorrect credentials.	1 min	User is alerted that they entered an incorrect username.	Pass/Fail
		User enters the correct username and	1 min	User is redirected to the User Dashboard.	Pass/Fail

		password.			
Logout	Users can log out of their account using the 'Log Out' button in the navbar.	User clicks the 'Log Out' button in the navbar.	< 1 min	User is redirected to the landing page. Their session ends, and they cannot access the User Dashboard without logging in again.	Pass/Fail
Game	A random, 6 digit key is generated that users have to attempt to guess.	User guesses digits between 0 and 10 inclusive for each of the spots, then submitting their answer.	~ 15 min	Incorrect digits will be highlighted in red, while correct are highlighted in green.	Pass/Fail
Get hints	While playing a puzzle, users can click the 'Get Hint' option if they are stuck. They have a maximum of 3 hints per game. Hints are the relation between the digit at a spot and that of the digit to its left and right. (e.g. Spot 2 is less than Spot 3, and Spot 2 is the same as Spot 1)	User clicks on the 'Get Hint' option and has used < 3 hints already.	< 1 min	User gets hints for all incorrect digits as described in the second column.	Pass/Fail
		User clicks on the 'Get Hint' option and has already used 3 hints.	< 1 min.	Users get a notification saying they've run out of hints, and can either keep submitting guesses, or request a Solve.	Pass/Fail
Game Solve	After they've exhausted 3 hints, the button to request a Solve will become active.	User clicks on the 'Solve' button.	< 1 min	Solution is evaluated given the user's correct guesses and hints provided.	Pass/Fail
Game end screen	Users will see the solution, and be prompted to sign	User clicks on the 'Sign in' option.	< 1 min	User is redirected to the Sign In Page	Pass/Fail

	up/sign in and save their game history (if they haven't done so already).	User clicks on the 'Sign Up' option.	< 1 min	User is redirected to the Sign Up Page.	Pass/Fail
User dashboard	Users can view game history and leaderboard.	User clicks User Dashboard on navbar	1 min	User can see a table for the game history.	Pass/Fail
Account settings	Users can access the Account Settings Page through the navbar.	User clicks the Settings button in the navbar.	1 min	Users redirected to the Settings Page.	Pass/Fail