

## *The Software Development Life Cycle - Group Project*

# **Test Specification**

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# 1 INTRODUCTION

## 1.1 Purpose of this document

The purpose of this document is to provide a customer with a list of test to exercise a web game engine.

## 1.2 Scope

This document specifies standard tests customers should perform to check the quality of the Monster Mash game. All tests contain a description of which type of action should be taken, the expected result and pass criteria.

## 1.3 Objectives

To describe the plan for testing and pass criteria.

# 2 DOCUMENT CONTENT

### Register/Unregister

Test Ref	Req. being tested	Text Content	Input	Output	Pass criteria	Pass/fail
T-SN-01	FR6	Check if "register" button works.	Press register button on a main page.	A new page with fields to fill in e.g. username and password occurs.	Redirection to a new page.	Pass
T-SN-02	FR6	Check if system will register an account without filling in any data on the register page.	Enter no data on the registration page and then press "continue" button.	Error message warns of missing data.	Error message displayed on a page. Account not added to a server.	Pass
T-SN-03	FR6	Check if system will register an account with some data missing e.g. password.	Fill in all fields beside password field and press "continue" button.	Error message warns of missing data.	Error message displayed on a page. Account not added to a server.	Pass

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/Fail
T-SN-04	FR6	Check if system will register an account when confirm password field differs to password.	Fill in all data., but misspell "confirm password" field, so that it differs to password.	Error message warns of incorrect data.	Error message displayed on a page. Account not added to a server.	Pass
T-SN-05	FR6	Check if system will register an account when login already in use.	Fill in login that is already in use on a registration page and click "continue" button.	Error message warns of existing account.	Error message displayed. Account not added to a server.	Pass
T-SN-06	FR1	Check if system will register an account when all the data is filled in correctly.	Fill in all the data properly and press "continue" button.	A new window occurs, telling that account has been added successfully.	New window with positive message occurs. Account added to a server.	Pass
T-SN-07	FR6	Check if "unregister" works.	Go to MyProfile and press "unregister" button.	A new page occurs with some fields to fill in e.g. username, password.	Redirection to a new page.	Fail - we wrote a servlet that should deal with unregister, but it doesn't work properly.

## Login/Log off

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	
T-SN-11	FR1	Check if system lets user login without username and password	Fill in nothing and press "login" button.	Error message warns of incorrect login or password.	Error message on a page. Login fails.	Pass

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	
T-SN-12	FR1	Check if system lets user log in, if one field is empty.	Fill in only one field. Press "login" button.	Error message warns of incorrect password or login.	Error message on a page. Login fails.	Pass
T-SN-13	FR1	Check if system lets user login when password is incorrect.	Fill in both fields, but misspell password. Press "login" button.	Error message warns of incorrect login or password.	Error message on a page. Login fails.	Pass
T-SN-14	FR6	Check if system lets user log off when "log off" button is pressed.	When logged in press "log off" button in the top-left corner.	The home page occurs.	Home page occurs. User logged off.	Pass

### Offers:

### Assumptions:

To perform some of the tests below we have to assume, that we have created at least two accounts. It will help us to inspect interactions between accounts and check, if the fight engine works properly. To make it easier we will create accounts test1 and test2.

### Add/remove friend

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/Fail
T-SN-15	FR9	Check if system sends an "add friend" request. This requires to check if target friend's details are correct.	Go to test1 and in the "add friend" field type in test2(friend you want to add) and press "add friend" button.	Test1: Message occurs saying that message was sent. Test 2: Add friend request occurs in offers window.	Request sent from test1. Request received on test 2.	Fail - we fail to write an appropriate code and implement it.
T-SN-16	FR9	Check if system adds a friend when	Test2: when request occurs in notification	Test1: Message occurs saying that	Test1:Message occurs. Both: No friend	Fail - as above

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/Fail
		request declined.	window press "decline".	your request was declined.	added to a friends list.	
T-SN-17	FR9	Check if system adds a friend when request accepted.	Test2: when request occurs in notification window press "accept".	Both: Message occurs saying that a friend was added to a friends list.	Both: Message occurs. Friend added to a list.	Fail - as above
T-SN-18	FR9	Check if system adds a friend when "add button" is pressed, but request isn't accepted or rejected.	Test1: send a friend request. Test2: take no action.	Test1: Message occurs saying that message was sent. Test 2: Add friend request occurs in offers window.	Test1: Message occurs. Test2: Request received. Both: No friend added to a friends list.	Fail - as above
T-SN-19	FR6	Check if system deletes a friend from your friend list, when "remove a friend" button pressed.	Test1: Go to your friends list and remove test2.	Both: Message occurs saying that a friend was removed from a list.	Both: Message occurs. Friend removed from a list.	Fail - as above

## Fighting.

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/Fail
T-SN-20	FR6	Check if "fight" button works.	Test1: Go to your friends list and choose test2, pick one of monsters and press "fight". Test2: Take no action.	Test1: Message saying, that request has been sent occurs. Test2: Request occurs in notification window.	Test1: Message occurs. Test2: Request occurs. Both: Any other action isn't taken.	Fail - we fail to write an appropriate code and implement it.

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/Fail
T-SN-21	FR10	Check if system lets to fight without acceptance.	Test1: Pick one of friend's monsters and click "fight". Test2: Take no action.	Test1: Message saying, that request has been sent occurs. Test2: Request occurs in notification window.	Message displayed. Request sent. No other action is taken.	Fail - as above
T-SN-22	FR10	Check if system lets to fight when request rejected.	Test1: Pick one of friend's monsters, press "fight" Test2: Reject an offer.	Test1: Message saying, that your request has been rejected occurs.	Fight hasn't been taken.	Fail - as above
T-SN-23	FR10	Check if system lets users fight when request accepted.	Test1: Pick one of friend's monsters, press "fight" Test2: Accept an offer.	Both: Message with a result is displayed saying who has won and lost and what is a reward.	Message occurs. Fight has been taken.	Fail - as above
T-SN-24	FR10	Check if winner receives a reward.	After a fight: Test1: If won inspect your balance. Else if test2 won: inspect your balance.	After a fight: Both: Message with a result of fight occurs.	Winner's balance changed. Loser's balance didn't change.	Fail - as above
T-SN-25	FR10	Check if after a fight monster's health is decreased.	Test1: Proceed to fight. After that, inspect monster.	New window with monster's statistics occurs.	Monster's health is decreased.	Fail - as above

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/Fail
T-SN-26	FR10	Check if after monster is injured an injury status occurs in its	Both: Inspect your monster after every fight and check, if it	In the result window a message saying that your monster	When monster injured - injury notice appears in its statistics.	Fail - we fail to write an appropriate code and implement

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/Fail
		profile.	was injured afterwards.	was injured during a fight.		it.
T-SN-27	FR10	Check if after monster is dead system removes it from a monsters list.	Proceed to fight till you monster dies.	Message saying your monster is dead.	Message occurs. Monster removed from monsters list.	Fail - as above
T-SN-28	FR10	Check if system generates new monster, after your last monster died.	Proceed to fight till your last monster is dead.	Message occurs that your last monster is dead and new one was generated.	Message occurs. Monster removed from a list. New monster generated and added to a list.	Fail - as above

**Breed:**

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/fail
T-SN-29	FR3	Check if "breed" button works.	Test1: Press "breed" button. Pick your monster and insert a price. Test2: Take no action.	Test1: Message occurs saying that your breed offer has been sent. Test2: Offer occurs in notification window.	Test1: Message occurs. Test2: Offer occurs in notification window.	Fail - we fail to write an appropriate code and implement it.
T-SN-30	FR3	Check if system will allow to breed without an offer being accepted by any other player.	Test1: Press "breed" button. Pick your monster and insert a price. Test2: Take no action.	Test1: Message occurs saying that your breed offer has been sent. Test2: Offer occurs in notification window.	Test1: Message occurs. Test2: Offer occurs in notification window. Both: Monster isn't generated.	Fail - as above



Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/fail
T-SN-31	FR3	Check if system will allow to breed, when offer accepted.	Test1: Proceed to breed. Test2: Accept an offer.	Test1: New monster occurs in a list. Test2: Message saying that breeding was successful.	Test1: New monster, balance decreased. Test2: Message occurs, balance increased.	Fail - as above
T-SN-32	FR3	Check if you can accept the same offer more than once.	Test1: After offer has already been accepted. Take no action. Test2: Try to accept same offer again.		After first acceptance offer disappears from a notification window. No other action is taken.	Fail - as above
T-SN-33	FR3	Check if new monster has a value and statistics.	Test1: Proceed to breed. After accepted inspect new monster. Test2: Accept an offer.	A window with monster's statistics appears.	New monster has value and stats.	Fail - as above

## Trade:

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/Fail
T-SN-39	FR8	Check if "sell monster" button works.	Test1: Go to your monster list, pick a monster and press "sell monster" button. Test2: Take no action.	Test1: Message saying that offer has been sent to all friends occurs. Test2: Offer occurs in a notification window.	Test1: Message occurs. Test2: Offer occurs in notification window.	Fail - we fail to write an appropriate code and implement it.
T-SN-40	FR8	Check if system allows to sell monster without any	Test1: Proceed to sell a monster. Test2: Take	Test1: Message saying that your request has	Test1: Message occurs. Test2: Offer occurs in	Fail - as above

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/Fail
		other player's acceptance.	no action.	been sent. Test2: Offer occurs in notification window.	notification window. Both: Nothing else happens.	
T-SN-41	FR8	Check if system allows to sell a monster when offer accepted.	Test1: Proceed to sell monster. Test2: Accept an offer.	Test1: Message saying that your offer has been accepted occurs.	Test1: Message occurs, monster removed from a list balance increased. Test2: Monster appears on a monster list, balance decreased.	Fail - as above
T-SN-42	FR8	Check if offer disappears when it has already been accepted.	Test1: Proceed to sell. Test2: Accept an offer. Inspect a notification window in order to accept same offer again.	Test1: No offer in notification window. Test2: No offer in notification window.	After offer accepted once it disappears from a notification window.	Fail - as above

### For all offers.

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	
T-SN-43	FR8	Check if offer has deactivated after monster died.	Test1: Fight until monster dies. Test2: Fight test1's monster until it is dead.	Both: Offer referring to the dead monster are not in the notifications window.	Both: After monster is dead all referring offers are deactivated.	Fail - we fail to write an appropriate code and implement it.

## Views: (user interaction design document = UIDD)

Test ref	Req. being tested	Text content	Input	Output	Pass criteria	Pass/fail
T-SN-44	FR7	Check the login page loads when the homepage is requested via URL.	Test1: Enter homepage URL in browser.	Test1: The login view as shown in the UIDD loads in the browser.	The login page loads correctly with all the login and sign up features	Pass
T-SN-45	FR8	Check the monster list appears after login.	Test1: Login to game.	Test1: The user is presented with the home screen as shown in the UIDD.	The home screen displays correctly with all of its features as shown in the UIDD.	Fail - we fail to write an appropriate code and implement it.
T-SN-46	FR8	Check if a friend's monster list appears by request.	Test1: Click on a friend in the friends list at the left.	Test1: A list of all the monsters the friend you clicked on owns, as seen in the UIDD.	The friend's monster view as shown in the UIDD is displayed correctly with all of its features.	Fail - as above
T-SN-47	FR8	Check if a user's profile displays by request.	Test1: Click on user in friend list.	Test1: The user's profile information should appear.	The profile view as shown in the UIDD is displayed correctly with all of its features.	Partly pass - not all of player's data are being displayed
T-SN-48	FR8	Check if the notifications page displays correctly and by request.	Test1: Click on the notifications page button/link.	Test1: The user's notifications about offers, battles, and other relevant in-game information the user has to know, are displayed.	The notifications view as shown in the UIDD is displayed correctly with all of its features.	Fail - as above
T-SN-49	FR8	Check if the 'accept offer' view displays correctly and by request.	Test1: Click on an offer in the notifications page.	Test1: The necessary features of the 'Accept Offer' view from the UIDD are displayed,	The 'Accept Offer' view as shown in the UIDD is displayed correctly with all of its features.	Fail - as above

				allowing the user to accept or decline an offer.		
T-SN-50	FR8	Check if the 'choose monster' view displays correctly and by request.	Test1: Click on a battle request in the notifications page.	Test1: The 'Choose a Monster' view is displayed, allowing the user to choose which monster to fight the opponent's.	The 'Choose a Monster' view as shown in the UIDD is displayed correctly with all of its features.	Fail – as above

### 3 REFERENCES

1. User interaction design.
2. Software Engineering Group Projects Monster Mash Game Requirements Specification.

### 4 DOCUMENT CHANGE HISTORY

Version	CCF No.	Date	Sections changed	Changed by
0.1	N/A	13/11/12	Test Spec Creation	Adrian Gawryszewski
1	N/A	16/11/12	Views added to Test Spec. on pages 12-13.	Daniel Stuessy
1.1	N/A	17/2/2012	Feedback adjustments made:  "Complete and correct?: Test 15, should also have case where friends details are incorrect. Test 34-47no requirement being tested is listed. Test 39 swap monster not a requirement. "  and  "...some typos e.g. filed -> field."	Daniel Stuessy
1.2	N/A	17/02/13	Changed/deleted unnecessary test.	Adrian Gawryszewski
1.3	N/A	17/02/13	Perform all the tests.	Adrian Gawryszewski