Release testing

We use release testing to evaluate how well our project meets the given requirements and ensure it’s sufficient for external use. This is contrary to development testing where emphasis is placed on identifying bugs and defects. We will be running these tests on the stock market on an AWS instance with multiple bots connected and attempting to trade.

With our unit tests passing, our strategy for this is to validate the system as a whole. This will include covering a range of sections from the website functioning correctly, to ensuring the player is able to interact with the website. We will be using Junit to assert that the correct outputs are displayed by the website to the user after they try to complete a task. Furthermore, we will be manually testing that pages are loaded correctly and information from the back end is correctly pulled and utilised. The provided bot skeleton code will be used to input player commands to accurately mimic release usage.

We have decided to select the user story “As a player of the game I should be able to easy manoeuvre around the website and complete any tasks that need to be done such as buying and selling stocks.”. This is because it covers the main actions of our program most players will have to undertake, hence it’s vital it works correctly. Furthermore, it involves a wide range of front-end and back-end test cases.

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| **Test** | **Test Description** | **Data** | **Expected Result** |
| Create bot | Create new player bot using the websites get started page | “TestTeamName” “TestTeamCode” “TestBotName” | Success: Bot created  Fail: Bot not created |
| Open Market Tab | Manually test of pressing “Market” tab on website to open the market page. | N/A | Success: Market page opens  Fail: Market page does not open/Redirects to incorrect page |
| Stonks graph displays correctly | Manually test elements such as toggling stonks on graph work correctly. | N/A | Success: Graph of each stonk displayed when toggled on.  Fail: Stonk progress does not show up after toggled “on” |
| Buy stonk | Manually buy a stonk using the skeleton code provided | “TestTeam1”, ”TeamCode1”, “Apple”, 1 | Pass: Correct Json returned informing stonk was successfully bought |
| Sell stonk | Manually sell a stonk using the skeleton code provided | “TestTeam2”, ”TeamCode2”, “Samsung”, 2 | Pass: Correct Json returned informing stonks were successfully sold |
| Open Dashboard Tab | Manually press Dashboard tab on website to open the dashboard page. | N/A | Success: Dashboard page opens  Fail: Dashboard page does not open/Redirects to incorrect page |
| Leaderboard graph works correctly | check the leaderboard displays all current players and their wealth’s | Create 3 more player bots and buy each a stonk | Pass: Leaderboard contains 4 players with correct wealth’s being displayed. |
| Newsfeed | Check newsfeed works | N/A | Pass: newsfeed is updating right |