System and Unit Test Report

Team: The WorldBuilders
Product Name: WorldBuilder
Date: 12/2/19

System Test Scenarios:

A. User story from sprint 2: As a GM I would like to be able to generate a world map

Scenario: Generating a map
1. Open WorldBuilder webpage
2. A detailed world map is procedurally generated automatically
3. The map is displayed on the webpage
4. The map includes a continent with realistic coastlines
5. Upon reloading the webpage, a new map is procedurally generated from a new seed, following the same rules but looking different
6. The new map is displayed on the webpage

B. User story from sprint 3: As a user I would like to parameterize world generation
Scenario:

Scenario: Generating a more robust map
1. Open WorldBuilder webpage
2. A detailed world map is procedurally generated automatically, using default parameters
3. The map is displayed on the webpage
4. The map includes…
    a. A continent with realistic coastlines
    b. Beaches distributed non-uniformly around the coast
    c. Mountain ranges that vary in size
    d. Rivers that flow from mountains
5. The webpage is reloaded
6. A new map is procedurally generated from a new seed, following the same rules but looking different
7. The new map is displayed on the webpage
8. Distinct parameters for each attribute of the map are edited in the source code
9. The webpage is reloaded
10. A new map is procedurally generated, taking the new parameters into account
11. The newly parameterized map is displayed

C. User story from sprint 4: As a user I'd like to be able to interact with the application without learning unix

Scenario A: Loading a map via the website GUI
1. Open WorldBuilder webpage
2. An animated loading screen runs
3. A detailed world map is procedurally generated automatically
4. The map is displayed on the webpage
5. Menu button is clicked
6. New Map is clicked
7. An animated loading screen runs
8. A map with the same parameters but a new seed is procedurally generated automatically
9. The new map is displayed on the webpage

Scenario B: Creating an account and logging in
1. Open WorldBuilder webpage
2. An animated loading screen runs
3. A detailed world map is procedurally generated automatically
4. The map is displayed on the webpage
5. Click the "Register/Login" button
6. Click "Sign up now"
7. Type
   a. Email address = <email@website.com>
   b. Password = <test12345>
   c. Confirm Password = <test12345>
8. Click "Create Account"
9. Click the "Register/Login" button
10. Type
    a. Email address = <email@website.com>
    b. password = <test12345>
11. Click "Login"
12. email@website.com is newly displayed on the upper-right corner of the website, along with a "sign-out" button
13. Click "sign-out"
14. Email display and sign-out disappears, "Register/login" reappears