

Unit Tests

1. Login page
 - a. Correct user/password logs in
 - b. Incorrect or missing user/password fails
2. Register page
 - a. New username with appropriate password creates new user
 - b. Missing or duplicate username fails
 - c. Missing or unacceptable password fails
3. Settings page
 - a. Changing user language updates database
 - b. Updating profile information (nickname, pfp, etc) updates user profile
 - c. Profile updates are verified and rejected if requirements are not met (e.g. blank username)
4. Language API
 - a. Calls to API return 2xx status code and translated text
5. Home page
 - a. If the user is logged in, display instructions and welcome message
 - b. If the user is not logged in, redirect to login page
6. Chat page
 - a. User is able to send text into chat and is displayed into the chat log
 - b. User is able to view displayed texts on the chat log

Acceptance Tests

1. User can successfully login and set their language
 - a. Test Data:
 - i. User logs in using example username “test” and example password “password123”, then set their language to “English”
 - b. Test Environment:
 - i. Global Chat login/homepage
 - c. Expected Results:
 - i. The user first sees the Login page
 - ii. After a successful login, they see the Home page
 - iii. The user’s language preference persists across multiple connections
 - d. Testers:
 - i. A user unfamiliar with the project, to perform the tasks.
 - ii. A member of the team to verify results.
2. User can successfully send and receive messages
 - a. Test Data:
 - i. User 1 sends three messages:
 1. “Hello, World”
 2. “こんにちは、世界”
 3. “สวัสดีชาวโลก”

- ii. User 2 sets their language to English
 - b. Test Environment:
 - i. Global Chat chatroom
 - c. Expected Results:
 - i. User 2 sees "Hello, World" displayed on their screen three times.
 - d. Testers:
 - i. Two members of the team, one to send messages and the other to record results.
- 3. User can successfully log out
 - a. Test Data:
 - i. None applicable.
 - b. Test Environment:
 - i. Global Chat chatroom and homepage.
 - c. Expected Results:
 - i. The user can successfully log out from the chatroom.
 - ii. The user can successfully log out from the homepage.
 - iii. In both cases, the user is redirected to the login page after signing out.
 - d. Testers:
 - i. Two members of the team, one to perform tasks and the other to record results.