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Title: 2048 - Tris

Test Plans

1. Testing 2048 - Tris game implementation

- a. The two games should be playable at the same time, key inputs from user (w, a, s, d) should impact and control the game blocks/tiles
 - i. A - causes movement left
 - ii. D - causes movement right , etc.
- b. Visually the game pieces move as directed and the user interface is updated as the user plays the games
 - i. Tetris blocks fall and move/rotate with user input
 - ii. 2048 tiles shift as user provides input
- c. Scores for the games are kept track of on screen and update as the user earns points
- d. Both games should stop once the user losses one of them
- e. Score achieved should be updated to the database and recorded for the user that is logged in
 - i. Should be visible in leaderboard tab of website

2. Testing Login System - Database storage of users

- a. When user uses sign up modal to create an account - it is saved in database properly (email, username, password)
 - i. Password checks (lowercase, uppercase, number, etc.) update as user inputs password
 - ii. Cannot submit sign up unless all criteria are met
- b. Navbar of website changes to display proper username of user that is logged in
- c. Login modal can be used to properly login user - allows them to see personal scores in leaderboard page
 - i. Should not take in logins that do not exist within database

3. Testing that leaderboard is updated with user scores and new scores

- a. When user logs in via login modal, the leaderboard updates with their personal scores displayed in right hand side table
- b. The main leaderboard should remain unchanged and be viewable from any account
- c. Scores displayed in table are in numerical order from best to worst and the summation of individual game scores is accurate
- d. Table rows display proper username/playerID that corresponds to user that is currently logged in

Individual Contributions

Kevin - implemented leaderboard working with database, finished tutorial

<https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-017-07/commit/85e67ad6b3942722af2b2c87aba083dfb32aa19b>

Ryan - implemented tetris game - working/finished 2048 game

<https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-017-07/commit/d5471dfebc9ab8046a54d0a25b890add94de10d2>

Rob - finished database configuration and set up

<https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-017-07/commit/02a9644eb3d4d47f6bfe649731f458a39f50b680>

Shreyaan - working on various login modal issues

<https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-017-07/commit/09f8ab39c1164d3ea8ba76aeb9c7ab71e161688d>

Screenshots of project management below:

Backlog

Q

K

Epic

Insights

Epic

Issues without epic

Registration-Page

Research and Planning

Implement game functionality

Implement Login system

Implement Leaderboard

Tutorial

Implement Settings Menu

Create Epic

M07-44

The user needs to be warned if we're not encrypting passwords on the backend

IMPLEMENT LOGIN SYSTEM

1

DONE

M07-74

add field for username on sign-up modal

2

IN PROGRESS

M07-66

fix login modal confirmations (password authentication)

IMPLEMENT LOGIN SYSTEM

2

IN PROGRESS

M07-67

navbar updates once a user logs in

IMPLEMENT LOGIN SYSTEM

5

IN PROGRESS

M07-68

modal is accessible form all pages (within reason)

IMPLEMENT LOGIN SYSTEM

2

IN PROGRESS

M07-46

The user needs to be told what keys to press

TUTORIAL

2

IN PROGRESS

M07-63

Make everything look nice

5

IN PROGRESS

M07-73

make resources page

2

IN PROGRESS

M07-77

get leaderboard page working and done (database is good)

3

DONE

M07-78

finish pages (tutorial, devs. about)

2

IN PROGRESS

Create issue

Sprint 6

8 Nov – 13 Nov

(0 issues)

0

0

0

Start sprint

finishing touches

Plan a sprint by dragging the sprint footer down below some issues, or by dragging issues here.

Create issue

Quickstart

Backlog

Q

K

Epic

Insights

Epic

Issues without epic

Registration-Page

Research and Planning

Implement game functionality

Implement Login system

Implement Leaderboard

Tutorial

Implement Settings Menu

Create Epic

Sprint 5

3 Nov – 8 Nov

(21 issues)

0

51

5

Complete sprint

finish any database stuff

M07-29

The user wants to play Tetris for fun

IMPLEMENT GAME FUNCTIONALITY

5

IN PROGRESS

M07-28

The user wants to play 2048 for fun

IMPLEMENT GAME FUNCTIONALITY

5

IN PROGRESS

M07-37

The user wants to be able to make inputs in the games

IMPLEMENT GAME FUNCTIONALITY

2

IN PROGRESS

M07-33

The user wants to play both 2048 and Tetris simultaneously for fun

IMPLEMENT GAME FUNCTIONALITY

4

IN PROGRESS

M07-36

The user wants to receive a score for playing

IMPLEMENT GAME FUNCTIONALITY

2

IN PROGRESS

M07-38

The user wants both games to feel nicely responsive

IMPLEMENT GAME FUNCTIONALITY

2

IN PROGRESS

M07-42

Users need to be able to view leaderboard

IMPLEMENT LEADERBOARD

DONE

M07-53

User may want to update username/email

IMPLEMENT SETTINGS MENU

3

IN PROGRESS

M07-54

user may want to update password

IMPLEMENT SETTINGS MENU

3

IN PROGRESS

M07-76

milestone 5 - test plans

3

IN PROGRESS

M07-57

user should be able to view their top scores

IMPLEMENT SETTINGS MENU

1

DONE

M07-44

The user needs to be warned if we're not encrypting passwords on the backend

IMPLEMENT LOGIN SYSTEM

1

DONE

M07-74

add field for username on sign-up modal

2

IN PROGRESS

M07-66

fix login modal confirmations (password authentication)

IMPLEMENT LOGIN SYSTEM

2

IN PROGRESS

M07-67

navbar updates once a user logs in

IMPLEMENT LOGIN SYSTEM

5

IN PROGRESS

M07-68

modal is accessible form all pages (within reason)

IMPLEMENT LOGIN SYSTEM

2

IN PROGRESS

Create issue

Quickstart