

Team 20 Test Plan

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ID	Req. ID	Title	Instructions	Expected Result	Severity
1	1	Login	<ol style="list-style-type: none">1. Click sign-in with google button2. Enter credentials	<ol style="list-style-type: none">1. Program should navigate you to application home screen.	Critical
2	1	Bad Login	<ol style="list-style-type: none">1. Click sign-in with google button2. Enter email fake@notgoogle.com3. Enter password free password	<ol style="list-style-type: none">1. Program should prompt you that you could not be authenticated.	Critical
3	1	Logout	<ol style="list-style-type: none">1. Select logout button from menu	<ol style="list-style-type: none">1. Program returns to login page2. Prompts user that logout successful.	Critical
4	2	Default Bot Game	<ol style="list-style-type: none">1. From the menu, select new game.2. Select default bot.3. Play the game.	<ol style="list-style-type: none">1. Game plays out.2. On game end, game announces winner.	Critical
5	3	Using Turn to Attack	<ol style="list-style-type: none">1. While in the game, select option to use turn to attack	<ol style="list-style-type: none">1. Prompt user to pick a player to attack2. Prompt user to pick a space to attack that is in the selected target's area	Critical
6	3	Attacking Land	<ol style="list-style-type: none">1. While in the game, select option to use turn to attack2. Select a Player to attack3. Select a location in that player's map that is land	<ol style="list-style-type: none">1. Prompt user to select a different space that is not land2. Return user to space selection interface	Critical
7	4	Seeing Attack Miss	<ol style="list-style-type: none">1. Choose to attack a location that is not occupied by an enemy ship	<ol style="list-style-type: none">1. Show all players that the space attacked was a miss	Critical
8	4	Seeing Attack Hit	<ol style="list-style-type: none">1. Choose to attack a location that is occupied by an enemy ship	<ol style="list-style-type: none">1. Show all players that the space attacked was a hit	Critical
9	5	Successful	<ol style="list-style-type: none">1. While in the game, select a	<ol style="list-style-type: none">1. Move the player's ship	Critical

		Ship Move	<ol style="list-style-type: none"> ship to move Select direction to move ship 	<ol style="list-style-type: none"> End current player's turn and go to next player 	
10	5	Failed Ship Move: Land	<ol style="list-style-type: none"> While in the game, select a ship to move Select direction that would cause ship to occupy a land space 	<ol style="list-style-type: none"> Prompts player that space is land Allow current player to select a new action 	Critical
11	5	Failed Ship Move: Map Boundary	<ol style="list-style-type: none"> While in game, select a ship to move Select direction that would cause ship to move outside the boundary of the map 	<ol style="list-style-type: none"> Prompts player that they cannot go any farther in that direction Allow current player to select a new action 	Critical
12	5	Failed Ship Move: Ship Collision	<ol style="list-style-type: none"> While in game select a ship to move Select direction that would cause ship to move to a space occupied by another one of the player's ships 	<ol style="list-style-type: none"> Prompts player that their selected direction is already occupied by their ship Allow current player to select a new action 	Critical
13	6	Map Size Selection	<ol style="list-style-type: none"> From the menu, set map size to a value from 10-15 From the menu, select new game 	<ol style="list-style-type: none"> Generate map for each player with 100-225 (map size value squared) spaces, 40% of that space being land Start the game 	Important
14	6	Map Size Invalid	<ol style="list-style-type: none"> From the menu, set map size to a value less than 10 or greater than 15 From the menu, select new game 	<ol style="list-style-type: none"> Prompt user to input a value for map size in the correct range (10-15) Return user to menu 	Important
15	7	Choosing Number of Players	<ol style="list-style-type: none"> From the menu, select number of players for the game From the menu, select new game 	<ol style="list-style-type: none"> Split the map evenly among the number of players Start the game 	Important
16	7	Seeing Opponent Option menu	<ol style="list-style-type: none"> User selects an opponent's icon 	<ol style="list-style-type: none"> Option menu should appear 	Important
17	7	Seeing another player's grid	<ol style="list-style-type: none"> Select an opponent before moving/attacking Select 'See Grid' from option menu 	<ol style="list-style-type: none"> User should now see grid of their opponent with land and attempted attacks made on that grid 	Important
18	7	Selecting a Player to attack	<ol style="list-style-type: none"> In the game, select 'Make an attack' option Select opponent to attack 	<ol style="list-style-type: none"> Option menu should open once opponent has been selected 	Important

				2. User should now have option to choose where to attack	
19	16	Viewing play history	<ol style="list-style-type: none"> 1. Play a game. 2. From the menu, select the leaderboard. 	<ol style="list-style-type: none"> 1. System should show a play history. 2. Last game should be at top of history. 	Important
20	7	Create multiplayer game of 2 players	<ol style="list-style-type: none"> 1. From main menu, select new multiplayer game. 2. Select 2 players 3. Click create game 	<ol style="list-style-type: none"> 1. System should respond with a prompt with 2 spots two invite players to your game. 	Stretch
21	7	Create a multiplayer game of 4 players	<ol style="list-style-type: none"> 1. From the main menu, select new multiplayer game. 2. Select 4 players. 3. Click create game 	<ol style="list-style-type: none"> 1. System should respond with a prompt with 2 textfield to invite players to the game. 	Stretch
22	8	Displaying 1 opponents sunk ships	<ol style="list-style-type: none"> 1. From the main menu, start a new game against a default bot. 3. Play the game until you sink a ship 	<ol style="list-style-type: none"> 2. System responds by starting a new game. 3. In the opponent grid, you should see the sunk ship marked out with a color. 	Important
23	8	Displaying 2 opponents sunk ships	<ol style="list-style-type: none"> 1. From the main menu, start a new game against 2 default bots on different teams. 3. Play the game until you sink one ship of each opponent 	<ol style="list-style-type: none"> 2. System responds by starting a new game with 2 default bots. 4. Toggle through the opponent grid using arrows. 5. System responds by showing sunken ships marked with a color. 	Important
24	9	Playing on a team	<ol style="list-style-type: none"> 1. From the main menu, click create team game 2. Add one bot to your team, and two bots to the other team. 3. Click start game. 	<ol style="list-style-type: none"> 2. System responds with form to configure the game 4. Game should start 	Stretch
25	10	Playing against easy strategy	<ol style="list-style-type: none"> 1. From the main menu, click create game. 3. Select to play against the easy bot 4. Select begin game. 	<ol style="list-style-type: none"> 2. System shows game configuration screen. 5. Game successfully plays and finishes. 	Important
26	10	Play against medium strategy	<ol style="list-style-type: none"> 1. From the main menu, click create game. 3. Select to play against the intermediate bot. 4. Select begin game. 	<ol style="list-style-type: none"> 2. System shows game configurations screen. 5. Game successfully plays and finishes. 	Important
27	10	Play against hard strategy	<ol style="list-style-type: none"> 1. From the main menu, click create game. 	<ol style="list-style-type: none"> 2. System shows game configuration screen. 	

			3. Select to play against the hard bot. 4. Select begin game.	5. Game successfully plays and finishes.	
28	17	Design a new strategy (start scan left)	1. From the main menu, select save new strategy 3. Ensure all toggles work	2. System responds by showing strategy configuration form	Stretch
29	17	Design a new strategy (start scan diagonal right)	1. From the main menu, select strategies, save new strategy, 3. Ensure all toggles work	2. System responds by showing a strategy configuration form	Stretch
30	19	Save scan diagonal right strategy	1. From the main menu, select strategies, save new strategy. 3. Change "on opponent hit, start scanning " to diagonal right. 4. Click save	2. System responds by showing a strategy configuration form. 5. System responds by prompting user that the strategy was saved. 6. System navigates to the saved strategies page .	Stretch
31	19	Save scan left strategy	1. From the main menu, select strategies, save new strategy. 3. Change "on opponent hit, start scanning " to left. 4. Click save	2. System responds by showing a strategy configuration form. 5. System responds by prompting user that the strategy was saved. 6. System navigates to the saved strategies page .	Stretch
32	27	View Saved Strategies	1. From the main menu, select strategies, my strategies.	2. System responds by showing a table of all saved strategies (name, created, modified, # of times beat).	Stretch
33	20	Delete a Strategy	1. From the main menu, select strategies, my strategies. 3. Click the trash icon on a strategy that you want to delete	2. System responds by showing a table of all saved strategies. 4. System responds by removing strategy from the list.	Stretch
34	21	Modify a Strategy's Name	1. From the main menu, select strategies, my strategies. 3. Select the pencil icon on a strategy you want to change the name of 5. In the name field, change the name of the strategy. 6. Click save.	2. System responds by showing a table of all saved strategies. 4. System responds with the modify strategy form for the corresponding strategy. 7. Page should return to the "my strategies page" where the user will be prompted the strategy was deleted. 8. The strategies list should reflect this change.	Stretch
35	21	Modify a Strategies Play style	1. From the main menu, select strategies, my strategies. 3. Select the pencil icon on a strategy you want to change the play style of 5. Change the "on opponent hit, start	2. System responds by showing a table of all saved strategies. 4. System responds by showing the modify strategy form. 7. System responds by sending	Stretch

			scan” to something different. 6. Click save 8. Click modify on same strategy	user to “my strategies page” and prompting that the strategy has been saved. 9. System responds with modify strategy form, with users changes reflected.	
36	22	View other users strategies	1. From the main menu, select strategies, community strategies.	2. The system responds by showing a list of recently created strategies	Stretch
37	22	View other users strategies by most viewed	1. Form the main menu, select strategies, community strategies. 3. In the top left of the table, change the sort option drop down to most viewed.	2. System responds by showing a list of recently created strategies. 4. System responds by showing the most viewed strategies.	Stetch
38	22	View other users strategies by most played.	1. Form the main menu, select strategies, community strategies. 3. In the top left of the table, change the sort option drop down to most played.	2. System responds by showing a list of recently created strategies. 4. System responds by showing the most played strategies.	Stretch
39	23	Play against own strategy	1. From the main menu, select new game 2. Select custom strategy 4. Select strategy user wants to play against. 6. Select play game.	3. Modal window pops up prompting user which strategy they want to play against. 5. Modal closes 7. Game plays through 8. Game finishes	Stretch