

Sugar Rush – Functional Test Cases

1. Home Page

Test Case ID	Test Scenario	Test Steps	Expected Results	Actual Results	Pass/Fail
1.1	The user can share website on Facebook	-User clicks Facebook Icon	Redirection to Facebook's website. Note that as we are sharing from a local host rather than a live webpage, Facebook will return an error message	As expected	Pass
1.2	The user can share website on Twitter	-User clicks Twitter Icon	Redirection to Twitter's website. Note that as we are sharing from a local host rather than a live webpage, Twitter will return an error message	As expected	Pass
1.3	The user can share website on Reddit	- User clicks Reddit Icon	Redirection to Reddit's website. Note that as we are sharing from a local host rather than a live webpage, Reddit will attempt to share a direct link to your computer's local host	As expected	Pass
1.4	The user can access the game by clicking "Play" button	-User clicks "Play" button	Successful navigation to Hobbit Village Page; "How to play" popup should appear by default	As expected	Pass

2. Hobbit Village Page

Test Case ID	Test Scenario	Test Steps	Expected Results	Actual Results	Pass/Fail
2.1	The user can seek help by clicking "Instructions" button	-User clicks "Instructions" button	The "How to play" popup should re-open	As expected	Pass

2.2	The user can exit the “How to play” popup	-User clicks “Close” button	The “How to Play” popup should close	As expected	Pass
2.3	The user can begin gameplay by clicking anywhere on the “House 1” house icon	-User clicks anywhere on “House 1” house icon	Successful navigation to the first stage of the game, “Breakfast”	As expected	Pass

3. Game Quiz

Test Case ID	Test Scenario	Test Steps	Expected Results	Actual Results	Pass/Fail
3.1	The user can choose an item of food, review their choice, and advance to the next stage of the quiz	-User clicks on item of food	-Ice cream cones corresponding to sugar levels appear under all food items -Progress bar underneath fills up with respective amount of sugar -Box containing nutritional information relating to the food appears underneath progress bar -The “Next Meal” Button comes available, and the user is able to toggle to the next page - If sugar intake exceeds 30g, the smiling hobbit image at the bottom right switches to a sad hobbit	As expected	Pass
3.2	The user can seek help by clicking “Help” button	-User clicks “Help” button	The “How to play” popup should re-open	Nothing happens	Fail
3.3	Test ID 3.1: Breakfast - Banana	As per 3.1	- As per 3.1 -12g per 100g sugar	As expected	Pass
3.4	Test ID 3.1: Breakfast - Apple	As per 3.1	-As per 3.1 -10g per 100g sugar	As expected	Pass

3.5	Test ID 3.1: Breakfast – Protein Shake	As per 3.1	- As per 3.1 -23g of sugar per 100g	As expected	Pass
3.6	Test ID 3.1: Second Breakfast - Bagel	As per 3.1	- As per 3.1 - 6g per 100g sugar	As expected	Pass
3.7	Test ID 3.1: Second Breakfast - Croissant	As per 3.1	- As per 3.1 -11g per 100g sugar	As expected	Pass
3.8	Test ID 3.1: Second Breakfast – Butter Cookie	As per 3.1	- As per 3.1 -20g per 100g sugar	As expected	Pass
3.9	Test ID 3.1: Elevenses – Orange Juice	As per 3.1	- As per 3.1 - 8g per 100g sugar	As expected	Pass
3.10	Test ID 3.1: Elevenses – Peanut Butter	As per 3.1	- As per 3.1 - 9g per 100g sugar	As expected	Pass
3.11	Test ID 3.1: Elevenses – Hummus	As per 3.1	- As per 3.1 - 9g per 100g sugar	As expected	Pass
3.12	Test ID 3.1: Luncheon – Pizza	As per 3.1	- As per 3.1 - 3.6g per 100g sugar	As expected	Pass
3.13	Test ID 3.1: Luncheon – White Bread	As per 3.1	- As per 3.1 -5g per 100g sugar	As expected	Pass
3.14	Test ID 3.1: Luncheon – Wholewheat Bread	As per 3.1	- As per 3.1 - 6g per 100g sugar	As expected	Pass
3.15	Test ID 3.1: Afternoon Tea – Milk Chocolate	As per 3.1	- As per 3.1 - 52g per 100g sugar	As expected	Pass
3.16	Test ID 3.1: Afternoon Tea – Oats Porridge	As per 3.1	- As per 3.1 - 0g per 100g sugar	As expected	Pass
3.17	Test ID 3.1: Afternoon Tea – Jam	As per 3.1	- As per 3.1 - 49g per 100g sugar	As expected	Pass
3.18	Test ID 3.1: Dinner – Chicken	As per 3.1	- As per 3.1 - 0g per 100g sugar	As expected	Pass
3.19	Test ID 3.1: Dinner – Salmon	As per 3.1	- As per 3.1 - 0g per 100g sugar	As expected	Pass

3.20	Test ID 3.1: Dinner – Egg	As per 3.1	- As per 3.1 - 1.1g per 100g sugar	As expected	Pass
3.21	Test ID 3.1: Supper – Crisps	As per 3.1	- As per 3.1 -0.2g per 100g sugar -End game button should become available and user can toggle to game over page	As expected	Pass
3.22	Test ID 3.1: Supper – Granola Bars	As per 3.1	- As per 3.1 -0g per 100g sugar -End game button should become available and user can toggle to game over page	As expected	Pass
3.23	Test ID 3.1: Decaffeinated Cola– Jam	As per 3.1	- As per 3.1 -11g per 100g sugar -End game button should become available and user can toggle to game over page	As expected	Pass

4. Game Over Page

Test Case ID	Test Scenario	Test Steps	Expected Results	Actual Results	Pass/Fail
4.1	The user can view their game score and game breakdown	-User views description and game score as displayed on page	-If the users game score > 30, the “lose” message (“Better luck next time!”) will display. -If the users game score < 30, the “win” message (“”) will display. - The users score will appear beneath the message, and will contain the total amount of sugar consumed during the game	As expected (both “lose” and “win” scenarios tested)	Pass
4.2	The user can view health tips and	-User clicks “here” text (as	The user should be taken to the NHS website	As expected	Pass

	information about sugar via the NHS link in the description	highlighted in pink).			
4.3	The user can view their meal summary	-User clicks on the "View Meal Summary" button	Meal Summary popup appears; information matching the items chosen in the game is displayed, with associated nutritional information	As expected	Pass
4.4	The user can close their meal summary	-User clicks "Close" button	Meal Summary popup closes	As expected	Pass
4.5	The user can share their results on social media	-User clicks "Share Results" button	Share Results popup appears	As expected	Pass
4.6	The user can share their results on Facebook	-User clicks Facebook Icon	Redirection to Facebook's website. Note that as we are sharing from a local host rather than a live webpage, Facebook will return an error message	As expected	Pass
4.7	The user can share their results on Twitter	-User clicks Twitter Icon	Redirection to Twitter's website. Note that as we are sharing from a local host rather than a live webpage, Twitter will return an error message	As expected	Pass
4.8	The user can share their results on Reddit	- User clicks Reddit Icon	Redirection to Reddit's website. Note that as we are sharing from a local host rather than a live webpage, Reddit will attempt to share a direct link to your computer's local host.	As expected	Pass
4.9	The user can close the sharing popup	-User clicks "Close" button	Share Results popup closes	As expected	Pass

4.10	The user can play the game again	-User clicks “Play again” button	-User returns to Hobbit Village page	As expected	Pass
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