Manual Testing

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| Test ID | Test Description | Expected Outcome | Actual Outcome |
| #1 | **A registered user should be able to reset their forgotten password** | When user clicks a button “forgot your password?” they should be sequences of stages to verify the account by providing their username and answering a security question provided when registering which will allow them to set a new password. | As Expected. |
| #2 | **A user should be able to see an easy arithmetic question type in the maths game mode** | when a user has logged in and has clicked on the maths question game, they should see an easy type question as the game starts | As Expected. |
| #3 | **A user should be able to see a medium arithmetic type question in the maths game mode** | when a user has logged in and has clicked on the maths question game, they should see a medium type question as the game starts | As Expected |
| #4 | **A user should be able to see a hard arithmetic type question in the maths game mode** | when a user has logged in and has clicked on the maths question game, they should see a hard difficulty type question as the game starts | As Expected |
| #5 | **A user should be able to answer an arithmetic question in all difficulties of maths game mode** | when a user has logged in and has clicked on the maths question game, they should answer a specific difficulty type question that has been shown | As Expected. |
| #6 | **A user should be able to see a time limit whilst in a game mode** | When a user starts one of the games modes they should be prompted with a specific time that is allocated to that difficulty | As Expected. |
| #7 | **A user should be able to see their score when playing in a specific game mode** | When a user starts one of the game modes they should be prompted with their score of correct answered question. | As Expected. |
| #8 | **A user should be able to see their lives when playing in the hangman game mode** | When a user starts the hangman game mode they should be prompted with their 10 lives points to try and spell a specific word | As Expected. |
| #9 | **A user should receive feedback when getting an answer correct or incorrect** | When a user answers a question in a game mode the buttons used to answer the question will be highlighted in a colour to show if the answer is correct or not. red = incorrect , green = correct. | As Expected. |
| #10 | **A user can see and answer an easy difficulty question in the matching game mode** | when a user has logged in and has clicked on the matching question game, they should see an easy type question as the game starts | As Expected. |
| #11 | **A user can see and answer a medium difficulty question in the matching game mode** | when a user has logged in and has clicked on the matching question game, they should see a medium type question as the game starts | As Expected. |
| #12 | **A user can see and answer a hard difficulty question in the matching game mode** | when a user has logged in and has clicked on the matching question game, they should see a hard type question as the game starts | As Expected. |
| #13 | **A user can see and answer an exam question** | when a user has logged in and has clicked on the exam, they should see an exam type question and by able to select an option to answer | As Expected. |
| #14 | **Time should be carried over to each game mode.** | When a user completes a game the time remaining is carried over to the next game | As Expected. |
| #15 | **A user can see a message confirming correct or incorrect answers** | When a user answers a question in a game mode a message will pop up confirm if the user got the question correct or incorrect | As Expected. |
| #16 | **A user can go back to the main page when they finish a game or test** | Once a user has finished a game or test they would have a button that will redirect them to the main page where they can select a different game mode | As Expected. |
| #17 | **A user can see a summary page after they finish the game or an exam** | When a user has completed all games or test, they will have a page showing a breakdown of their score | As Expected. – however the exam page only shows their final score |
| #18 | **A guest user can register when on the summary page to see their results** | If a user is a guest then the summary page will request the user to sign up before allowing them to view their scores | As Expected |
| #19 | **A user can see a leader-board** | A user is able to see leader-boards of users’ game scores | As Expected |
| #20 | **A visitor of the application can contact the support team** | A visitor is able to send an email about their queries | As Expected |
| #21 | **An admin user should be able to see graphs of students scores** | When a admin user logs in they will be prompted with various graphs that they can use to learn about the users progress | As Expected |
| #22 | **An admin user should be able to view all students** | An admin user should be able to see all users profiles when logged in | As Expected |
| #23 | **Admin user can add and edit a comment to a user profile** | An admin user will be able to add and edit comments when viewing a students profile | As Expected |
| #24 | **Admin user can add user** | An admin user is able to add a new user to the system | As Expected |
| #25 | **Admin user can edit user information** | An admin user is able to edits user’s information e.g. first name, last-name etc. | As Expected |
| #26 | **Admin user can delete a user** | An admin user is able to delete a user | As Expected |
| #27 | **Admin user can edit exam questions** | Amin user is able to edit exam questions that are show to the users | As Expected |