

COMP 2406 B - Term Project Testing/Presenting Steps

This document presents the most basic **project testing** and outlines the bare minimum of functionality that needs to be shown in your **10-minute YouTube Video**.

These steps are written in a general sense (and you do not need to follow the order of steps precisely). Depending on your design choices and implementation decisions, there may be differences. If you have additional functionality/features or you think of anything else that should be included, please do so.

1. Show your front end and briefly describe your design.
2. Register a user (user1), and log out.
3. Register a user with the same name (should fail).
4. Try to log in with non-existing user name (should fail).
5. Log in as the user you registered.
6. Go to the profile page to ensure the user is not following any artists and has no reviews.
7. Show the artworks' page and demonstrate some basic pagination.
8. Navigate to a particular artwork.
9. Show basic information (name, artist, year,..., image (without distortion)).
10. Show that you can use the artist's name to navigate directly to that artist's page.
11. Search for artworks using combinations of name/artist/category/etc keywords (show if you implemented search by partial name, partial artist's name, etc. (use regex to implement that)).
12. Navigate to some artwork page from the results.
13. Add a "like" to that artwork. Show that you can unlike it.
14. Create a review. Show that it is possible for you to remove it.
15. Check if the new review and "likes" info is displayed/accessible from the artwork's page. Show that the number of likes is updated with the new information.
16. Repeat steps 11 - 16 for a different search and choose another artwork to rate or review.
17. Navigate to an artist page.
18. Follow the artist.
19. Go back to the user's profile.
20. Show that you can see the artist you followed; all the reviews you have created; and all the "likes" you added.
21. Try to change the user1 account to "artist" - show you are prompted to add an artwork.

Term Project Testing/Presenting Steps

22. Cancel the action - show that user1 is still a patron.
23. Change user1 account to “artist” by adding an artwork.
24. Show you cannot add reviews or rate your artwork.
25. Open incognito browser.
26. Log in as a different user (user2).
27. Go to view user1's profile.
28. Show that you can see/read the review user1 made, but you cannot update that info.
29. Have user2 follow user1.
30. In the first browser, make user1 create a workshop.
31. Show that user2 now has a notification about the workshop (it is OK if you need to refresh user2 page for that).
32. In the incognito browser (as user2), sign up for the workshop.
33. Show that user1 now has user2's name on the list of workshop participants and can navigate to user2's page (where they cannot update any information).
34. As user1, add a new artwork.
35. As user2, check you received a notification about the new artwork made by user1.
36. As user2, un-follow user1, ensure things look correct.
37. As user1, add another workshop or an artwork.
38. Show that user2 didn't receive any notifications about that.
39. Make the user1 become a patron. Show they cannot add new artworks, but old artworks are still present.
40. Show any extra functionality you have implemented. If you need, log in as some existing user you prepared.
41. Request some URLs that don't exist (for example, /users/abc) and ensure proper responses are given.
42. Open the code and show your REST API (route endpoints) on the server.
43. Explain whether your database is integrated fully, partially, or not at all. Full database integration means that all the artwork and user data is stored in a database; and all the queries are answered by the database.
44. Show that Authorization is in place for routes that require it (e.g., artist user checks)
45. Let us know how you feel about your project 😊
What was your favourite part, and what feature are you particularly proud of?