

Shrugs

Shrugs Help Regular Users Generate Sites

Test Plan

ID: ADD_001 Classification: Add object Severity: 1

Instructions:

1. Click the “add object” button on the GUI
2. Click and drag on the grid to size object
3. Release mouse button

Expected Results:

A rectangular object sized diagonally based on line produced of the onclick and off click will show up on the canvas.

ID: ADD_002 Classification: Add overlapping object Severity: 1

Instructions:

1. Click the “add object” button on the GUI
2. Click and drag on the grid to size object
3. Release mouse button
4. Click and hold mouse inside of the drawn object
5. Drag the mouse outside the rectangle

Expected Results:

Only the first box should appear in the canvas

ID: ADD_003 Classification: Add invalid object Severity: 1

Instructions:

1. Click the “add object” button on the GUI
2. Click and drag from the inside of the canvas to the outside of the canvas
3. Release mouse button

Expected Results:

The canvas should be empty

ID: PROJ_001 Classification: Add web page project Severity: 1

Instructions:

1. Click the “new project” button on the GUI
2. Insert a project name on the popup screen
3. Click the “create project” button on the popup screen

Expected Results:

A new blank project grid with a title of the input given in step two should appear.

ID: PROJ_002 Classification: Add project web page cancel Severity: 2
Instructions: <ol style="list-style-type: none"> 1. Click the “new project” button on the GUI 2. Click the “cancel” button on the popup screen
Expected Results: The user will be returned to the existing screen prior to clicking the “new project” button

ID: DEL_001 Classification: Delete object Severity: 1
Instructions: <ol style="list-style-type: none"> 1. Click on an object that is located on the grid 2. Click the “delete object” button located on GUI
Expected Results: The object that has been selected will be removed from the grid

ID: DEL_002 Classification: Delete object undo Severity: 3
Instructions: <ol style="list-style-type: none"> 1. Click on an object that is located on the grid 2. Click the “delete object” button located on GUI 3. Click the “undo” button located on the GUI
Expected Results: The object that has been selected will be removed from the grid and will then be replaced in the same location that it existed previously

ID: DEL_003 Classification: Delete web project Severity: 1
Instructions: <ol style="list-style-type: none"> 1. Click the “delete project” button located on the GUI 2. Click the “yes” button when the prompt shows up if you want to confirm the action
Expected Results: The grid will clear and give you a prompt to use an existing project or start a new project

ID: DEL_004 Classification: Delete web project Severity: 2
Instructions:

1. Click the “delete project” button located on the GUI
2. Click the “no” button when the prompt shows up if you want to confirm the action

Expected Results:

The user will be returned to the existing screen prior to clicking the “delete project” button.

ID: DEL_005 Classification: Delete object then reposition Severity: 3

Instructions:

1. click on an object that is located on the grid
2. click on the “delete object” button located on the GUI

Expected Results:

The object that has been selected will be removed from the grid. Also, any objects that still exists on the grid will dynamically move based on what the previously existing object position was.

ID: GUI_001 Classification: Toolbar Severity: 2

Instructions:

1. Move cursor onto toolbar.
2. Click the mouse on an item from the toolbar.

Expected Results:

The selected tool will become the new active tool for the editor.

ID: STYLE_001 Classification: Color drawn box Severity: 3

Instructions:

1. Click and drag to draw a rectangle in the canvas view.
2. Click on the drawn rectangle to select it.
3. In the toolbox, check the “color” checkbox.
4. Slide the “red” slider all the way to the right.
5. Slide the “green” and “blue” sliders all the way to the left.

Expected Results:

The drawn rectangle will be red.

ID: STYLE_002 Classification: Uncolor drawn box Severity: 3

Instructions:

1. Repeat the steps of STYLE_001.
2. Uncheck the “color” checkbox.

Expected Results:

The drawn rectangle will be transparent.

ID: EXPORT_001 Classification: Export Project Severity: 1

Instructions:

1. In the canvas view, draw several boxes.
2. Click “File” in the toolbar.
3. Click “Export” in the dropdown menu.
4. Using the file dialog, save the files to the desktop.
5. Using a file explorer, navigate to the desktop and open “index.html” in a web browser.

Expected Results:

The browser display should closely approximate the Shrugs canvas display.

ID: RESIZE_001 Classification: Resize Severity: 2

Instructions:

1. Click the corner of the object to be resized on the grid.
2. While still holding the mouse button, drag the corner of the object to the desired size relative to the grid.
3. Release the mouse button when the object is the correct size.

Expected Results:

The selected object is resized to the size the user has chosen, and all other elements either move or resize themselves in the event of an overlap between objects.

ID: MOVE_001 Classification: Move Severity: 2

Instructions:

1. Click the object to be moved on the grid.
2. While still holding the mouse button, drag the object to the desired position on the grid.
3. Release the mouse button when the object is positioned correctly.

Expected Results:

The selected object is placed into the position the user has chosen for it, and all other

elements shift to make room for it in the event that there is an overlap between objects.

ID: OPEN_001 Classification: Open Menu Item Severity: 1

Instructions:

1. Move cursor onto menubar.
2. Click the mouse on the 'open' menu item.
3. Select a file from the local drive to open from a popup window.
4. Confirm file selection to open.

Expected Results:

The selected file will be parsed into Shrugs GUI website components and will be filled into the GUI editor window.

ID: OPEN_002 Classification: Resume Project Prompt Severity: 3

Instructions:

1. Exit the Shrugs application after starting a Shrugs website project.
2. Start/Run the Shrugs application by double clicking the application icon.

Expected Results:

A popup will appear asking the user if he/she wants to resume their previous project.

ID: SAVE_001 Classification: Save Menu Item with Existing File Severity: 1

Instructions:

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. Select a file location from the local drive from a popup window.
4. Confirm file save destination.

Expected Results:

The Shrugs application will parse the current website design into text and save it into the designated file location.

ID: SAVE_002 Classification: Save On Exit Prompt with New File Severity: 3

Instructions:

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. input a string within the name box for the new file name
4. Confirm file save destination.

Expected Results:

The Shrugs application will ask the user, via prompt, if he/she wants to save their unfinished progress. when the user enters a filename, the file will be saved in that file path.

ID: SAVE_003 Classification: Save On Exit Prompt with New File and valid boundary Severity: 2

Instructions:

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. Input a string within the name box for the new filename (input valid string)
4. Confirm file save destination.

Expected Results:

The Shrugs application will ask the user, via prompt, if he/she wants to save their unfinished progress. when the user enters a filename, the file will be saved in that file path.

ID: SAVE_004 Classification: Save On Exit Prompt with New File and invalid boundary Severity: 3

Instructions:

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. Input a string within the name box for the new filename with invalid string (e.g. @test-+\string#\$@)!@&)w
4. Confirm file save destination.

Expected Results:

The Shrugs application will ask the user, via prompt, if he/she wants to save their unfinished progress. When the user enters a filename, the file will not be saved due to invalid characters. A prompt informing the user will then show.

ID: SAVE_005 Classification: Unsaved Exit Prompt Severity: 3

Instructions:

1. Exit the Shrugs application when a website is in progress or has been edited.

Expected Results:

The Shrugs application will ask the user, via prompt, if he/she wants to save their unfinished progress.

ID: SAVE_006 Classification: Overwrite Save Severity: 2

Instructions:

1. Move cursor onto menubar.
2. Click the mouse on the 'save' menu item.
3. Input a string within the name box for the new filename (input string that matches another filename on local drive)
4. Confirm file save destination.

Expected Results:

The Shrugs application will ask the user, via prompt, if he/she wants to overwrite the file they have selected with their design progress.