

## **Milestone 5**

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Title of Project: Nostalgia Games

### **UAT Test Cases:**

- Search Bar Feature
  1. Click on the search bar
    - a. Able to click on search bar to start inputting text
  2. Enter the title of a game that is present in the database in the search bar, letter by letter
    - a. Displays results with titles of games that start with the same letters as the search entry
    - b. If the game doesn't exist, no results will be given
  3. Click on a search result
    - a. Redirects the user to that game's game page
  4. Press up and down directional keys to highlight specific search results, and press enter
    - a. Redirect the user to the highlighted game's game page
- Sign-up/Register New User Feature
  - a. Flow 1 - Standard Use case in which new user is able to sign up successfully with fresh information
    1. Enter all form data for the sign up page, in their respective fields
      - a. Able to enter text after clicking/tapping to fields
    2. Validate email field is filled out correctly
      - a. Green flag shown for valid email
    3. Validate password field is filled out correctly
      - a. Green flag shown for valid password where the requirements mentioned below are met.
        - i. 1 upper-case letter
        - ii. 1 number
        - iii. 1 special character
        - iv. At least 8 characters
    4. Validate that confirm password fields matches initial password field above it
      - a. Green flag shown if password fields match
    5. Click on Submit button
      - a. Enable submit button to be clicked
      - b. Successfully adds a new user in the player database with the filled out information fields
      - c. Redirects browser to homepage where user-specific information is displayed

- b. Flow 2 - Use case in which new user tries to sign up with already registered information
    - 1. Enter all form data for the sign up page, in their respective fields
      - a. Able to enter text after clicking/tapping to fields
    - 2. Validate all fields are filled out correctly as documented in Flow 1
    - 3. Click on Submit button
      - a. Enable submit button to be clicked
      - b. Checks listed email and username against player database
        - Reloads sign-up page with an error message specifying what information is already registered in the system
  - c. Flow 3 - Use case in which new user tries to sign up with incorrectly-formatted passwords
    - 1. Enter all form data for the sign up page, in their respective fields
      - a. Able to enter text after clicking/tapping to fields
    - 2. Validate email field is filled out correctly
      - a. Green flag shown for valid email
    - 3. Validate password field is filled out correctly
      - a. Red flag shown for a password where any of the requirements mentioned below are not met.
        - 1 upper-case letter
        - 1 number
        - 1 special character
        - At least 8 characters
    - 4. Validate that confirm password fields matches initial password field above it
      - a. Red flag shown if password fields don't match
    - 5. Submit button remains disabled if passwords not formatted correctly
- User Review Feature on Game Page
    - a. Flow 1 - A registered user tries to rate/review a game for the first time
      - 1. Clicks on like or dislike
        - a. Able to click
        - b. Like and dislike buttons are shown as black if not clicked, turns green once clicked for like, red once clicked for dislike
        - c. If like button is already clicked, clicking the dislike button makes the like button black again and vice versa for if the dislike button is already clicked
      - 2. Enters text into the comment field
        - a. Able to type text
      - 3. Clicks submit button
        - a. Successfully adds the rating and the comment of the user to the game's database, and also updates the player database with the the user's rating information

- b. Displays message thanking the user
- b. Flow 2 - A registered user tries to rate or review a game that they have previously rated and reviewed
  - 1. Clicks on like or dislike
    - a. Able to click
    - b. Buttons are initially colored based on their previous rating
    - c. If like button is already clicked, clicking the dislike button makes the like button black again and vice versa for if the dislike button is already clicked
  - 2. Enters text into the comment field
    - a. Able to type text
  - 3. Clicks submit button
    - a. Successfully updates the rating and the comment of the user to the game's database, and also updates the player database with the the user's rating information
    - b. Displays message thanking the user
- c. Flow 3 - A non-registered user tries to rate or review a game
  - 1. Clicks on like or dislike
    - a. Not able to click, buttons are disabled
    - b. Hovering over the buttons showed message stating only registered users can leave likes/dislikes
  - 2. Enters text into the comment field
    - a. Able to type text
  - 3. Click submit button
    - a. Adds the comment of the user to the game's database
    - b. Displays message thanking the user