

System and Unit Test Report

Heading

Document Name: System and Unit Test Report

Product Name: Dragon Circle

Team Name: Dragon Scrum

Date: 06/06/17

System Test scenarios

Sprint 1:

User Story 1: As a user, I want to choose a name and chat with my buddies so I can communicate with the other players.

Scenario:

1. Go to dragoncircle.top in browser
2. Fill out the “username” and “password” forms
3. Check the “Register” button and click “Submit”
4. Fill in the information again and log in
5. User should see “Greetings, (username) Join one of the rooms?” with the username they chose
6. Click “rooms?” and select a room from the list
7. Click the message box and type a message and press enter
8. User should see their message appear in the chat

User Story 2: As a user, I want to communicate with my buddies over webcam so the game feels more like a real life session.

Scenario:

1. Login and choose a room
2. Click “Publish” on the side
3. User should see their camera turn on and their feed appear in the interface

User Story 3: As a user, I want to roll dice so that others can see in a tabletop-game-like environment to simulate a real game.

Scenario:

1. Login and choose a room
2. Click the dice bag next to the message box
3. Click one of the dice images in the pop up
4. The user should see a message with their die roll appear in the chat
5. Type “/r 2d20+1” into the message box
6. The user should see a message with their die roll appear in the chat

Sprint 2:

User Story 1: As a user, I want to be able to log into an account that has my information stored from previous games.

User Story 2: As a user, I want to be able to join games and be a Player.

Scenario:

1. Login/create an account
2. Click “rooms?” and select a room from the list
3. User should see the chat room appear as a Player

User Story 3: As a user, I want to be able to create games and be a Game Master.

Scenario:

1. Login/create an account
2. Type in a room name, and a secret if you want
3. Check the “Create new?” box
4. User should see the chat room appear as a DM, with the two DM buttons above the message box

User Story 4: As a user, I want more role playing features to use for games.

Scenario:

1. Login and join a room
2. Type “/me writes in third person” in the message box
3. User should see “(username) writes in third person” appear in the chat feed

Sprint 3:

User Story 1: As a user, I want to have role-playing features to create a role-playing experience.

User Story 2: As a user, I want to be able to have a personalized character sheet that is alterable to be able to used in-game.

Scenario:

1. Login/create an account
2. Mouse over the dragon icon in the top left and select “profile”
3. Fill in the name, race, class, and level fields
4. Click “Update” when finished
5. The user will see their profile update with the new information
6. Mouse over the dragon icon in the top left and select “rooms”
7. Join a room
8. Click the “Character” button under the message box
9. The user should see a pop up appear with the character sheet interface and the character information they input

10. The user should also see their basic character information appear next to their video feed

(NOT COMPLETE?)User Story 3: As a user, I want to be able to roll dice that are affected by my character sheet, such as saving throws, to simulate a tabletop game.

User Story 4: As a user, I want to be able to view a list of rooms to join to have a visual way to join.

Scenario:

1. Login/create an account
2. Click “rooms?” in the black box
3. The user will see a list of rooms
4. Click the underlined name of a room to join
5. The user will see the room interface appear

User Story 5: As a Game Master, I want to be able to view everything and delete the game log to reduce clutter.

Scenario:

1. Login/create an account
2. Create a room
3. Click the red “CLEAR” button above the message box
4. The user should see all the text in the chat box disappear

User Story 6: As a Game Master, I want to be able to mute everyone but me for a specified period of time with my GM stfu button to improve flow of game-play.

Scenario:

1. Login and join a room you have created
2. Click the purple STFU button above the message box
3. The user should see the button text change to “unSTFU” and no longer hear any other users in the room

User Story 7: As a user, I want to have a latency-free experience of playing in table-like environment - a natural look and feel.

Scenario:

1. Login and join a room
2. Resize the window
3. The user should see the interface resize to be usable at most sizes, though things get cluttered at very small sizes

User Story 8: As a user, I want to be able to login with Facebook so that it requires less brain memory to use DragonCircle.

Scenario:

1. Go to the homepage of dragoncircle.top
2. If you are logged in, mouse over the dragon in the top left and select “Log out”
3. Click the Facebook icon on the login form
4. The user should be redirected to Facebook
5. Login to Facebook and give dragoncircle permissions
6. The user should be redirected back to dragoncircle. If not, reloading the page should work.
7. The user should see their Facebook name as the username

Unit tests:

Include a file/directory named ‘Testing’ in your Git Repository. There should be details (can be in a separate file in the directory) provided by each team member about the module and the functional testing they have done. Each team member picks a module or module and lists the equivalence classes and the test cases selected to cover all equivalence classes.