

Testing Procedure for AP&CP Generator

- Test 1: Making an account
 - You shouldn't be logged in for this test.
 - Directions:
 - Click "Sign Up" in the navigation bar. The sign up screen should pop up. Now, input test credentials (email: "testing@apcp.app.com" and pass: "test1234"). Then click the "Sign Up" button. Upon successful account creation, the modal should close. The navigation bar should no longer display "Sign Up" or "Login." There should be new options that appeared ("Account History" and "Logout"). The email that was used to create the account should appear on the right side of the navigation bar.
- Test 2: Logging out of an account
 - You need to be logged in for this test.
 - Directions:
 - Click "Logout" in the navigation bar. Upon successfully logging out, the webpage should no longer display "Account History" and "Logout" in the navigation bar. Instead, there should be "Sign Up" and "Log in".
- Test 3: Logging into an account
 - You shouldn't be logged in for this test. This test needs to be done after Test 1.
 - Directions:
 - Click "Login" in the navigation bar. The login screen should pop up. Now, input the test credentials from earlier (email: "testing@apcp.app.com" and pass: "test1234"). Upon successfully logging in, the modal should close. The navigation bar should no longer display "Sign Up" or "Login." There should be new options that appeared ("Account History" and "Logout"). The email that was used to login should appear on the right side of the navigation bar.
- Test 4: Generating a Prompt & Rerolling the whole prompt
 - You don't need to be logged in for this part of the test. But, it's completely fine if you are.
 - Directions:
 - Click the "Generate" button in the "Prompt Generator" section. If the generator is successful, 3 cards with a button in each should appear. One should say "Character" and have a character name. One should say "Action" and have an action. The last one should say "Location" and have a location. Click the "Generate" button again. A new character, action, and location should appear. Though, there is a small chance of getting the

same character, action, or location again. If that is the case, just press the “Generate” button once more and see if they change.

- Test 5: Rerolling a specific section of the prompt
 - You don’t need to be logged in for this test.
 - Directions:
 - Click the “Generate” button in the “Prompt Generator” section. If the generator is successful, 3 cards with a button in each should appear. One should say “Character” and have a character name. One should say “Action” and have an action. The last one should say “Location” and have a location. Press the “Reroll” button in the “Character” card. A new character should appear. There is a small chance of rolling to the same one. If that happens, press the reroll button again. The other two cards should remain the same. Now, repeat for action and location.
- Test 6: Saving a prompt and viewing account history
 - You should be logged in for this test. (after test 3)
 - Directions:
 - After pressing the “Generate” button in the “Prompt Generator” section of the page, there should be a button called “Save Prompt” that appears. Click the “Save Prompt” button. A popup should appear saying “Prompt successfully saved!” To double check this, click the “Account History” tab in the navigation bar. This should open up a screen that details the prompts and colour palettes that were saved to the account. You should be able to see the prompt you saved earlier for this test.
- Test 7: Submitting a prompt idea
 - You don’t need to be logged in for this part of the test. But, it’s completely fine if you are.
 - Directions:
 - Click the “Submit a Prompt” tab in the navigation bar. The submission form should open up. Select one of the prompt types (Character, Action, or Location). Type in a corresponding prompt (example for character: A duck). Once you’ve typed in a prompt, click submit. The window should close and there should be an alert telling you that your prompt was successfully submitted. If you forgot to put in a prompt type, there will be an alert that appears under the submit button that tells you to select a prompt type.
- Test 8: Generating a random colour palette and rerolling the whole palette
 - You don’t need to be logged in for this part of the test. But, it’s completely fine if you are.
 - Directions:

- Click the “Generate” button in the “Palette Generator” section. If the generator is successful, 3 cards with a button in each should appear. Each one should have a different colour. Click the “Generate” button again. A new set of colours should appear. Though, there is a small chance of getting the same colour again. If that is the case, just press the “Generate” button once more and see if they change.
- Test 9: Rerolling a specific colour
 - You don’t need to be logged in for this test, but it’s completely fine if you are.
 - Directions:
 - After clicking the “Generate” button in the “Palette Generator” section. Press the “Reroll” button in one of the colour cards. A new colour should appear in that specific slot. There is a small chance of rolling the same colour. If that happens, press the reroll button again. The other two cards should remain the same. Now, repeat for the other two colour cards.
- Test 10: Saving the colour palette and viewing the account history
 - You need to be logged in for this test.
 - Directions:
 - After pressing the “Generate” button in the “Palette Generator” section of the page, there should be a button called “Save Palette” that appears. Click the “Save Palette” button. A popup should appear saying “Palette successfully saved!” To double check this, click the “Account History” tab in the navigation bar. This should open up a screen that details the prompts and colour palettes that were saved to the account. You should be able to see the palette you saved earlier for this test.