

BoilerChess

Team 18 - Product Test Plan

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Test ID	Title	Instructions	Expected result	Severity
1	Profile verification	Compare profile information with information user inputs to their profile.	Profile information should be the same as was entered by the user.	critical
2	Account Recovery Email	Send account recovery emails and check that email has been received.	The email is sent to the correct email account.	workaround
3	Account Recovery Link	Open links sent by password recovery system and check that the new password is the password now saved to the correct users profile.	Account recovery links assign the correct profile the correct new password.	workaround
4	Matchmaking Rating (MMR) Display	Compare the MMR displayed on the screen with the user's profile MMR.	Profile and displayed MMR should be the same.	workaround
5	Profile Statistics Link	Click the link to the statistics tab.	The statistics of the user's profile appear in a new tab.	important
6	Match History Link	Click the match history link.	The match history of the user's profile appear in a new tab.	important
7	Leaderboard Link	Click the leaderboard link.	A new tab displaying the top 10 global players', as well as the current user's, position on the leaderboard, username, and MMR	workaround
8	Matchmaking in Ranked	Start a new game with a random opponent in ranked.	The MMRs of the two players matched should	critical

			be the two closest ranked players currently looking for a game that is within the upper and lower range specified by the user.	
9	Friend Online or Not	Go through friend list with profiles confirmed in real life to be online and invite to play a game.	If the profile being invited is displayed offline in the friends list the game should not start and if the profile being invited is displayed online the game should start.	workaround
10	Friend Invitation	Add another online profile and use the friend list to send a game invite.	The other profile should receive the game invite.	important
11	Email Game Invitation	Send a request to play a game by email then check if email is received.	Email should be received and the link should start the game if the invitation is accepted and display a message to the sender of the invitation saying the invitation was declined if the invitation was declined.	important
12	Chatbox Accuracy	A message should be typed into the chatbox and viewed by the opponent	When a message is typed into the box the opponents chat box should display the same message.	important
13	Chatbox Closing	The button to close an open chat box should be clicked.	The chatbox should minimize to a button used to reopen.	workaround
14	Chatbox Opening	The button to open a chat box should be clicked.	The chatbox should reopen back up.	workaround
15	Chat Reporting	The offending player's name should be clicked	The database should contain a new report w/	workaround

			the relevant info	
16	Display Legal Move	A piece is clicked by a player	The display is updated with legal moves	critical
17	Execute Legal Move	A move is attempted by the player who has a turn	Any illegal move will be ignored and legal moves will cause the board to update	critical
18	Match End	One player places the other in checkmate	The MMR for each player should be updated accordingly and match data saved	critical
19	Match Draw	Both players agree to a draw	MMR for each player isn't changed (tbd) and match data is saved	critical
20	Match Resigned	Player presses "Resign" and confirms	Match is ended as a loss for player who resigned	critical
21	Handling Reports	Admin judges a report and bans the offending account	Offending account should be marked down as "Banned" and unable to play until ban is lifted	workaround
22	Ongoing Games	User navigates to "Ongoing Games" tab	User is sent to new page with a list of all ongoing games, complete with player names, number of spectators, and time elapsed	workaround