Acceptance tests   
Acme-Survival v1.0

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| **Notes** |  |

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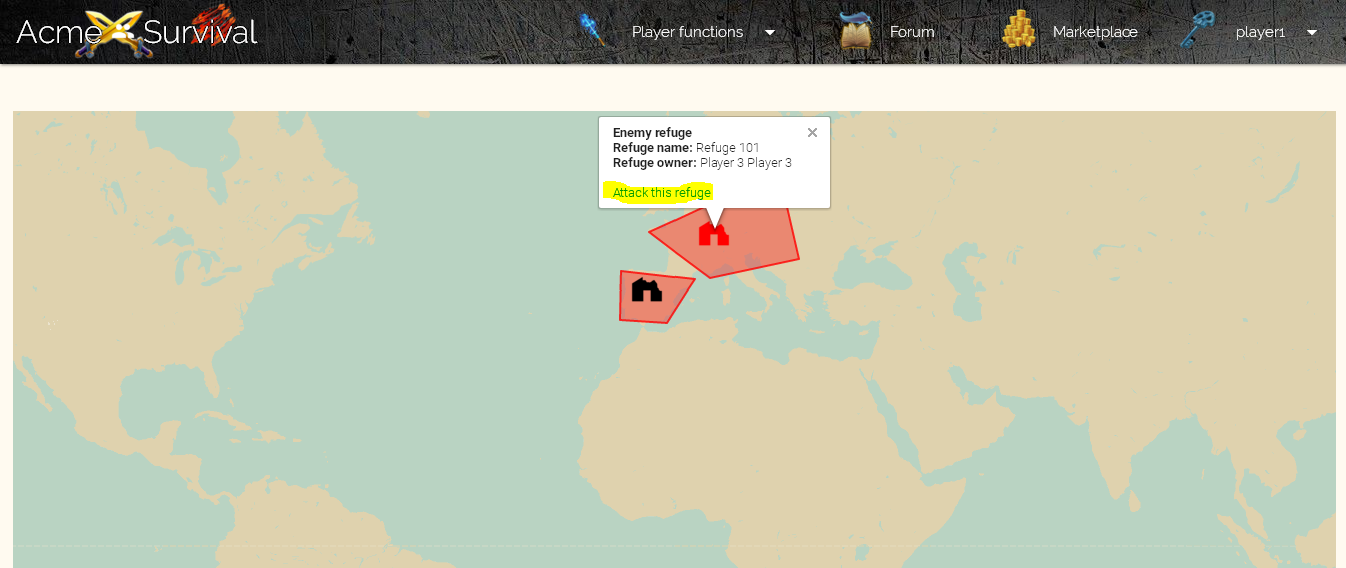
# Use case 001 – Attack a Refuge

Description

A user logged as a player goes to the display map view and selects an enemy refuge that he or she knows, once the pop-up appears, he or she selects the options “attack this refuge”

Access

Player functions > See the map > Enemy Refuge > Attack this refuge.



Tests

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| **Test <#001>** | |
| **Description** | The user logs in as “player1”. Selects “Player Functions” > “See the Map” and clicks on the Refuge in Central Europe, called Refuge 101, and then on “Attack this refuge”. The user clicks on the “Cancel” button. |
| **Expected** | The system must redirect you to the map view, where you can see everything is like it was before, without any attack going on. The date format must be: yyyy/MM/dd HH:mm. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#002>** | |
| **Description** | The user logs in as “player1”. Selects “Player Functions” > “See the Map” and clicks on the Refuge in Europe, called Refuge 101, and then on “Attack this refuge”. The user clicks on the “Start Attack” button. |
| **Expected** | The system must redirect you to the map view, where you can see a red line between your refuge and the attacked refuge, representing the attack. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#003>** | |
| **Description** | The user logs in as “player1”. Selects “Player Functions” > “See the Map” and clicks on the Refuge in Europe, called Refuge 101, and then on “Attack this refuge”. The user can only click on “Cancel” because he is already attacking. |
| **Expected** | The system must redirect you to the map view, where you can see a red line between your refuge and the attacked refuge, representing the attack. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#004>** | |
| **Description** | The user logs in as “player1”. Selects “Player Functions” > “My Notifications”. Then, he or she displays the last one (corresponding to the attack). If he doesn’t see it, it’s because the attack hasn’t ended yet, so he or she must wait until it finishes. The progress of the attack is shown in the map view. |
| **Expected** | The system must redirect you to the display notification of attack view, where you can see the results of the attack, including the resources you will win if you finish it. The date format must be: yyyy/MM/dd HH:mm. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#005>** | |
| **Description** | The user logs in as “player1”. Selects “Player Functions” > “My Notifications” and displays the last one corresponding to the last attack. Then he or she clicks in “Finish this mission”, to get the resources that he or she stole (if any). |
| **Expected** | The system must redirect you to the display map view, where everything is like it was before in “Test001”. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#006>** | |
| **Description** | The user logs in as “player1”. Selects “Player Functions” > “See the Map” and clicks on the Refuge in Central Europe, called Refuge 101, and then on “Attack this refuge”. |
| **Expected** | If the user has followed the steps in the previous tests, he or she must see the Create Attack with a red message that says: “The refuge is currently being attacked or has been recently attacked, please try later”. |
| **Outcome** | The outcome is not the one expected. The user can attack again |
| **Notes** |  |

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| **Test <#007>** | |
| **Description** | The user logs in as “player1” and changes the system language to Spanish. Selects “Funciones del jugador” > “Ver el mapa” and clicks on the Refuge in Central Europe, called Refuge 101, and then on “Atacar este refugio”. The user must make sure that he hasn’t attacked it in 10 minutes. The user clicks on the “Cancelar” button. |
| **Expected** | The system must redirect you to the map view, where you can see everything is like it was before, without any attack going on. The date format must be: dd/MM/YYYY HH:mm. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#008>** | |
| **Description** | The user logs in as “player1” and changes the system language to Spanish. Selects “Funciones del jugador” > “Ver el mapa” and clicks on the Refuge in Europe, called Refuge 101, and then on “Atacar este refugio”. The user clicks on the “Empezar ataque” button. |
| **Expected** | The system must redirect you to the map view, where you can see a red line between your refuge and the attacked refuge, representing the attack. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#009>** | |
| **Description** | The user logs in as “player1” and changes the system language to Spanish. Selects “Funciones de jugador” > “Ver el mapa” and clicks on the Refuge in Central Europe, called Refuge 101, and then on “Atacar este refugio”. The user can only click on “Cancelar” because he is already attacking. |
| **Expected** | The system must redirect you to the map view, where you can see a red line between your refuge and the attacked refuge, representing the attack. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#010>** | |
| **Description** | The user logs in as “player1” and changes the system language to Spanish. Selects “Funciones de jugador” > “Mis notificaciones”. Then, he or she displays the last one (corresponding to the attack). If he doesn’t see it, it’s because the attack hasn’t ended yet, so he or she must wait until it finishes. The progress of the attack is shown in the map view. |
| **Expected** | The system must redirect you to the display notification of attack view, where you can see the results of the attack, including the resources you will win if you finish it. The date format must be: dd/MM/YYYY HH:mm. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#011>** | |
| **Description** | The user logs in as “player1” and changes the system language to Spanish. Selects “Funciones de jugador” > “Mis notificaciones” and displays the last one corresponding to the last attack. Then he or she clicks in “Finish this mission”, to get the resources that he or she stole (if any). |
| **Expected** | The system must redirect you to the display map view, where everything is like it was before in “Test007”. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#012>** | |
| **Description** | The user logs in as “player1” and changes the system language to Spanish. Selects “Funciones de jugador” > “Ver el mapa” and clicks on the Refuge in Central Europe, called Refuge 101, and then on “Atacar este refugio”. |
| **Expected** | If the user has followed the steps in the previous tests, he or she must see the Create Attack with a red message that says: “El refugio está siendo atacado o ha sido atacado recientemente, inténtelo más tarde”. |
| **Outcome** | The outcome is not the expected. The user can attack again. |
| **Notes** |  |

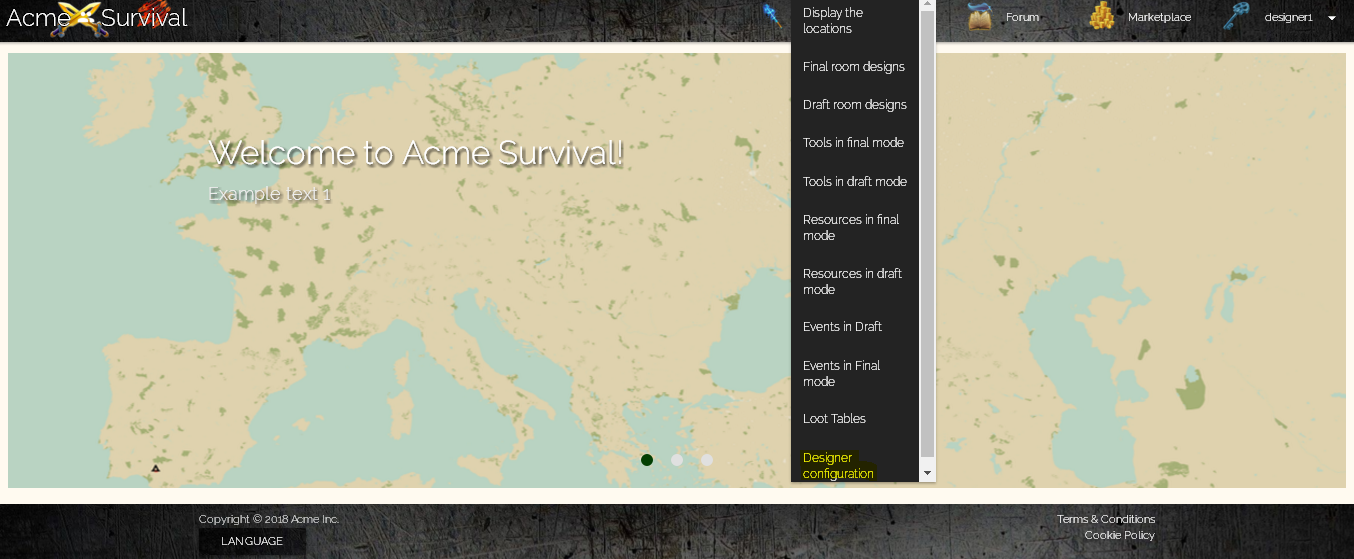
# Use case 002 – Edit designer configuration

Description

A user logged as a designer wants to edit the configuration that is relevant in the game.

Access

Designer functions > Designer configuration > Edit



Tests

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| --- | --- |
| **Test <#001> View the designer configuration** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Designer configuration”. |
| **Expected** | The system must redirect you the configuration view, where you can view every parameter that can be configured. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#002> Edit configuration** | |
| **Description** | The user logs in as “designer1”. He or she goes to the configuration view and clicks on the “Edit” button. Then, he or she leaves all fields in blank, and clicks on the “Save” button. |
| **Expected** | The system must redirect you to the same view, showing all the validation errors. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#003> Edit configuration, some invalid parameters** | |
| **Description** | The user logs in as “designer1”. He or she goes to the configuration view and clicks on the “Edit” button. Then, he or she changes the value of the “Wood consumed when the player moves” and sets it to -1. |
| **Expected** | The system must redirect you to the same view, showing the validation error: “Too small (min = 0)”. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| --- | --- |
| **Test <#004> Edit configuration, some invalid parameters** | |
| **Description** | The user logs in as “designer1”. He or she goes to the configuration view and clicks on the “Edit” button. Then, he or she changes the value of the “Wood consumed when the player moves” and sets it to “this is a string”. |
| **Expected** | The system must redirect you to the same view, showing the validation error: “Invalid amount” |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| --- | --- |
| **Test <#005> Cancel edit configuration** | |
| **Description** | The user logs in as “designer1”. He or she goes to the configuration view and clicks on the “Edit” button. Then, he or she clicks on the “Cancel” button. |
| **Expected** | The system must redirect you to the display configuration view. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| --- | --- |
| **Test <#006> Edit configuration** | |
| **Description** | The user logs in as “designer1”. He or she goes to the configuration view and clicks on the “Edit” button. Then, he or she changes the value of the “Wood consumed when the player moves” field to 10.0 and clicks on the “Save” button. |
| **Expected** | The system must redirect you to the display configuration view, with the edited field changed. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| --- | --- |
| **Test <#007> View the designer configuration in Spanish** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Configuración del diseñador”. |
| **Expected** | The system must redirect you the configuration view, where you can view every parameter that can be configured. |
| **Outcome** | The outcome is the one expected. |
| **Notes** |  |

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| --- | --- |
| **Test <#008> Edit configuration in Spanish** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she goes to the configuration view and clicks on the “Editar” button. Then, he or she leaves all fields in blank, and clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the same view, showing all the validation errors. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| --- | --- |
| **Test <#009> Edit configuration, some invalid parameters in Spanish** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she goes to the configuration view and clicks on the “Editar” button. Then, he or she changes the value of the “Madera consumida cuando el jugador se mueve” and sets it to -1. |
| **Expected** | The system must redirect you to the same view, showing the validation error: “Muy pequeño (min = 0)”. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#010> Edit configuration, some invalid parameters** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she goes to the configuration view and clicks on the “Editar” button. Then, he or she changes the value of the “Madera consumida cuando el jugador se mueve” and sets it to “esto es un string”, and clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error: “Cantidad inválida”. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#011> Cancel edit configuration in Spanish** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she goes to the configuration view and clicks on the “Editar” button. Then, he or she clicks on the “Cancelar” button. |
| **Expected** | The system must redirect you to the display configuration view. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| --- | --- |
| **Test <#012> Edit configuration in Spanish** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she goes to the configuration view and clicks on the “Editar” button. Then, he or she changes the value of the “Wood consumed when the player moves” field to 5.0 and clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the display configuration view, with the edited field changed. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

# Use case 003 – Events in draft mode

Description

A user logged as a designer wants to list all the events in draft mode in the system, so he or she goes to the “designer functions” menu and selects “Events in Draft”.

Access

Designer functions > Events in Draft



Tests

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| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Events in Draft”. |
| **Expected** | The system must redirect you to the list of events in draft mode that are currently in the system. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#002>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Events in Draft” and clicks on the “Edit” button of the first one called “Healer Plant”. |
| **Expected** | The system must redirect you to the “create / edit a event” view, where you can modify its attributes and attach items to it, mark it to find a character when it happens or as final mode. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#003>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Edit” button of the first one called “Healer plant”. Then, he or she changes the name in English and leaves it blank, and clicks the “Save” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error. |
| **Outcome** | The outcome is not the one expected. A panic message appears  https://i.gyazo.com/2cab5596b18182932779f30470bfe8cb.png |
| **Notes** |  |

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| --- | --- |
| **Test <#004>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Edit” button of the first one called “Healer plant”. Then, he or she changes the health and leaves it blank, and clicks the “Save” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error. |
| **Outcome** | The outcome is not the on expected. A panic message appears. |
| **Notes** |  |

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| **Test <#005>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Edit” button of the first one called “Healer plant”. Then, he or she changes the food and leaves it blank, and clicks the “Save” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error. |
| **Outcome** | The outcome is not the on expected. A panic message appears. |
| **Notes** |  |

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| **Test <#006>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Edit” button of the first one called “Healer plant”. Then, he or she changes the water and leaves it blank, and clicks the “Save” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error. |
| **Outcome** | The outcome is not the on expected. A panic message appears. |
| **Notes** |  |

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| **Test <#007>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Edit” button of the first one called “Healer plant”. Then, he or she clicks on the “Select item” button and selects “Axe”. Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been updated correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#007>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Edit” button of the first one called “Healer plant”. Then, he or she clicks on the “Delete” button referring to the items. Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been updated correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#008>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Edit” button of the first one called “Healer plant”. Then, he or she clicks on the ”When this event ocurr player find a character” option. Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been updated correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#009>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Edit” button of the first one called “Healer plant”. Then, he or she clicks on the “When this event ocurr player find a character” option and unables it. Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been updated correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#010>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Create event”. Then, he or she fulfills the form with the followint data: name in English: Event, name in Spanish: **Evento**, description in English: **Event Description**, description in Spanish: **Descripción del evento**, health: **0**, food: **0**, water: **0**, item: **none.** Then, he or she clicks the “Save” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been created correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#011>** | |
| **Description** | The user is in the “Events in Draft” list. He or she clicks on the “Edit” button of the event we created previously, named “Event”. Then, he or she clicks on the “Delete” button, and confirms the pop-up. |
| **Expected** | The system must redirect you to the list view, and the event must have been deleted correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#012>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Eventos en borrador |
| **Expected** | The system must redirect you to the list of events in draft mode that are currently in the system. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#013>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Eventos en borrador” and clicks on the “Editar” button of the first one called “Planta curativa”. |
| **Expected** | The system must redirect you to the “crear / editar un evento” view, where you can modify its attributes and attach items to it, mark it to find a character when it happens or as final mode. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#014>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Editar” button of the first one called “Planta curativa”. Then, he or she changes the name in Spanish and leaves it blank, and clicks the “Guardar” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error. |
| **Outcome** | The outcome is not the one expected. A panic message appears |
| **Notes** |  |

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| **Test <#015>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Editar” button of the first one called “Planta curativa”. Then, he or she changes the health and leaves it blank, and clicks the “Guardar” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error. |
| **Outcome** | The outcome is not the one expected. A panic message appears. |
| **Notes** |  |

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| **Test <#016>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Editar” button of the first one called “Planta curativa”. Then, he or she changes the food and leaves it blank, and clicks the “Guardar” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error. |
| **Outcome** | The outcome is not the one expected. A panic message appears. |
| **Notes** |  |

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| **Test <#017>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Edit” button of the first one called “Planta curativa”. Then, he or she changes the water and leaves it blank, and clicks the “Guardar” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error. |
| **Outcome** | The outcome is not the one expected. A panic message appears. |
| **Notes** |  |

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| **Test <#018>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Editar” button of the first one called “Healer plant”. Then, he or she clicks on the “Seleccionar objeto” button and selects “Hacha”. Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been updated correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| **Test <#019>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Editar” button of the first one called “Planta curativa”. Then, he or she clicks on the “Borrar” button referring to the items. Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been updated correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

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| --- | --- |
| **Test <#020>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Editar” button of the first one called “Planta curativa”. Then, he or she clicks on the “Cuando este evento ocurra el jugador encontrara un nuevo personaje” option. Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been updated correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#021>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Editar” button of the first one called “Planta curativa”. Then, he or she clicks on the “Cuando este evento ocurra el jugador encontrara un nuevo personaje” option and unables it. Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been updated correctly. |
| **Outcome** |  |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#022>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Crear evento”. Then, he or she fulfills the form with the followint data: nombre en inglés: Event, nombre en español: **Evento**, descripción en inglés: **Event Description**, descripción en español: **Descripción del evento**, vida: **0**, comida: **0**, agua: **0**, objeto: **none.** Then, he or she clicks the “Guardar” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been created correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#023>** | |
| **Description** | The user is in the “Eventos en borrador” list. He or she clicks on the “Editar” button of the event we created previously, named “Evento”. Then, he or she clicks on the “Borrar” button, and confirms the pop-up. |
| **Expected** | The system must redirect you to the list view, and the event must have been deleted correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

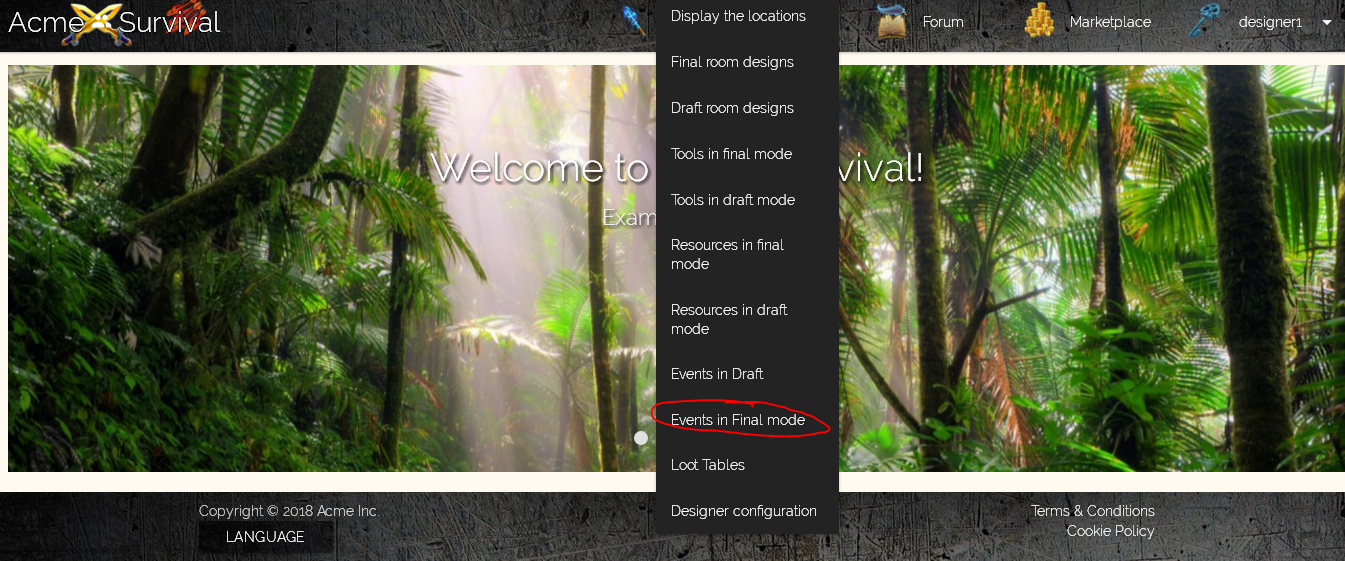
# Use case 004 – Events in final mode

Description

A user logged as a designer wants to list all the events in draft mode in the system, so he or she goes to the “Designer functions” menu and selects “Events in Final mode”.

Access

Designer functions > Events in Draft



Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Events in Final Mode”. |
| **Expected** | The system must redirect you to the list of events in final mode that are currently in the system. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The user is in the “Events in Final mode” list. He or she clicks on the “Create event” button. Then, he or she fulfills the form with the followint data: name in English: **Event**, name in Spanish: **Evento**, description in English: **Event Description**, description in Spanish: **Descripción del evento**, health: **0**, food: **0**, water: **0**, item: **none,** final mode: **true**.Then, he or she clicks the “Save” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been created correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | The user is in the “Events in Final mode” list. He or she clicks on the “Create event” button.Then, he or she clicks the “Cancel” button. |
| **Expected** | The system must redirect you to the list view, and the event must not have been created. |
| **Outcome** | The user is redirected to the list view, but the list that is shown is not the one of events in final mode, but the events in draft mode. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Eventos en modo final”. |
| **Expected** | The system must redirect you to the list of events in final mode that are currently in the system. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | The user is in the “Eventos en modo final” list. He or she clicks on the “Crear evento” button. Then, he or she fulfills the form with the followint data: name in English: **Event**, name in Spanish: **Evento**, description in English: **Event Description**, description in Spanish: **Descripción del evento**, health: **0**, food: **0**, water: **0**, item: **none,** final mode: **true**.Then, he or she clicks the “Guardar” button. |
| **Expected** | The system must redirect you to the list view, and the event must have been created correctly. |
| **Outcome** | The outcome is the one expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | The user is in the “Eventos en modo final” list. He or she clicks on the “Crear evento” button.Then, he or she clicks the “Cancelar” button. |
| **Expected** | The system must redirect you to the list view, and the event must not have been created. |
| **Outcome** | The user is redirected to the list view, but the list that is shown is not the one of events in final mode, but the events in draft mode. |
| **Notes** |  |

# Use case 005 – List forum

Description

A user goes to the list forum view.

Access

Forum.

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “player1”. Selects “Forum”. |
| **Expected** | The system must redirect you to the list forum and the view should look like the following image. |
| **Outcome** | The outcome is the expected. The page shows more forums than the example image, but it is the same page. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | An anonymous user selects “Forum”. |
| **Expected** | The system must redirect you to the forum list, and the view should look like the following image. |
| **Outcome** | The outcome is the expected, the same page as the previous test appears. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “player1”. Selects “Foro”. |
| **Expected** | The system must redirect you to the list forum and the view should look like the following image. |
| **Outcome** | The outcome is the expected (same as previous ones). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, an anonymous user selects “Forum”. |
| **Expected** | The system must redirect you to the forum list, and the view should look like the following image. |
| **Outcome** | The outcome is the expected (same as previous ones). |
| **Notes** |  |

# Use case 006 – Create/Edit/Delete forum

Description

A user logged as any role but Player goes to the list forum view and creates a new forum.

Access

Forum > Create

Forum > Edit

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | Once you are in the create forum view, you press the cancel button. |
| **Expected** | The system must redirect you to the list view of the forum. |
| **Outcome** | The outcome is the expected. |
| **Notes** | There isn’t any list or way to know which are the roles of the system nor instructions on where to look for them. I had to “improvise” and finally logged in as manager1. |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Once you are in the create forum view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create forum) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you are in the create forum view, you press the save button inserting the following data: **Name: “**<script>alarm('Hacked!'); </script>”, **Description:** “This is a test” and <https://www.myimage.com> in the **image.** |
| **Expected** | The system must redirect you to the same view (create forum) but showing “Insecure HTML” validation error. |
| **Outcome** | The outcome is the expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Once you are in the create forum view, you press the save button inserting the following data: **Name: “**Test name”, **Description:** “This is a test” and <https://www.myimage.com> in the **image.** |
| **Expected** | The system must redirect you to the list view of the forum. |
| **Outcome** | The outcome is the expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Once you are in the create forum view, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of forums. |
| **Outcome** | The outcome is the expected. |
| **Notes** | There are no instructions about what forum should I delete. I chose the one I just created for this test. |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Once you are in the create forum view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the detailed view of the forum. |
| **Outcome** | The outcome is the expected. |
| **Notes** | This test says I must press the button “Cancelar” but I’m still in the English version of the page, so I pressed the button “Cancel”. |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create forum view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create forum) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create forum view, you press the save button inserting the following data: **Nombre: “**<script>alarm('Hacked!'); </script>”, **Descripción:** “This is a test” and <https://www.myimage.com> in the **imagen.** |
| **Expected** | The system must redirect you to the same view (create forum) but showing “HTML inseguro” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create forum view, you press the “Guardar” button inserting the following data: **Nombre: “**Test name”, **Descripción:** “This is a test” and <https://www.myimage.com> in the **imagen.** |
| **Expected** | The system must redirect you to the detailed view of the forum. |
| **Outcome** | The outcome is not the expected. The system redirects to the page with the list of forums. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#009>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create forum view, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of forums. |
| **Outcome** | The outcome is the expected |
| **Notes** | There are no instructions about what forum should I delete. I chose the one I just created for this test. The test forces me to be in the Spanish version of the page, so there isn’t any “delete” button, there is a “borrar” button instead. |

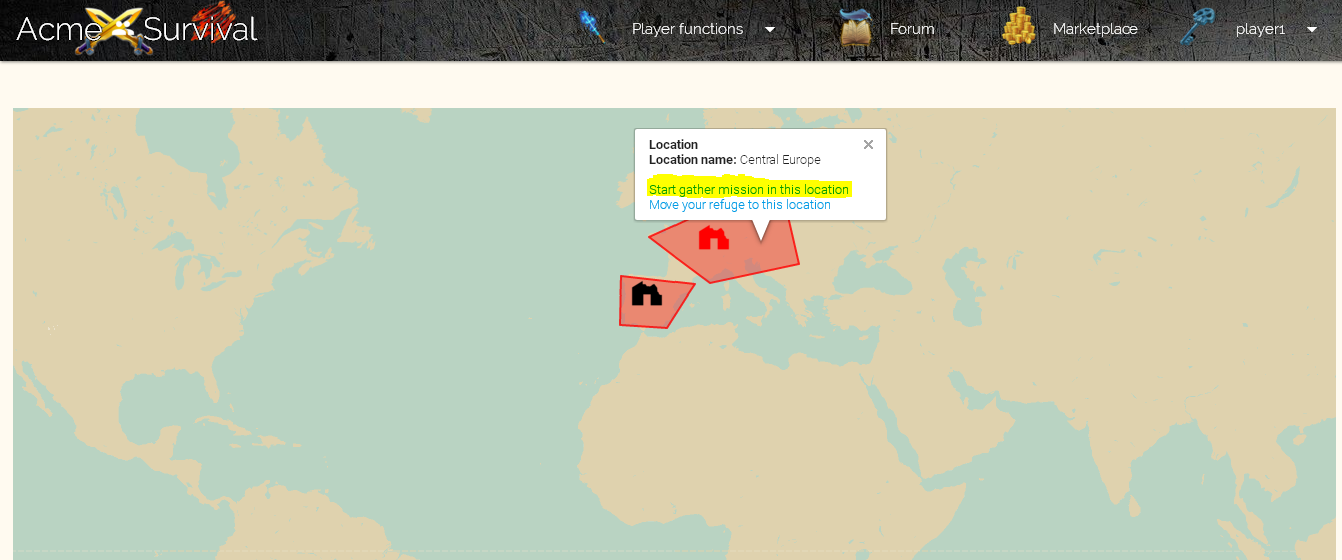
# Use case 007 – Create a Gather mission

Description

A user logged as a player goes to the display map view and selects a location, once the pop-up appears, he or she selects the options “Start gather mission in this location”.

Access

Player functions > See the map > Click on a location > Start gather mission in this location.



Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “player1”. He or she selects “Player Functions” > “See the Map” and clicks on the Location in Central Europe, called Central Europe, and then on “Start gather mission in this location”. The user clicks on the “Cancel” button. |
| **Expected** | The system must redirect you to the map view, where you can see everything is like it was before, without any gather going on. The date format must be: yyyy/MM/dd HH:mm. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access given to the “See Map” page is incorrect. It is impossible to access this view via header, this page appears automatically after login as a user. |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The user logs in as “player1”. He or she selects “Player Functions” > “See the Map” and clicks on the location in Europe, called Central Europe, and then on “Start Gather mission in this location”. The user doesn’t select any character and then clicks on the “Start” button. |
| **Expected** | The system must redirect you to the same view, where you can see some error messages: “Error in the params” and “Cannot be null”, referring to the select box. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access given to the “See Map” page is incorrect. It is impossible to access this view via header, this page appears automatically after login as a user.  Two messages are overlapping in the select box. |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | The user logs in as “player1”. He or she selects “Player Functions” > “See the Map” and clicks on the location in Europe, called Central Europe, and then on “Start Gather mission in this location”. The user selects the character “Rob Stark” and then clicks on the “Start” button. |
| **Expected** | The system must redirect you to the map view, where you can see a blue line between your refuge and the location where the gather mission is going on, representing the mission. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access given to the “See Map” page is incorrect. It is impossible to access this view via header, this page appears automatically after login as a user. |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | The user logs in as “player1”. He or she selects “Player Functions” > “See the Map” and clicks on the man at the end of the blue line. He or she will see the remaining time to finish the gather mission. When it ends, the user will read “Mission accomplished, go to notifications to see the results”.  The user will then go to “My notifications”, and click on the display button referring to the mission that has just ended. |
| **Expected** | The system must redirect you to the display notification of gather view, where you can see the date of the returning moment, a message and some options. The date format must be yyyy/MM/dd HH:mm. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access given to the “See Map” page is incorrect. It is impossible to access this view via header, this page appears automatically after login as a user. |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | The user logs in as “player1”. He or she selects “Player Functions” > “My Notifications” and displays the last one corresponding to the gather mission he has done before. Then he or she clicks in “What happened during the mission?”, to see if an event happened. |
| **Expected** | A message must appear in the screen telling the user if there were any event during the mission, with an “Accept” button to close it. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |  |
| --- | --- | --- |
| **Test <#006>** | | |
| **Description** | | The user logs in as “player1”. He or she selects “Player Functions” > “My Notifications” and displays the last one corresponding to the gather mission he has done before. Then he or she clicks in “Finish this mission” to finish it.    The user will see a view that shows the resources and items he found during the mission (maybe nothing). Then, he will click in the “Finish mission” button to gather everything. |
| **Expected** | | The user will return to the notification list, and the notification of this gather mission won’t be listed anymore. |
| **Outcome** | | The outcome is not the expected. An error 404 appears. The link in the button “Finish mission” redirects to a page that doesn’t exist. |
| **Notes** | |  |
| **Test <#007>** | | | |
| **Description** | The user logs in as “player1” and makes sure the language is set to Spanish. He or she selects “Funciones de jugador” > “Ver el mapa” and clicks on the Location in Central Europe, called Europa central, and then on “Iniciar misión de recolección en esta zona”. The user clicks on the “Cancelar” button. | | |
| **Expected** | The system must redirect you to the map view, where you can see everything is like it was before, without any gather going on. The date format must be: dd/MM/yyyy HH:mm. | | |
| **Outcome** | The outcome is the expected. | | |
| **Notes** | The access given to the “Ver Mapa” page is incorrect. It is impossible to access this view via header, this page appears automatically after login as a user. | | |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | The user logs in as “player1” and makes sure the language is set to Spanish. He or she elects “Funciones de jugador” > “Ver el mapa” and clicks on the location in Europe, called Europa central, and then on “Iniciar mission de recolección en esta zona”. The user doesn’t select any character and then clicks on the “Start” button. |
| **Expected** | The system must redirect you to the same view, where you can see some error messages: “Error en los parámetros” and “No puede ser null”, referring to the select box. |
| **Outcome** |  |
| **Notes** | The access given to the “Ver Mapa” page is incorrect. It is impossible to access this view via header, this page appears automatically after login as a user. |

|  |  |
| --- | --- |
| **Test <#009>** | |
| **Description** | The user logs in as “player1” and makes sure the language is set to Spanish. He or she selects “Funciones de jugador” > “Ver el mapa” and clicks on the location in Europe, called Europa central, and then on “Empezar mission de recolección en esta zona”. The user selects the character “Rob Stark” and then clicks on the “Empezar” button. |
| **Expected** | The system must redirect you to the map view, where you can see a blue line between your refuge and the location where the gather mission is going on, representing the mission. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access given to the “Ver Mapa” page is incorrect. It is impossible to access this view via header, this page appears automatically after login as a user. |

|  |  |
| --- | --- |
| **Test <#0010>** | |
| **Description** | The user logs in as “player1” and makes sure the language is set to Spanish. He or she selects “Funciones de jugador” > “Ver el mapa” and clicks on the man at the end of the blue line. He or she will see the remaining time to finish the gather mission. When it ends, the user will read “Misión cumplida, vaya a notificaciones para ver el resultado”.  The user will then go to “Mis notificaciones”, and click on the display button referring to the mission that has just ended. |
| **Expected** | The system must redirect you to the display notification of gather view, where you can see the date of the returning moment, a message and some options. The date format must be dd/MM/yyyy HH:mm. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access given to the “Ver Mapa” page is incorrect. It is impossible to access this view via header, this page appears automatically after login as a user. |

|  |  |
| --- | --- |
| **Test <#011>** | |
| **Description** | The user logs in as “player1” and makes sure the language is set to Spanish. He or she selects “Funciones de jugador” > “Mis notificaciones” and displays the last one corresponding to the gather mission he has done before. Then he or she clicks in “¿Qué ha ocurrido durante la mission?”, to see if an event happened. |
| **Expected** | A message must appear in the screen telling the user if there were any event during the mission, with an “Aceptar” button to close it. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The message is not the same as the one in the example image. |

|  |  |
| --- | --- |
| **Test <#012>** | |
| **Description** | The user logs in as “player1” and makes sure the language is set to Spanish. He or she selects “Funciones de jugador” > “Mis notificaciones” and displays the last one corresponding to the gather mission he has done before. Then he or she clicks in “Finalizar misión” to finish it.    The user will see a view that shows the resources and items he found during the mission (maybe nothing). Then, he will click in the “Finalizar misión” button to gather everything. |
| **Expected** | The user will return to the notification list, and the notification of this gather mission won’t be listed anymore. |
| **Outcome** | The outcome is not the expected. An error 404 appears. The link in the button “Finalizar misión” redirects to a page that doesn’t exist. |
| **Notes** |  |

# Use case 008 – List ItemDesign

Description

A user logged as Designer goes to the list item designs view.

Access

Designer functions > Draft Mode Tools

Designer functions > Final Mode Tools

Designer functions > Draft Mode Resources

Designer functions > Final Mode Resources

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “designer1”. Selects “Designer functions” and “Final Mode Tools”. |
| **Expected** | The system must redirect you to the final mode Tools list showing the final Tools, the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access to the page is not labelled the same way. In the system, it’s called “Tools in Final Mode” |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The user logs in as “designer1”. Selects “Designer functions” and “Draft Mode Tools”. |
| **Expected** | The system must redirect you to the draft mode Tools list showing the draft Tools and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access to the page is not labelled the same way. In the system, it’s called “Tools in Draft Mode” |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | The user logs in as “designer1”. Selects “Designer functions” and “Final Mode Resources”. |
| **Expected** | The system must redirect you to the final mode Resources list showing the final Resources, the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access to the page is not labelled the same way. In the system, it’s called “Resources in Final Mode” |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | The user logs in as “designer1”. Selects “Designer functions” and “Draft Mode Resources”. |
| **Expected** | The system must redirect you to the draft mode Resources list showing the draft Resources and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The access to the page is not labelled the same way. In the system, it’s called “Resources in Draft Mode” |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “designer1”. Selects “Funciones de diseñador” and “Herramientas en borrador”. |
| **Expected** | The system must redirect you to the final mode Tools list showing the final Tools, the view should look like the following image. |
| **Outcome** | The outcome is not the expected. The test commands me to go to the “Herramientas en borrador” button, but asks for the Final Tools list instead. |
| **Notes** | There is no image to compare the results, but there should be one as it says in the “expected”. |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “designer1”. Selects “Funciones de diseñador” and “Herramientas en borrador”. |
| **Expected** | The system must redirect you to the draft mode Tools list showing the draft Tools and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** | There is no image to compare the results, but there should be one as it says in the “expected”. |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “designer1”. Selects “Funciones de diseñador” and “Recursos en borrador”. |
| **Expected** | The system must redirect you to the final mode Resources list showing the final Resources, the view should look like the following image. |
| **Outcome** | The outcome is not the expected. The test commands me to go to the “Recursos en borrador” button, but asks for the Final Resources list instead. |
| **Notes** | There is no image to compare the results, but there should be one as it says in the “expected”. |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “designer1”. Selects “Funciones de diseñador” and “Recursos en borrador”. |
| **Expected** | The system must redirect you to the draft mode Resources list showing the draft Resources and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** | There is no image to compare the results, but there should be one as it says in the “expected”. |

# Use case 009 – Create/Edit/Delete ItemDesign

Description

A user logged as Designer goes to the list draft tools view and creates any item design.

Access

Designer functions > Draft Room Designs > [Create Tool, Create Resource]

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | Once you are in the create tool view, you press the cancel button. |
| **Expected** | The system must redirect you to the list view of the tool. |
| **Outcome** | There isn’t any link “Create Tool” or “Create Resource” in the page “Draft Room Designs”. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Once you are in the create Tool view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Tool) but showing validation messages in fields. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you are in the create Tool view, you press the save button inserting the following data: **Name(Spanish): “**<script>alarm('Hacked!'); </script>”, **Name(English): “**<script>alarm('Hacked!'); </script>”, **Description(Spanish):** “This is a test”, **Description(English):** “This is a test” , **image**: “https://www.myimage.com”,**Strength**: 1, **Luck**: 2, **Capacity:** 1. |
| **Expected** | The system must redirect you to the same view (create Tool) but showing “Insecure HTML” validation error. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Once you are in the create Tool view, you press the save button inserting the following data: **Name(Spanish): “**Nombre de prueba”,**Name(English): “**Test Name**”** **Description(Spanish):** “Esto es una prueba.”, **Description(English):** “This is a test”, **image**: “https://www.myimage.com”,**Strength**: 1, **Luck**: 2, **Capacity:** 1. |
| **Expected** | The system must redirect you to the list view of the Tool. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Once you are in the edit Tool view pressing the edit button, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs. |
| **Outcome** | The test cannot be made. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Once you are in the edit Tool view, you press the “final mode” checkbox**.** |
| **Expected** | The system must redirect you to the list view of final Tools and the room is not modifiable. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Tool view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the detailed view of the Tool. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create Tool view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Tool) but showing validation messages in fields. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#009>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Tool view, you press the save button inserting the following data: **Nombre(Español): “**<script>alarm('Hacked!'); </script>”, **Nombre(Inglés): “**<script>alarm('Hacked!'); </script>”, **D**escripción**(E**spañol**):** “This is a test”, **D**escripción**(I**nglés**):** “This is a test” , **imagen**: “https://www.myimage.com”,**Fuerza**: 1, **Suerte**: 2, **Capacidad:** 1 |
| **Expected** | The system must redirect you to the same view (create Tool) but showing “HTML inseguro” validation error. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#0010>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Tool view, you press the “Guardar” button inserting the following data: **Nombre(Español): “**Nombre de prueba”, **Nombre(Inglés): “**Test name**”,D**escripción**(E**spañol**):** “This is a test”, **Descripción(Inglés):** “This is a test” , **imagen**: “https://www.myimage.com”,**Fuerza**: 1, **Suerte**: 2, **Capacidad:** 1 |
| **Expected** | The system must redirect you to the detailed view of the Tool. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#011>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the edit Tool view pressing the “editar” button, you press the “Borrar” button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Tools. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#012>** | |
| **Description** | Once you are in the edit Tool view, you press the “Modo final” checkbox**.** |
| **Expected** | The system must redirect you to the list view of final Tools and the room is not modifiable. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#013>** | |
| **Description** | Once you are in the create Resource view, you press the cancel button. |
| **Expected** | The system must redirect you to the list view of the Resource. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#014>** | |
| **Description** | Once you are in the create Resource view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Resource) but showing validation messages in fields. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#015>** | |
| **Description** | Once you are in the create Resource view, you press the save button inserting the following data: **Name(Spanish): “**<script>alarm('Hacked!'); </script>”, **Name(English): “**<script>alarm('Hacked!'); </script>”, **Description(Spanish):** “This is a test”, **Description(English):** “This is a test” , **image**: “https://www.myimage.com”, **Water**: 1, **Food**: 2, **Metal:** 1, **Wood**: 1. |
| **Expected** | The system must redirect you to the same view (create Resource) but showing “Insecure HTML” validation error. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#016>** | |
| **Description** | Once you are in the create Resource view, you press the save button inserting the following data: **Name(Spanish): “**Nombre de prueba”,**Name(English): “**Test Name**”** **Description(Spanish):** “Esto es una prueba.”, **Description(English):** “This is a test” , **image**: “https://www.myimage.com”, **Water**: 1, **Food**: 2, **Metal:** 1, **Wood**: 1. |
| **Expected** | The system must redirect you to the list view of the Resource. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#017>** | |
| **Description** | Once you are in the edit Resource view pressing the edit button, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#018>** | |
| **Description** | Once you are in the edit Resource view, you press the “final mode” checkbox**.** |
| **Expected** | The system must redirect you to the list view of final Tools and the room is not modifiable. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#019>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Resource view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the detailed view of the Resource. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#020>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create Resource view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Resource) but showing validation messages in fields. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#021>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Resource view, you press the save button inserting the following data: **Nombre(Español): “**<script>alarm('Hacked!'); </script>”, **Nombre(Inglés): “**<script>alarm('Hacked!'); </script>”, **D**escripción**(E**spañol**):** “This is a test”, **D**escripción**(I**nglés**):** “This is a test” , **imagen**: “https://www.myimage.com”, **Agua**: 1, **Comida**: 2, **Metal:** 1, **Madera**: 1. |
| **Expected** | The system must redirect you to the same view (create Resource) but showing “HTML inseguro” validation error. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#022>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Resource view, you press the “Guardar” button inserting the following data: **Nombre(Español): “**Nombre de prueba”, **Nombre(Inglés): “**Test name**”,D**escripción**(E**spañol**):** “This is a test”, **Descripción(Inglés):** “This is a test” , **imagen**: “https://www.myimage.com”, **Agua**: 1, **Comida**: 2, **Metal:** 1, **Madera**: 1. |
| **Expected** | The system must redirect you to the detailed view of the Resource. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#023>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the edit Resource view pressing the “editar” button, you press the “Borrar” button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Resources. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#024>** | |
| **Description** | Once you are in the edit Resource view, you press the “Modo final” checkbox**.** |
| **Expected** | The system must redirect you to the list view of final Tools and the room is not modifiable. |
| **Outcome** | The test cannot be made (see test 09 – 001). |
| **Notes** |  |

# Use case 010 – Display locations, create / edit a location, remove a location and publish a location

Description

A user logged as a designer wants to create or edit one or more locations for the player’s map, so he or she goes to the “Designer functions” menu and selects “Display the locations”.

Access

Designer functions > Display the locations

Tests

|  |  |
| --- | --- |
| **Test <#001> Display locations** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer functions” > “Display the locations” |
| **Expected** | The system must display a map, the published locations must be displayed in a red colour whereas not published ones shall be blue |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002> Create a location** | |
| **Description** | The user presses the button named “Create” at the bottom of the map. |
| **Expected** | The system must redirect you to a view that has a map on the top part and a form to modify the location parameters in the bottom part. In the map the rest of the locations should be displayed. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003> Leave the coordinates as blank** | |
| **Description** | In the create view, the user introduces “Desierto del Sahara” in the Name in Spanish input, “Sahara Dessert” in the name in English and select “Bosque” as the loot table. |
| **Expected** | The system must redirect you to the same view, showing the validation errors. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004> Leave all fields in blank** | |
| **Description** | In the create view, the user presses the save button, without entering any information. |
| **Expected** | The system must redirect you to the same view, showing multiple validation errors. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005> Create a location** | |
| **Description** | In the create view, the user introduces “Desierto del Sahara” in the Name in Spanish input, “Sahara Dessert” in the name in English and select “Bosque” as the loot table. Also, the user presses the map multiple times until a shape is formed as it shows (The location the user is creating must be shown in green colour): |
| **Expected** | The system must redirect to the map view, displaying the newly created location in colour blue. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006> Editing a location** | |
| **Description** | The user is in the map view, he/she presses the sahara desert location, a popup appears with a link that says “Edit this location”. The user enters in the link. |
| **Expected** | The system must redirect the user to the edit view, displaying the location that you are editing as green and placed in the map. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007> Deleting a location** | |
| **Description** | The user is in the edit location view, he/she presses the Delete button, after a warning message appears, he accepts the detetion. |
| **Expected** | The system must redirect the user to the map view, now without the sahara desert location. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#008> Publishing a location** | |
| **Description** | After repeating the tests 2, 5 and 6, the user is in the edit location view, he/she presses the Publish button, after a warning message appears, he accepts the operation. |
| **Expected** | The system must redirect the user to the map view, now displaying the sahara desert location as red, showing that the location has been published. If the user logs as “player1” in the “See the map” view he should see the sahara desert location as well. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#009> Editing a published location** | |
| **Description** | After accessing the Sahara Desert edit view, the location is still showing the red colour of a published location. The user presses the map, trying to modify the shape of the location. |
| **Expected** | The system won’t modify the coordinates, as the shape of a published location can’t be modified. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#010> Display locations in Spanish** | |
| **Description** | The user logs in as “designer1”. He or she selects “Funciones de diseñador” > “Mostrar las zonas” |
| **Expected** | The system must display a map, the published locations must be displayed in a red colour whereas not published ones shall be blue |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#011> Create a location in Spanish** | |
| **Description** | The user presses the button named “Crear” at the bottom of the map. |
| **Expected** | The system must redirect you to a view that has a map on the top part and a form to modify the location parameters in the bottom part. In the map the rest of the locations should be displayed. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#012> Leave the coordinates as blank in Spanish** | |
| **Description** | In the create view, the user introduces “Desierto del Sahara” in the Nombre en español input, “Sahara Dessert” in the Nombre en inglés and select “Bosque” as the tabla de botín. |
| **Expected** | The system must redirect you to the same view, showing the validation errors. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#013> Leave all fields in blank in Spanish** | |
| **Description** | In the create view, the user presses the save button, without entering any information. |
| **Expected** | The system must redirect you to the same view, showing multiple validation errors. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#014> Create a location in Spanish** | |
| **Description** | In the create view, the user introduces “Desierto del Sahara” in the Nombre en español input, “Sahara Dessert” in the Nombre en inglés and select “Bosque” as the tabla de botín. Also, the user presses the map multiple times until a shape is formed as it shows (The location the user is creating must be shown in green colour): |
| **Expected** | The system must redirect to the map view, displaying the newly created location in colour blue. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#015> Editing a location in Spanish** | |
| **Description** | The user is in the map view, he/she presses the sahara desert location, a popup appears with a link that says, “Editar esta zona”. The user enters in the link. |
| **Expected** | The system must redirect the user to the edit view, displaying the location that you are editing as green and placed in the map. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#016> Deleting a location in Spanish** | |
| **Description** | The user is in the edit location view, he/she presses the Borrar button, after a warning message appears, he accepts the detetion. |
| **Expected** | The system must redirect the user to the map view, now without the sahara desert location. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#017> Publishing a location in Spanish** | |
| **Description** | After repeating the tests 2, 5 and 6, the user is in the edit location view, he/she presses the Publicar button, after a warning message appears, he accepts the operation. |
| **Expected** | The system must redirect the user to the map view, now displaying the sahara desert location as red, showing that the location has been published. If the user logs as “player1” in the “Ver el mapa” view he should see the sahara desert location as well. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#018> Editing a published location in Spanish** | |
| **Description** | After accessing the Sahara Desert edit view, the location is still showing the red colour of a published location. The user presses the map, trying to modify the shape of the location. |
| **Expected** | The system won’t modify the coordinates, as the shape of a published location can’t be modified. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

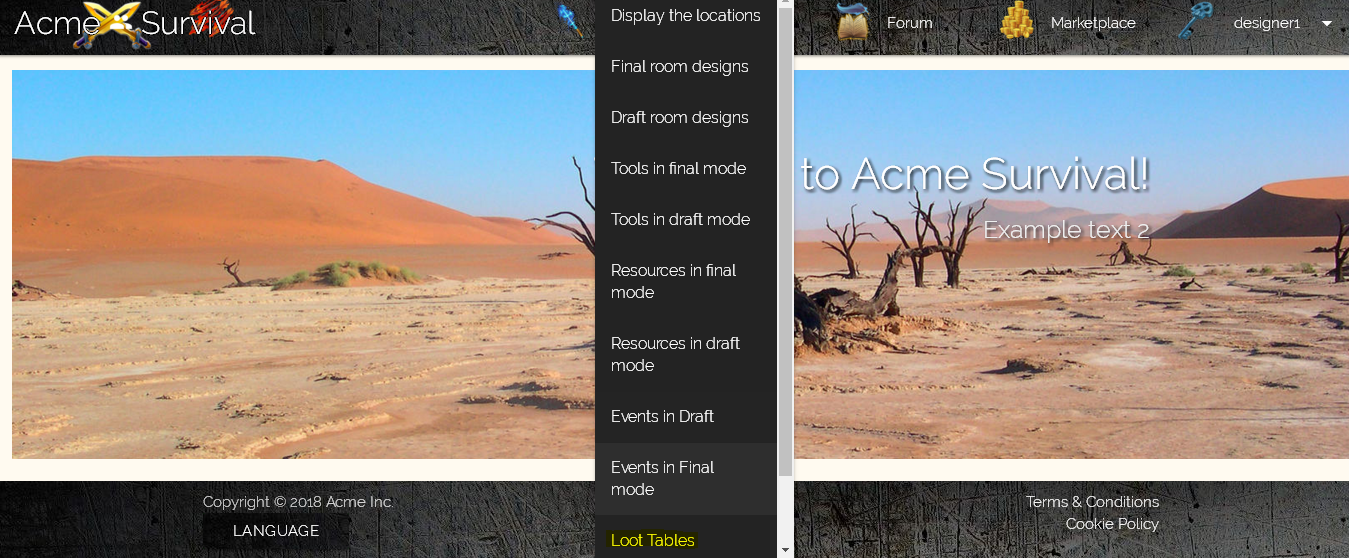
# Use case 011 – LootTables

Description

A user logged as a designer wants to list all the loot tables in the system, so he or she goes to the “designer functions” menu and selects “Loot tables”.

Access

Designer functions > Loot Tables



Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Loot Tables”. |
| **Expected** | The system must redirect you to the list of loot tables that are currently in the system. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Loot Tables” and clicks on the “Edit” button of the first one called “Bosque”. |
| **Expected** | The system must redirect you to the “create / edit a Loot Table” view, where you can select the events and items for the Loot Table. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Loot Tables” and clicks on the “Edit” button of the first one called “Bosque”. Then, he or she clicks on the “add event” button (the green cross), and selects “You found the legendary Legola’s bow” from the “Event selector” pop-up. Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must have been updated with the new event. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Loot Tables” and clicks on the “Edit” button of the first one called “Bosque”. Then, he or she clicks on the “add item” button (the green cross), and selects “Axe” from the “Item selector” pop-up. Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must have been updated with the new item. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Loot Tables” and clicks on the “Edit” button of the first one called “Bosque”. Then, he or she clicks on the “add event” button (the green cross), and selects “You found the legendary Legola’s bow” from the “Event selector” pop-up. Then, he or she clicks on the “Cancel” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must not have been updated with the new event. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Loot Tables” and clicks on the “Edit” button of the first one called “Bosque”. Then, he or she clicks on the “add item” button (the green cross), and selects “Axe” from the “Item selector” pop-up. Then, he or she clicks on the “Cancel” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must not have been updated with the new item. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Loot Tables” and clicks on the “Edit” button of the first one called “Bosque”. Then, he or she clicks on the “remove event” button (the red trash can), over the “You found the legendary Legola’s Bow” event. Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must have been updated with the event deleted. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Loot Tables” and clicks on the “Edit” button of the first one called “Bosque”. Then, he or she clicks on the “remove item” button (the red trash can), over the “Backpack” item. Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must have been updated with the item deleted. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#009>** | |
| **Description** | The user logs in as “designer1”. He or she selects “Designer Functions” > “Loot Tables” and clicks on the “Create Loottable” button. He or she will name the new loot table “new loottable” (by clicking in “LootTable Name”). Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “new loottable” loot table must have been created. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#010>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Tablas de Loot”. |
| **Expected** | The system must redirect you to the list of loot tables that are currently in the system. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#011>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Tablas de Loot” and clicks on the “Editar” button of the first one called “Bosque”. |
| **Expected** | The system must redirect you to the “crear / editar una Table de Loot” view, where you can select the events and items for the Loot Table. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#012>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Tablas de Loot” and clicks on the “Editar” button of the first one called “Bosque”. Then, he or she clicks on the “Añadir evento” button (the green cross), and selects “Encontraste el arco legendario de Legolas” from the “Selector de eventos” pop-up. Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must have been updated with the new event. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#013>** | |
| **Description** | The user logs in as “designer1 and makes sure the language is set to Spanish”. He or she selects “Funciones de diseñador” > “Tablas de Loot” and clicks on the “Editar” button of the first one called “Bosque”. Then, he or she clicks on the “Añadir item” button (the green cross), and selects “Hacha” from the “Selector de objetos” pop-up. Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must have been updated with the new item. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#014>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Tablas de Loot” and clicks on the “Editar” button of the first one called “Bosque”. Then, he or she clicks on the “añadir evento” button (the green cross), and selects “Encontraste el arco legendario de Legolas" pop-up. Then, he or she clicks on the “Cancelar” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must not have been updated with the new event. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#015>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Tablas de Loot” and clicks on the “Editar” button of the first one called “Bosque”. Then, he or she clicks on the “añadir objeto” button (the green cross), and selects “Hacha” from the “Selector de objeto” pop-up. Then, he or she clicks on the “Cancelar” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must not have been updated with the new item. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#016>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Tabla de Loot” and clicks on the “Editar” button of the first one called “Bosque”. Then, he or she clicks on the “borrar evento” button (the red trash can), over the “Encontraste el arco legendario de Legolas” event. Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must have been updated with the event deleted. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#017>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Tablas de Loot” and clicks on the “Editar” button of the first one called “Bosque”. Then, he or she clicks on the “borrar objeto” button (the red trash can), over the “Mochila” item. Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “Bosque” loot table must have been updated with the item deleted. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#018>** | |
| **Description** | The user logs in as “designer1” and makes sure the language is set to Spanish. He or she selects “Funciones de diseñador” > “Tablas de Loot” and clicks on the “Crear loottable” button. He or she will name the new loot table “nueva loottable” (by clicking in “LootTable Name”). Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the “Loot Table list”, and the “nueva loottable” loot table must have been created. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

# Use case 012 – List Message

Description

A user goes to the list forum view, then press in the first forum and then in the first thread.

Access

Forum. > (Press name) > (Press name thread)

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “player1”. Selects “Forum” press in the name of the first forum and then in the first thread that appears. |
| **Expected** | The system must redirect you to the list message and the view should look  like the following image. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “player1”. Selects “Foro” press in the name of the first forum and then in the first thread that appears. |
| **Expected** | The system must redirect you to the list message and the view should look like the following image. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

# Use case 013 – Create/Edit/Delete Message

Description

A user logged as any role goes to the list message view and creates a new message.

Access

Forum. > (Press name) > (Press name thread)

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | Once you are in the list Message view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (list Message) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Once you are in the list Message view, you press the save button inserting the following data: **Text: “**<script>alarm('Hacked!'); </script>”. |
| **Expected** | The system must redirect you to the same view (create Message) but showing “Insecure HTML” validation error. |
| **Outcome** | The system doesn’t show anything and post the message. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you are in the list Message view, you press the save button inserting the following data: **Text: “**Test text**”** |
| **Expected** | The system must redirect you to the list view of the Message. |
| **Outcome** | The outcome is the expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the list Message view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (list Message) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the list Message view, you press the save button inserting the following data: **Text: “**<script>alarm('Hacked!'); </script>”. |
| **Expected** | The system must redirect you to the same view (create Message) but showing “HTML inseguro” validation error. |
| **Outcome** | The system doesn’t show anything and post the message. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the list Message view, you press the “Guardar” button inserting the following data: **Text: “**Test text**”.** |
| **Expected** | The system must redirect you to the list view of the Message. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

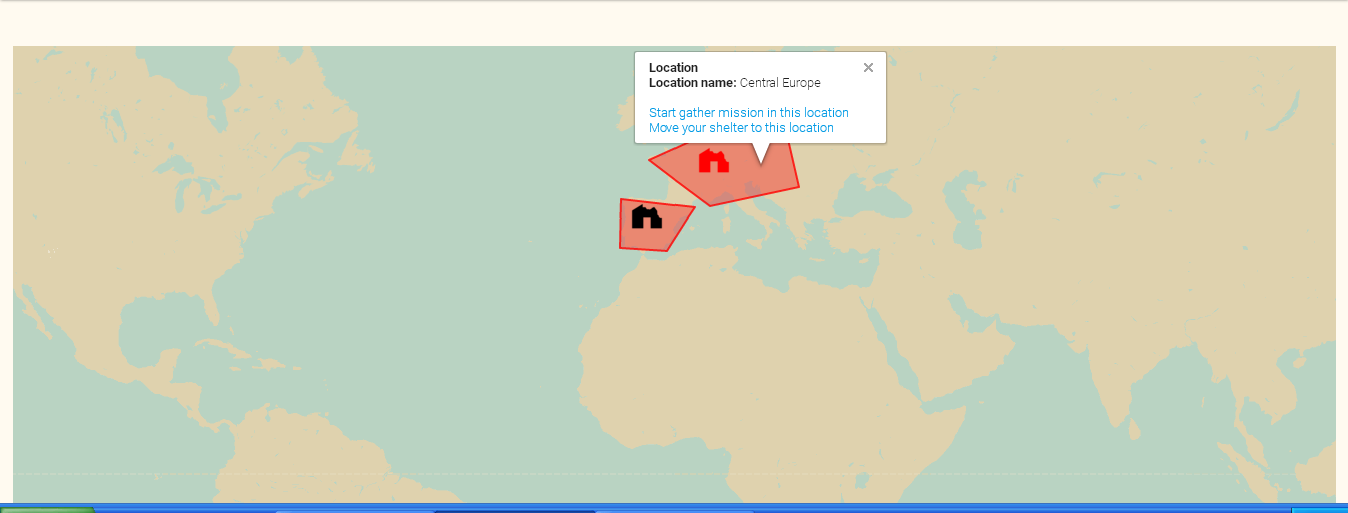
# Use case 014 – Create Move

Description

A user logged as **Player 1** goes to the display Shelter view and creates a new move.

Access

See the map > (Click in any location) > Move your refuge to this location



Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | Once you are in the create Move view, you press the cancel button. |
| **Expected** | The system must redirect you to the display shelter view of the Product. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Once you are in the create Move view, you press the save button. |
| **Expected** | The system must redirect you to (display Shelter). |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you are in the create Move view and after the shelter has moved. |
| **Expected** | The system must redirect you to confirm move view but showing “you are moving now” as error message. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Move view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the display shelter view of the Product. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Move view, you press the save button. |
| **Expected** | The system must redirect you to (display Shelter). |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Move view and after the shelter has moved. |
| **Expected** | The system must redirect you to confirm move view but showing “Ya estás moviendote” as error message. |
| **Outcome** | The outcome is the expected one. |
| **Notes** |  |

# Use case 015 – Buy on the marketplace

Description

A user logged as a player wants to buy one of the products of the marketplace, so he or she goes to the “Marketplace” press the “Funko survival” link and then press the “Buy product” button.

Access

Marketplace > Funko survival > Buy product

Tests

|  |  |
| --- | --- |
| **Test <#001> Buy a product form** | |
| **Description** | The user logs in as “player1”. He or she selects “Marketplace” > “Funko survival” > “Buy product”. |
| **Expected** | The system must display the buy a product form. |
| **Outcome** | There is a title ‘Subscribe to’ on the view which it’s not in the photo. The label in month says: ‘Expiration year’ and in year says: ‘Expiration month’. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002> Leave all fields in blank** | |
| **Description** | In the buy a product form, the user presses the save button, without entering any information. |
| **Expected** | The system must redirect you to the same view, showing multiple validation errors. |
| **Outcome** | All messages appear correctly. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003> Buy a product** | |
| **Description** | In the create view, the user introduces “Pepe Gonzalez” in the Holder name input, “Visa” in the Brand name, “4111111111111111” as the number, 12 as the expiration month, 18 as the expiration year and 123 as the CVV. |
| **Expected** | The system must return the user to the Funko survival details page, as the transaction is completed. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004> Buy a product with the same credit card** | |
| **Description** | In the Funko survival details page, the user must press the buy a product button again. |
| **Expected** | The system must display the buy a product form, but this time a small window must appear saying “Use a previous credit card” with the last four digits of the credit card number previously introduced. |
| **Outcome** | The outcome is the expected, but the window colour is different. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005> Buy a product with the same credit card 2** | |
| **Description** | The user is in the buy a product page with an use a previous credit card window, the user then presses the “Use this card” link. |
| **Expected** | The system must hide the form to add a new credit card. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006> Buy a product with the same credit card 3** | |
| **Description** | After pressing the “Use this card” link, the user presses the save button. |
| **Expected** | The system must return the user to the Funko survival page details page, as the transaction is completed. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |  |
| --- | --- | --- |
| **Test <#007> Buy a product form in Spanish** | | |
| **Description** | | The user logs in as “player1”. He or she selects “Tienda” > “Funko superviviente” > “Comprar”. |
| **Expected** | | The system must display the compra un producto form. |
| **Outcome** | | There is a title ‘Subscribe to’ which it should not be there. The month and year label are wrong. |
| **Notes** | |  |
|  | |  |
| **Test <#008> Leave all fields in blank in Spanish** | | |
| **Description** | In the compra un producto, the user presses the save button, without entering any information. | |
| **Expected** | The system must redirect you to the same view, showing multiple validation errors. | |
| **Outcome** | All messages appear correctly. | |
| **Notes** |  | |

|  |  |
| --- | --- |
| **Test <#009> Buy a product in Spanish** | |
| **Description** | In the compra un producto view, the user introduces “Pepe Gonzalez” in the Nombre del portador input, “Visa” in the Nombre de la marca, “4111111111111111” as the Número, 12 as the mes de caducidad, 18 as the Año de caducidad and 123 as the CVV. |
| **Expected** | The system must return the user to the Funko superviviente detalles del producto page, as the transaction is completed. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#010> Buy a product with the same credit card in Spanish** | |
| **Description** | In the Funko superviviente detalles del producto page, the user must press the comprar button again. |
| **Expected** | The system must display the compra un producto form, but this time a small window must appear saying “Usar una tarjeta de crédito anterior” with the last four digits of the credit card number previously introduced. |
| **Outcome** | The outcome is the expected, but the window colour is different. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#011> Buy a product with the same credit card 2 in Spanish** | |
| **Description** | The user is in compra un producto page with an Usar una tarjeta de crédito anterior window, the user then presses the “Usar esta tarjeta” link. |
| **Expected** | The system must hide the form to add a new credit card. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#012> Buy a product with the same credit card 3 in Spanish** | |
| **Description** | After pressing the “Usar esta tarjeta” link, the user presses the Guardar button. |
| **Expected** | The system must return the user to the Funko superviviente detalles del producto page, as the transaction is completed. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

# Use case 016 – List products

Description

A user goes to the list product view.

Access

MarketPlace.

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logged as “player1”. Selects “MarketPlace”. |
| **Expected** | The system must redirect you to the list Product and the view should look like the following image. |
| **Outcome** | The outcome is the expected, but with other products. There is no product with discount to test. The last product in the first page appears in the second page. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | An anonymous user selects “MarketPlace”. |
| **Expected** | The system must redirect you to the Product list, and the view should look like the following image. |
| **Outcome** | The outcome is the expected, but with other products. There is no product with discount to test. The last product in the first page appears in the second page. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | A user logged as manager1 selects “MarketPlace”. |
| **Expected** | The system must redirect you to the Product list, and the view should look like the following image. |
| **Outcome** | The outcome is the expected, but with other products. There is no product with discount to test. There is no product with a ‘In stock’ button. The last product in the first page appears in the second page. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logged as “player1”. Selects “Tienda”. |
| **Expected** | The system must redirect you to the list Product and the view should look like the following image. |
| **Outcome** | The outcome is the expected, but with other products. There is no product with discount to test. The last product in the first page appears in the second page. There is a product whose name is in English. |
| **Notes** | Expected doesn’t have any photo. Testers will consider the photo in Test<#001> to check the outcome. |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, an anonymous user selects “Tienda”. |
| **Expected** | The system must redirect you to the Product list, and the view should look like the following image. |
| **Outcome** | The outcome is the expected, but with other products. There is no product with discount to test. The last product in the first page appears in the second page. There is a product whose name is in English. |
| **Notes** | Expected doesn’t have any photo. Testers will consider the photo in Test<#002> to check the outcome. |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, a user logged as manager1 selects “Tienda”. |
| **Expected** | The system must redirect you to the Product list, and the view should look like the following image. |
| **Outcome** | The outcome is the expected, but with other products. There is no product with discount to test. There is no product with a ‘In stock’ button. The last product in the first page appears in the second page. There is a product whose name is in English. |
| **Notes** | Expected doesn’t have any photo. Testers will consider the photo in Test<#003> to check the outcome. |

# Use case 017 – Create/Edit/Delete Product

Description

A user logged as Manager goes to the list Product view and creates a new Product.

Access

Draft Mode Products > Create

Draft Mode Products > Edit

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | Once you are in the create Product view, you press the cancel button. |
| **Expected** | The system must redirect you to the list view of the Product. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Once you are in the create Product view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Product) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you are in the create Product view, you press the save button inserting the following data: **Image(Use a link) “**https://www.myimage.com”, **Name(Spannish): “**<script>alarm('Hackiado!'); </script>”, **Name(English): “**<script>alarm('Hacked!'); </script>“, **Description(Spanish):** “Esto en un test”, **Description(English):** “This is a test” and “150” in the **price.** |
| **Expected** | The system must redirect you to the same view (create Product) but showing “Insecure HTML” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Once you are in the create Product view, you press the save button inserting the following data: **Image(Use a link) “**https://www.myimage.com”, **Name(Spannish): “**Esto es un test”, **Name(English): “**This is test**”, Description(Spanish):** “Esto en un test”, **Description(English):** “This is a test” and “150” in the **price.** |
| **Expected** | The system must redirect you to the list view of the Product. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Once you are in the create Product view, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Products. |
| **Outcome** | The outcome is the expected |
| **Notes** | The testers consider we are deleting the product we have just created. |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Once you are in the list draft Product view, you press the publish button in the first product. |
| **Expected** | The system must redirect you to the list view of Products. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Once you are in the MarketPlace view, you press the discontinue button in the first product. |
| **Expected** | The system must redirect you to the list view of Products but in the product that you discontinue appear in stock that indicates that the product is in stock. |
| **Outcome** | The outcome is the expected. But, after pressing the button, in the list appears other products which they were not before. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Product view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the detailed view of the Product. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#009>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create Product view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Product) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#0010>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Product view, you press the save button inserting the following data: **Imagen(Use a link) “**https://www.myimage.com”, **Nombre(Español): “**Esto es un test”, **Nombre(Ingles): “**This is test**”, Descripción(Español):** “Esto en un test”, **Descripción(Ingles):** “This is a test” and “150” in the **precio.** |
| **Expected** | The system must redirect you to the same view (create Product) but showing “HTML inseguro” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** | Testers consider the Spanish name and English name is a JavaScript code, like the test with the webpage language in English. |

|  |  |
| --- | --- |
| **Test <#011>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Product view, you press the “Guardar” button inserting the following data: **Imagen(Use a link) “**https://www.myimage.com”, **Nombre(Español): “**Esto es un test”, **Nombre(Ingles): “**This is test**”, Descripción(Español):** “Esto en un test”, **Descripción(Ingles):** “This is a test” and “150” in the **precio.** |
| **Expected** | The system must redirect you to the detailed view of the Product. |
| **Outcome** | The system redirect us to the product list view. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#0012>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Product view, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Products. |
| **Outcome** | The outcome is the expected. |

|  |  |
| --- | --- |
| **Test <#0013>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the list draft Product view, you press the publish button in the first product. |
| **Expected** | The system must redirect you to the list view of Products. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#0014>** | |
| **Description** | Once you are in the “Tienda” view, you press the “descatalogar” button in the first product. |
| **Expected** | The system must redirect you to the list view of Products but in the product that you discontinue appear in stock that indicates that the product is “en stock”. |
| **Outcome** | The outcome is the expected. But, after pressing the button, in the list appears other products which they were not before. |
| **Notes** |  |

# Use case 018 – Display shelter

Description

A user logged as **Player 1** goes to the shelter view.

Access

Player functions > My shelter.

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logged as “player1”. Selects “Player functions” and “My shelter”. |
| **Expected** | The system must redirect you to the display shelter and the view should look like the following image. |
| **Outcome** | The outcome is the expected |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, an anonymous user selects “Funciones de jugador” and “Mi refugio”. |
| **Expected** | The system must redirect you to the display shelter list, and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

# Use case 019 – Create Shelter

Description

A user logged as **Player 2** goes to the display shelter.

Access

Player functions > My shelter

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | Once you are in the create Shelter view, you press the cancel button. |
| **Expected** | The system must redirect you to the welcome page view. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Once you are in the create Shelter view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Shelter) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you are in the create Shelter view, you press the save button inserting the following data: **Name: “**<script>alarm('Hacked!'); </script>”. |
| **Expected** | The system must redirect you to the same view (create Shelter) but showing “Insecure HTML” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Once you are in the create Shelter view, you press the save button inserting the following data: **Name: “**Shelter player 2”. |
| **Expected** | The system must redirect you to the display view of Shelter. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Shelter view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the detailed view of the Shelter. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create Shelter view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Shelter) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Shelter view, you press the save button inserting the following data: **Name: “**<script>alarm('Hacked!'); </script>”**.** |
| **Expected** | The system must redirect you to the same view (create Shelter) but showing “HTML inseguro” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#08>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Shelter view, you press the “Guardar” button inserting the following data: **Name: “**Refugio del jugador 2**”** |
| **Expected** | The system must redirect you to the detailed view of the Shelter. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

# Use case 020 – List Room

Description

A user logged as Player goes to the display shelter view.

Access

Player functions > My shelter

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “player1”. Selects “Player functions” and then press in “My refuge”. |
| **Expected** | The system must redirect you to the display shelter and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “player1”. Selects “Player functions” and then press in “My refuge”. |
| **Expected** | The system must redirect you to the display shelter and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

# Use case 021 – Create/Edit/Delete Room

Description

A user logged as any role goes to the list Room view and creates a new Room.

Access

Player functions > My shelter > New room

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | Once you are in the create Room view, you press the save button without select any room design. |
| **Expected** | The system must redirect you to the same view (create room) but showing error message. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Once you are in the list Room view, you press the save button selecting the first room design. |
| **Expected** | The system must redirect you to the display shelter. |
| **Outcome** | The outcome is the expected. In the select box, the placeholder doesn’t disappear when I select ‘Nursing’ and it’s confusing to read. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you are in the display shelter view, you the delete button in any room and confirm. |
| **Expected** | The system must redirect you to the display refuge view. |
| **Outcome** | The confirm window does not appear. The room is deleted correctly. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Room view, you press the save button without select any room design. |
| **Expected** | The system must redirect you to the same view (display shelter) but showing error message. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the list Room view, you press the save button selecting the first room design. |
| **Expected** | The system must redirect you to the display shelter. |
| **Outcome** | The outcome is the expected. In the select box, the placeholder doesn’t disappear when I select ‘Enfermería’ and it’s confusing to read. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the display shelter view, you the delete button in any room and confirm. |
| **Expected** | The confirm window does not appear. The room is deleted correctly. |
| **Outcome** |  |
| **Notes** |  |

# Use case 022 – List room designs

Description

A user logged as Designer goes to the list draft room designs view.

Access

Designer functions > Draft Room Designs

Designer functions > Final Mode Room Designs

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “designer1”. Selects “Designer functions” and “Final Room designs”. |
| **Expected** | The system must redirect you to the final room designs list showing the final room designs and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The user logs in as “designer1”. Selects “Designer functions” and “Draft Room designs”. |
| **Expected** | The system must redirect you to the final room designs list showing the final room designs and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “designer1”. Selects “Funciones de diseñador” and “Diseño de habitaciones en modo final”. |
| **Expected** | The system must redirect you to the final room designs list showing the final room designs and the view should look like the following image. |
| **Outcome** | The outcome is the expected. |
| **Notes** | There is no ‘Diseño de habitaciones en modo final’ option. We choose ‘Habitaciones en modo final’ instead. |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “designer1”. Selects “Funciones de diseñador” and “Diseños de habitacion en borrador”. |
| **Expected** | The system must redirect you to the final room designs list showing the final room designs and the view should look like the following image. |
| **Outcome** | The outcome is the expected |
| **Notes** | There is no ‘Diseño de habitaciones en borador’ option. We choose ‘Habitaciones en borrador’ instead. |

# Use case 023 – Create/Edit/Delete room design

Description

A user logged as Designer goes to the list draft room designs view and creates any room design.

Access

Designer functions > Draft Room Designs > [Create barrack, Create Warehouse, Create restoration room, Create Resource Room]

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | Once you are in the create barrack view, you press the cancel button. |
| **Expected** | The system must redirect you to the list view of the Barrack. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Once you are in the create Barrack view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Barrack) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you are in the create Barrack view, you press the save button inserting the following data: **Name(Spanish): “**<script>alarm('Hacked!'); </script>”, **Name(English): “**<script>alarm('Hacked!'); </script>”, **Description(Spanish):** “This is a test”, **Description(English):** “This is a test” ,**wood cost**: 1, **Metal cost**: 2, **maximum number of characters that the room can hold:** 1, **character capacity added to your shelter**: 2**.** |
| **Expected** | The system must redirect you to the same view (create Barrack) but showing “Insecure HTML” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Once you are in the create Barrack view, you press the save button inserting the following data: **Name(Spanish): “**Nombre de prueba”,**Name(English): “**Test Name**”** **Description(Spanish):** “Esto es una prueba.”, **Description(English):** “This is a test” ,**wood cost**: 1, **Metal cost**: 2, **maximum number of characters that the room can hold:** 1, **character capacity added to your shelter**: 2**.** |
| **Expected** | The system must redirect you to the list view of the Barrack. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Once you are in the edit Barrack view pressing the edit button, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Once you are in the edit Barrack view, you press the “set final mode” button**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs and the room is not modifiable. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The ‘set final mode’ button is not in the edit view. It is in the (draft) room design list. |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Barrack view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the detailed view of the Barrack. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create Barrack view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Barrack) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#009>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Barrack view, you press the save button inserting the following data: **Nombre(Español): “**<script>alarm('Hacked!'); </script>”, **Nombre(Inglés): “**<script>alarm('Hacked!'); </script>”, **D**escripción**(E**spañol**):** “This is a test”, **D**escripción**(I**nglés**):** “This is a test” , **Coste de madera**: 1, **Coste de metal**: 2, **Número máximo de personajes que soporta:** 1,**Capacidad añadida a tu refugio**: 2**.** |
| **Expected** | The system must redirect you to the same view (create Barrack) but showing “HTML inseguro” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#010>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Barrack view, you press the “Guardar” button inserting the following data: **Nombre(Español): “**Nombre de prueba”, **Nombre(Inglés): “**Test name**”,D**escripción**(E**spañol**):** “This is a test”, **Descripción(Inglés):** “This is a test” , **Coste de madera**: 1, **Coste de metal**: 2, **Número máximo de personajes que soporta:** 1,**Capacidad añadida a tu refugio**: 2**.** |
| **Expected** | The system must redirect you to the detailed view of the Barrack. |
| **Outcome** | The ‘Capacidad de personajes añadidas a tu refugio’ placeholder is too long for the text box. The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#011>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the edit Barrack view pressing the “editar” button, you press the “Borrar” button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Barracks. |
| **Outcome** | The system redirects us to the (draft) room design list. |

|  |  |
| --- | --- |
| **Test <#012>** | |
| **Description** | Once you are in the edit Barrack view, you press the “marcar como final” button**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs and the room is not modifiable. |
| **Outcome** | The outcome is not modificable. |
| **Notes** | The button is not in the edit view. It is in the (draft) room design list. |

|  |  |
| --- | --- |
| **Test <#013>** | |
| **Description** | Once you are in the create Warehouse view, you press the cancel button. |
| **Expected** | The system must redirect you to the list view of the Warehouse. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#014>** | |
| **Description** | Once you are in the create Warehouse view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Warehouse) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#015>** | |
| **Description** | Once you are in the create Warehouse view, you press the save button inserting the following data: **Name(Spanish): “**<script>alarm('Hacked!'); </script>”, **Name(English): “**<script>alarm('Hacked!'); </script>”, **Description(Spanish):** “This is a test”, **Description(English):** “This is a test” ,**wood cost**: 1, **Metal cost**: 2, **maximum number of characters that the room can hold:** 1, **Item storage capacity**: 2**.** |
| **Expected** | The system must redirect you to the same view (create Warehouse) but showing “Insecure HTML” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#016>** | |
| **Description** | Once you are in the create Warehouse view, you press the save button inserting the following data: **Name(Spanish): “**Nombre de prueba”,**Name(English): “**Test Name**”** **Description(Spanish):** “Esto es una prueba.”, **Description(English):** “This is a test” ,**wood cost**: 1, **Metal cost**: 2, **maximum number of characters that the room can hold:** 1, **Item storage capacity**: 2**.** |
| **Expected** | The system must redirect you to the list view of the Warehouse. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#017>** | |
| **Description** | Once you are in the edit Warehouse view pressing the edit button, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#018>** | |
| **Description** | Once you are in the edit Warehouse view, you press the “set final mode” button**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs and the room is not modifiable. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The button is not in the edit view. It is in the draft room design list. |

|  |  |
| --- | --- |
| **Test <#019>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Warehouse view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the detailed view of the Warehouse. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#020>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create Warehouse view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Warehouse) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#021>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Warehouse view, you press the save button inserting the following data: **Nombre(Español): “**<script>alarm('Hacked!'); </script>”, **Nombre(Inglés): “**<script>alarm('Hacked!'); </script>”, **D**escripción**(E**spañol**):** “This is a test”, **D**escripción**(I**nglés**):** “This is a test” , **Coste de madera**: 1, **Coste de metal**: 2, **Número máximo de personajes que soporta:** 1,**Número de objetos que puede almacenar**: 2**.** |
| **Expected** | The system must redirect you to the same view (create Warehouse) but showing “HTML inseguro” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#0022>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Warehouse view, you press the “Guardar” button inserting the following data: **Nombre(Español): “**Nombre de prueba”, **Nombre(Inglés): “**Test name**”,D**escripción**(E**spañol**):** “This is a test”, **Descripción(Inglés):** “This is a test” , **Coste de madera**: 1, **Coste de metal**: 2, **Número máximo de personajes que soporta:** 1, **Número de objetos que puede almacenar**: 2**.** |
| **Expected** | The system must redirect you to the detailed view of the Warehouse. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#023>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the edit Warehouse view pressing the “editar” button, you press the “Borrar” button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Warehouses. |
| **Outcome** | The system redirects us to the (draft) room design list. |

|  |  |
| --- | --- |
| **Test <#024>** | |
| **Description** | Once you are in the edit Warehouse view, you press the “marcar como final” button**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs and the room is not modifiable. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The ‘Marcar como final’ button is not in the edit view. It is in the draft room design list. |

|  |  |
| --- | --- |
| **Test <#025>** | |
| **Description** | Once you are in the create Restoration room view, you press the cancel button. |
| **Expected** | The system must redirect you to the list view of the Restoration room. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#026>** | |
| **Description** | Once you are in the create Restoration room view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Restoration room) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#027>** | |
| **Description** | Once you are in the create Restoration room view, you press the save button inserting the following data: **Name(Spanish): “**<script>alarm('Hacked!'); </script>”, **Name(English): “**<script>alarm('Hacked!'); </script>”, **Description(Spanish):** “This is a test”, **Description(English):** “This is a test” ,**wood cost**: 1, **Metal cost**: 2, **maximum number of characters that the room can hold:** 1, **Recover health per minute:** 2, **Recover food per minute: 2,** **Recover water per minute: 2.** |
| **Expected** | The system must redirect you to the same view (create Restoration room) but showing “Insecure HTML” validation error. |
| **Outcome** | The outcome is expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#028>** | |
| **Description** | Once you are in the create Restoration room view, you press the save button inserting the following data: **Name(Spanish): “**Nombre de prueba”,**Name(English): “**Test Name**”** **Description(Spanish):** “Esto es una prueba.”, **Description(English):** “This is a test” ,**wood cost**: 1, **Metal cost**: 2, **maximum number of characters that the room can hold:** 1, **Recover health per minute:** 2, **Recover food per minute: 2,** **Recover water per minute: 2.** |
| **Expected** | The system must redirect you to the list view of the Restoration room. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#029>** | |
| **Description** | Once you are in the edit Restoration room view pressing the edit button, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#030>** | |
| **Description** | Once you are in the edit Restoration room view, you press the “set final mode” button**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs and the room is not modifiable. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#031>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Restoration room view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the detailed view of the Restoration room. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#032>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create Restoration room view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Restoration room) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#033>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Restoration room view, you press the save button inserting the following data: **Nombre(Español): “**<script>alarm('Hacked!'); </script>”, **Nombre(Inglés): “**<script>alarm('Hacked!'); </script>”, **D**escripción**(E**spañol**):** “This is a test”, **D**escripción**(I**nglés**):** “This is a test” , **Coste de madera**: 1, **Coste de metal**: 2, **Número máximo de personajes que soporta:** 1,**Salud recuperada por minuto:** 2,**Comida recuperada por minuto:** 2,**Agua recuperada por minuto:** 2**.** |
| **Expected** | The system must redirect you to the same view (create Restoration room) but showing “HTML inseguro” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#034>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Restoration room view, you press the “Guardar” button inserting the following data: **Nombre(Español): “**Nombre de prueba”, **Nombre(Inglés): “**Test name**”,D**escripción**(E**spañol**):** “This is a test”, **Descripción(Inglés):** “This is a test” , **Coste de madera**: 1, **Coste de metal**: 2, **Número máximo de personajes que soporta:** 1, **Salud recuperada por minuto:** 2,**Comida recuperada por minuto:** 2,**Agua recuperada por minuto:** 2**.** |
| **Expected** | The system must redirect you to the detailed view of the Restoration room. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#035>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the edit Restoration room view pressing the “editar” button, you press the “Borrar” button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Restoration rooms. |
| **Outcome** | The system redirects us to the (draft) room design list. |

|  |  |
| --- | --- |
| **Test <#036>** | |
| **Description** | Once you are in the edit Restoration room view, you press the “marcar como final” button**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs and the room is not modifiable. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#037>** | |
| **Description** | Once you are in the create Resource room view, you press the cancel button. |
| **Expected** | The system must redirect you to the list view of the Restoration room. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#038>** | |
| **Description** | Once you are in the create Resource room view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Resource room) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#039>** | |
| **Description** | Once you are in the create Resource room view, you press the save button inserting the following data: **Name(Spanish): “**<script>alarm('Hacked!'); </script>”, **Name(English): “**<script>alarm('Hacked!'); </script>”, **Description(Spanish):** “This is a test”, **Description(English):** “This is a test” ,**wood cost**: 1, **Metal cost**: 2, **maximum number of characters that the room can hold:** 1, **Water obtained per minute:** 2 **,Food obtained per minute:** 2, **Metal obtained per minute:** 2 and **Wood obtained per minute:** 2 |
| **Expected** | The system must redirect you to the same view (create Resource room) but showing “Insecure HTML” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#040>** | |
| **Description** | Once you are in the create Resource room view, you press the save button inserting the following data: **Name(Spanish): “**Nombre de prueba”,**Name(English): “**Test Name**”** **Description(Spanish):** “Esto es una prueba.”, **Description(English):** “This is a test” ,**wood cost**: 1, **Metal cost**: 2, **maximum number of characters that the room can hold:** 1, **Water obtained per minute:** 2 **,Food obtained per minute:** 2, **Metal obtained per minute:** 2 and **Wood obtained per minute:** 2**.** |
| **Expected** | The system must redirect you to the list view of the Resource room. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#041>** | |
| **Description** | Once you are in the edit Resource room view pressing the edit button, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs. |
| **Outcome** | Error HTTP 500 when we try to delete ‘Resource room in proccess’ or ‘Test name’ |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#042>** | |
| **Description** | Once you are in the edit Resource room view, you press the “set final mode” button**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs and the room is not modifiable. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The ‘set final mode’ button is not in the edit view. It is in the daft room design list. |

|  |  |
| --- | --- |
| **Test <#043>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Resource room view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the detailed view of the Resource room. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#044>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create Resource room view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Resource room) but showing validation messages in fields. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#045>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Resource room view, you press the save button inserting the following data: **Nombre(Español): “**<script>alarm('Hacked!'); </script>”, **Nombre(Inglés): “**<script>alarm('Hacked!'); </script>”, **D**escripción**(E**spañol**):** “This is a test”, **D**escripción**(I**nglés**):** “This is a test” , **Coste de madera**: 1, **Coste de metal**: 2, **Número máximo de personajes que soporta:** 1, **Agua obtenida por minuto:** 2 **,Comida obtenida por minuto:** 2, **Metal obtenido por minuto:** 2 and **Madera obtenida por minuto:** 2 |
| **Expected** | The system must redirect you to the same view (create Resource room) but showing “HTML inseguro” validation error. |
| **Outcome** | The outcome is the expected. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#0046>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Resource room view, you press the “Guardar” button inserting the following data: **Nombre(Español): “**Nombre de prueba”, **Nombre(Inglés): “**Test name**”,D**escripción**(E**spañol**):** “This is a test”, **Descripción(Inglés):** “This is a test” , **Coste de madera**: 1, **Coste de metal**: 2, **Número máximo de personajes que soporta:** 1, **Agua obtenida por minuto:** 2 **,Comida obtenida por minuto:** 2, **Metal obtenido por minuto** 2 and **Madera obtenida por minuto:** 2 |
| **Expected** | The system must redirect you to the detailed view of the Resource room. |
| **Outcome** | The system redirects us to the (draft) room design list. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#047>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the edit Resource room view pressing the “editar” button, you press the “Borrar” button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Resource rooms. |
| **Outcome** | Error HTTP 500 when we try to delete ‘Habitación de recursos en progreso’ or ‘Nombre de prueba’ |

|  |  |
| --- | --- |
| **Test <#048>** | |
| **Description** | Once you are in the edit Resource room view, you press the “marcar como final” button**.** |
| **Expected** | The system must redirect you to the list view of draft Room designs and the room is not modifiable. |
| **Outcome** | The outcome is the expected. |
| **Notes** | The button is not ‘Marcar como final’ is not in the edit view. It is in the draft room design list. |

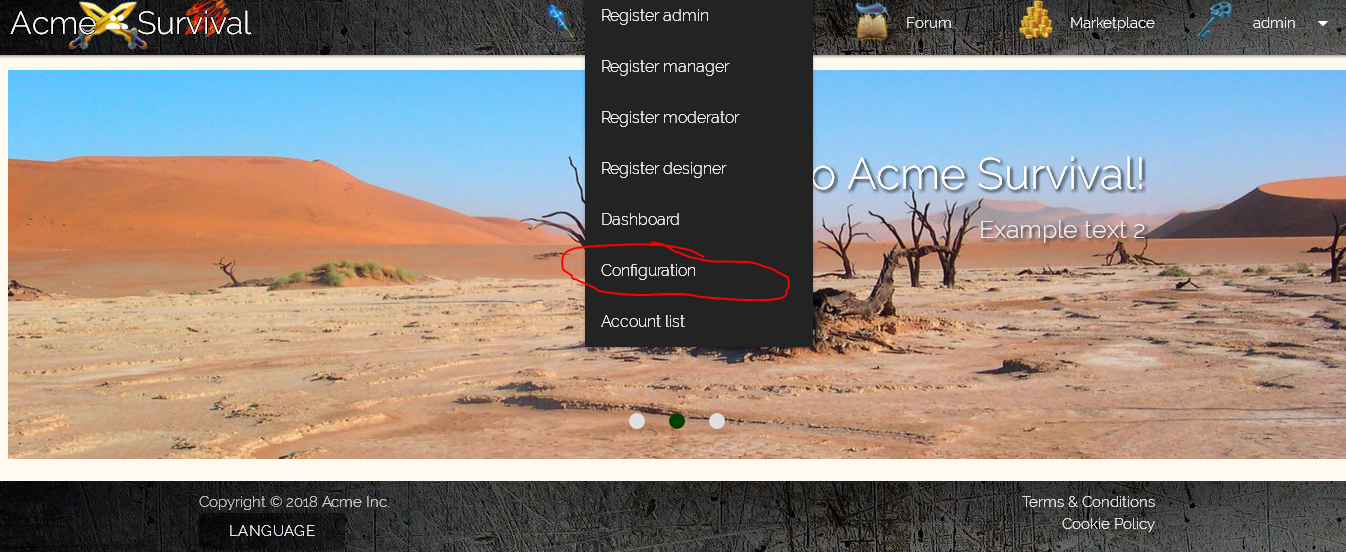
# Use case 024 – List sliders, create / edit a Slider and remove a slider

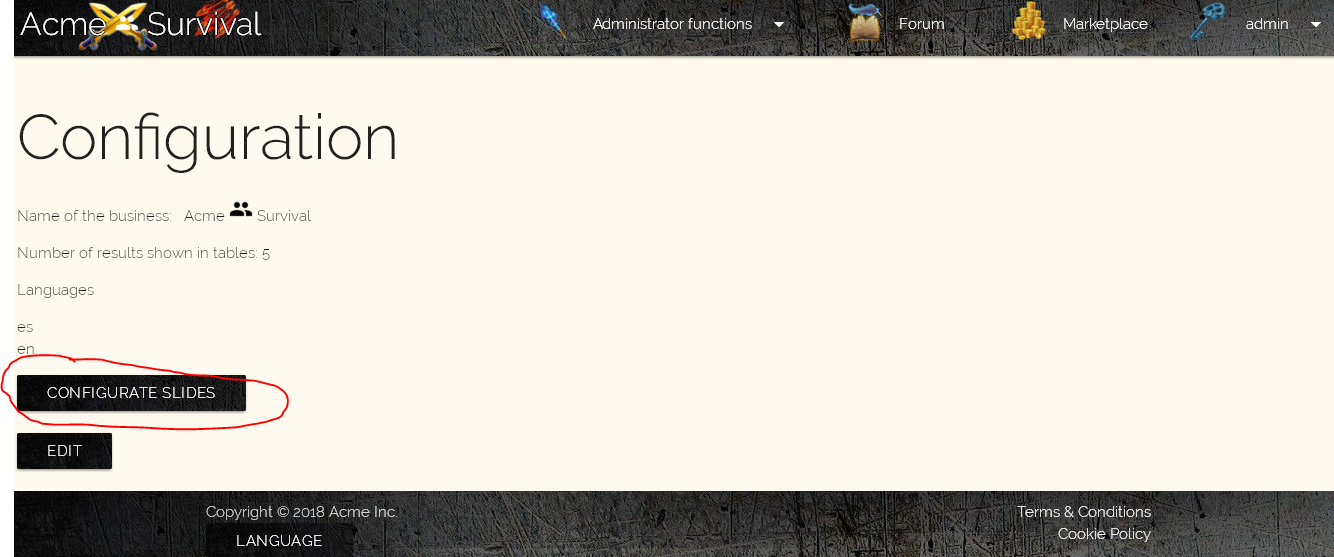
Description

A user logged as an admin wants to create or edit one of the sliders of the front page of the system, so he or she goes to the “Administrator functions” menu and selects “Configuration”.

Access

Administrator functions > Configuration > Configurate sliders





Tests

|  |  |
| --- | --- |
| **Test <#001> List slides** | |
| **Description** | The user logs in as “admin”. He or she selects “Admin functions” > “Configuration” > “Configurate Sliders”. |
| **Expected** | The system must redirect you to the list of sliders that are currently in the system. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002> Create / edit slide view** | |
| **Description** | The user logs in as “admin”. Her or she goes to the list sliders view and clicks on the “Edit” button of the first one called “Welcome to Acme Survival!”. |
| **Expected** | The system must redirect you to the “create / edit a slide” view, where you can modify its attributes and upload a picture, as well as delete the slide. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003> Leave slide title in blank** | |
| **Description** | The user is in the “Slides” list. He or she clicks on the “Edit” button of the first one called “Welcome to Acme Survival!”. Then, he or she changes the title in English and leaves it blank, and clicks the “Save” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error. |
| **Outcome** |  |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004> Leave all fields in blank** | |
| **Description** | The user is in the “Slides” list. He or she clicks on the “Edit” button of the first one called “Welcome to Acme Survival!”. Then, he or she leaves all its fields in blank. To delete the image, he or she must click on the “Use an URL” link. |
| **Expected** | The system must redirect you to the same view, showing all the validation errors. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005> Create a slider** | |
| **Description** | The user is in the “List of sliders” view and clicks on the “Create” button. Then, he or she fulfils the form with the following data:  Title in English: **New slider**; Text in English: **Text**; title in Spanish: **Título**; text in Spanish: **Texto**; image URL: [**https://www.google.es/images/branding/googlelogo/1x/googlelogo\_color\_272x92dp.png**](https://www.google.es/images/branding/googlelogo/1x/googlelogo_color_272x92dp.png)**;** alignment: **Center**. Then, he or she clicks on the “Save” button. |
| **Expected** | The system must redirect you to the list of sliders view, with the new Slider created. If the user goes to the home view of the page, he will see the new slider. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006> Remove a slider** | |
| **Description** | The user is in the slides list. He or she clicks on the “Edit” button of the slider he created previously, called “New slider”. Then, he or she clicks on the “Delete” button and confirms the pop-up. |
| **Expected** | The system must redirect you to the slider list view, and the “New slider” slider should have been removed. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007> List slides in Spanish** | |
| **Description** | The user logs in as “admin” and makes sure the language is set to Spanish. He or she selects “Funciones de administrador” > “Configuración” > “Configurar diapositivas”. |
| **Expected** | The system must redirect you to the list of sliders that are currently in the system. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#008> Create / edit slide view in Spanish** | |
| **Description** | The user logs in as “admin” and makes sure the language is set to Spanish. Her or she goes to the list sliders view and clicks on the “Editar” button of the first one called “¡Bienvenido a Acme Survival!”. |
| **Expected** | The system must redirect you to the “Crear / editar una diapositiva” view, where you can modify its attributes and upload a picture, as well as delete the slide. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#009> Leave slide title in blank** | |
| **Description** | The user is in the “Slides” list and makes sure the language is set to Spanish. He or she clicks on the “Editar” button of the first one called “¡Bienvenido a Acme Survival!”. Then, he or she changes the title in Spanish and leaves it blank, and clicks the “Guardar” button. |
| **Expected** | The system must redirect you to the same view, showing the validation error en español. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#010> Leave all fields in blank in Spanish** | |
| **Description** | The user is in the “Slides” list and makes sure the language is set to Spanish. He or she clicks on the “Editar” button of the first one called “¡Bienvenido a Acme Survival!”. Then, he or she leaves all its fields in blank. To delete the image, he or she must click on the “Usar un link” link. |
| **Expected** | The system must redirect you to the same view, showing all the validation errors. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#011> Create a slider in Spanish** | |
| **Description** | The user is in the “Lista de diapositivas” view and clicks on the “Crear” button. Then, he or she fulfils the form with the following data: Título en inglés: **New slider**; Texto en inglés: **Text**; Título en español: **Nueva slider**; Texto en español: **Texto**; link de la imagen: [**https://www.google.es/images/branding/googlelogo/1x/googlelogo\_color\_272x92dp.png**](https://www.google.es/images/branding/googlelogo/1x/googlelogo_color_272x92dp.png)**;** alineación del texto: **Izquierda**. Then, he or she clicks on the “Guardar” button. |
| **Expected** | The system must redirect you to the list of sliders view, with the new Slider created. If the user goes to the home view of the page, he will see the new slider. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#012> Remove a slider** | |
| **Description** | The user is in the “Lista de diapositivas” view. He or she clicks on the “Editar” button of the slider he created previously, called “Nueva slider”. Then, he or she clicks on the “Borrar” button and confirms the pop-up. |
| **Expected** | The system must redirect you to the slider list view, and the “Nueva slider” slider should have been removed. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

# Use case 025 – List thread

Description

A user goes to the list forum view.

Note this use case is the same that list forum.

Access

Forum.>(Select first forum)

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The user logs in as “player1”. Selects “Forum” and press in the name of the first forum. |
| **Expected** | The system must redirect you to the list forum and the view should look like the following image. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | An anonymous user selects “Forum” and press in the name of the first forum.. |
| **Expected** | The system must redirect you to the forum list, and the view should look like the following image. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, the user logs in as “player1”. Selects “Foro” and press in the name of the first forum. |
| **Expected** | The system must redirect you to the list forum and the view should look like the following image. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, an anonymous user selects “Forum” and press in the name of the first forum. |
| **Expected** | The system must redirect you to the forum list, and the view should look like the following image. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

# Use case 026 – Create/Edit/Delete thread

Description

A user logged as any role goes to the list forum view and creates a new forum.

Access

Forum > New thread (First forum)

Forum > (press in the forum 1 name) > Edit (in your thread)

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | Once you are in the create Thread view, you press the cancel button. |
| **Expected** | The system must redirect you to the list view of the Forum. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Once you are in the create Thread view, you press the save button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Thread) but showing validation messages in fields. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you are in the create Thread view, you press the save button inserting the following data: **Name: “**<script>alarm('Hacked!'); </script>”, **Tag:** “Tag1,Tag2”**.** |
| **Expected** | The system must redirect you to the same view (create Thread) but showing “Insecure HTML” validation error. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Once you are in the create Thread view, you press the save button inserting the following data: **Name:** “This is a test”**, Tag:** “Tag1,Tag2”**.** |
| **Expected** | The system must redirect you to the list view of the Thread. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Once you are in the create Thread view, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Forums. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Once you are in the create Thread view, you press the “cancelar” button. |
| **Expected** | The system must redirect you to the forum list. |
| **Outcome** | The result is the expected one, assuming that “forum list” refers to the list of threads of a forum. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, then, once you are in the create Thread view, you press the “Guardar” button without data in any field. |
| **Expected** | The system must redirect you to the same view (create Thread) but showing validation messages in fields. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Thread view, you press the save button inserting the following data: **Nombre: “**<script>alarm('Hacked!'); </script>”, **Etiqueta:** “Tag1,Tag2”**.** |
| **Expected** | The system must redirect you to the same view (create Thread) but showing “HTML inseguro” validation error. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#009>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Thread view, you press the “Guardar” button inserting the following data: **Nombre: “**This is a test”, **Etiqueta:** “Tag1,Tag2”**.** |
| **Expected** | The system must redirect you to the list forum. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#010>** | |
| **Description** | Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Thread view, you press the delete button and you confirm**.** |
| **Expected** | The system must redirect you to the list view of Forums. |
| **Outcome** | The result is the expected one. However, the “edit thread” button reads “ediar hilo” in Spanish. |

# Use case 027 - Generate characters

Description

An actor logged as player can create his or her own refuge and instantly our system generate three random characters for the refuge.

Access

Main menu > Player functions >My refuge

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | You must log in the system like “player2” introducing in login view “player2” like user name and “player2” like password.  Then press in main menu the option “Player functions>My refuge”, you must be redirected to create refuge view, introduce the name “refugePlayer1”. |
| **Expected** | You must be redirected to the refuge view, you can see three characters created randomly. |
| **Outcome** | The result is the expected one. However, the “my refuge” button is actually called “my shelter”. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Now before test that use case you must set language to “Spanish”.  You must log in the system like “player2” introducing in login view “player2” like user name and “player2” like password.  Then press in main menu the option “Funciones de Jugador>Mi Refugio”, you must be redirected to create refuge view, introduce the name “refugePlayer1”. |
| **Expected** | You must be redirected to the refuge view, you can see three characters created randomly. |
| **Outcome** | No new refuge could be created, as it was already created in the previous test. After resetting the database, it works as expected. |
| **Notes** |  |

# Use case 028 - Display Character and Character functions

Description

An authenticated player goes to his or her refuge and select a character to display.

Access

Main menu > Player Functions >My Refuge

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | You must log in the system like “player1” introducing in login view “player2” like user name and “player1” like password.  Then press in main menu the option “Player functions > My shelter”, you must be redirected to create refuge view.  Now click on one of the pictures of the characters. |
| **Expected** | You must be redirected to display character view, where you can see all the characters properties. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Now before test that use case you must set language to “Spanish”.  You must log in the system like “player1” introducing in login view “player2” like user name and “player1” like password.  Then press in main menu the option “Funciones de Jugador>Mi Refugio”, you must be redirected to create refuge view.  Now click on ono of the pictures of the characters. |
| **Expected** | You must be redirected to the refuge view, you can see three characters created randomly. |
| **Outcome** | The display character view is shown. However, the expected result describes something different. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | To do this test, you must have been done “test1”, in character display view, you must press button “equip a new item” You must be redirected to a view with the items in your refuge, select now one of the items to equip it, the items that haven´t got the button enable to equip are yet equipped. |
| **Expected** | You must be redirected to display character view but with the item equipped. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | To do this test, you must have been done “test3”, in character display view, you must press button “equip a new item” to change the item that you have equipped. Now you will be redirected to the same view that previous test, select one of the other items to equip it. |
| **Expected** | You must be redirected to display character view but with the item equipped. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | To do this test, you must have been done “test4”, in character display view, you must press button “discard item” to discard item equipped and so don’t equip item. |
| **Expected** | You must be redirected to display character view but without the item equipped. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | To do this test, you must have been done “test2”, in character display view, you must press button “equipar nuevo item” You must be redirected to a view with the items in your refuge, select now one of the items to equip it, the items that haven´t got the button enable to equip are yet equipped. |
| **Expected** | You must be redirected to display character view but with the item equipped. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | To do this test, you must have been done “test6”, in character display view, you must press button “equipar nuevo item” to change the item that you have equipped. Now you will be redirected to the same view that previous test, select one of the other items to equip it. |
| **Expected** | You must be redirected to display character view but with the item equipped. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | To do this test, you must have been done “test7”, in character display view, you must press button “descartar item actual” to discard item equipped and so don’t equip item. |
| **Expected** | You must be redirected to display character view but without the item equipped. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#009>** | |
| **Description** | To do this test, you must have been done “test1”, in character display view, you must press button “move to other room” to change your character to other room, you will be redirected to a list view with the rooms in your refuge, select one of the rooms to move your character inside it. |
| **Expected** | You must be redirected to display character view but with the room changed. |
| **Outcome** | The result appears to be the expected one. However, the list of available rooms seems to list the same room multiple times. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#010>** | |
| **Description** | Certain rooms have special properties, do the same that the previous test but now select the room called “nursering”, that rooms restore the health of your character per minute, move your character to this room and wait some minutes. |
| **Expected** | You must recharge character display view and note that his or her health grow up. |
| **Outcome** | No “nursering” room could be found in the room list, there is only one room called “Little warehouse” repeated multiple times. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#011>** | |
| **Description** | To do this test, you must have been done “test2”, in character display view, you must press button “mover a otra habitación” to change your character to other room, you will be redirected to a list view with the rooms in your refuge, select one of the rooms to move your character inside it. |
| **Expected** | You must be redirected to display character view but without the item equipped. |
| **Outcome** | The player appears to be moved to another room. However, the list of available rooms seems to list the same room multiple times. Also, the equipped item remains equipped, but, according to the expected result, it should not. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#012>** | |
| **Description** | Certain rooms have special properties, do the same that the previous test but now select the room called “enfermería”, that rooms restore the health of your character per minute, move your character to this room and wait some minutes. |
| **Expected** | You must recharge character display view and note that his or her health grow up. |
| **Outcome** | No “enfermería” could be found, there is only one room called “Pequeño almacén” repeated multiple times. |
| **Notes** |  |

# Use case 028 – Armory

Description

An authenticated player can list the type tool items that he or she have in his or her refuge

Access

Main menu > Player Functions > Armory

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | You must log in the system like “player1” introducing in login view “player2” like user name and “player1” like password.  Then press in main menu the option “Player functions>Armory. |
| **Expected** | You must be redirected to Armory view, where you can see all your items that you have in your refuge. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | Change language to Spanish before starting that test.  You must log in the system like “player1” introducing in login view “player2” like user name and “player1” like password.  Then press in main menu the option “Funciones de jugador>Armería. |
| **Expected** | You must be redirected to Armory view, where you can see all your items that you have in your refuge. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Now we are going to test to discard an item of refuge. Do the same as “test1”, and now press in an item the button “discard”, that delete it from refuge. Note that if the item don´t have discard button, the item is equipped by some character. |
| **Expected** | You must be redirected to Armory view, but without the item that you have discarded |
| **Outcome** | The result is the expected one, but the “discard” button is called “remove”. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | Change language to Spanish before starting that test.  Now we are going to test to discard an item of refuge. Do the same as “test1”, and now press in a item the button “descartar”, that delete it from refuge. Note that if the item don´t have discard button, the item is equipped by some character. |
| **Expected** | You must be redirected to Armory view, but without the item that you have discarded |
| **Outcome** | The result is the expected one, but the “descartar” button is called “eliminar”. |
| **Notes** |  |

# Use case 029 – Register as player

Description

An unauthenticated user goes to the register view and fills the form, once the form is filled, he or she presses the register button.

Access

Main Menu > Register as a player

Tests

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘Jose’; **Surname:** ’Delgado García’; **Phone number:** ‘650879554’; **Email:**’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the main view. |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The form must be blank, only the “I accept Terms & Conditions” box must be checked, otherwise the “Register” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |
| **Outcome** | The result is the expected one, but the “confirm password” field does not display any error. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you access the form, you must press the “Cancel” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** | The result is the expected one. |
| **Notes** | In this test field content can be both filled or blank. |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘<script>alarm('Hacked!'); </script>’; **Surname**: ’Delgado García’; **Phone number:** ‘650879554’; **Email:** ’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Name” field where you can read “Insecure HTML” |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |
| --- |
| **Test <#005>** |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be blank, only the “Acepto los términos y condiciones” box must be checked, otherwise the “Registrarse” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, once you access the form, you must press the “Cancelar” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** | The result is the expected one. |
| **Notes** | In this test field content can be both filled or blank. |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be filled in with the following data: **Nombre:** ‘<script>alarm('Hacked!'); </script>’; **Apellidos:** ’Delgado García’; In **avatar** press “usar url” and use  “<http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”. **Número de teléfono:** ‘650879554’; **Correo electrónico:** ’[josedega@us.es](mailto:josedega@us.es)’; **Fecha de nacimiento:** ’16/04/1996’ **Nombre de usuario:** ‘josedega’; **Contraseña:** ‘josedega’; **Confirmación de contraseña:** ‘josedega’. You must also accept **Términos y Condiciones**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Nombre” field where you can read “HTML inseguro” |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

# Use case 030 – Register an admin

Description

An authenticated admin goes to the register view and fills the form, once the form is filled, he or she presses the register button.

Access

Main Menu > Administrator Functions > Register admin

Tests

To do all the following test you must log in the system as “admin1” with password “admin1” too. And go to the view provided in “Access”.

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘Jose’; **Surname:** ’Delgado García’; **Phone number:** ‘650879554’; **Email:**’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the main view. |
| **Outcome** | The result is the expected one, although no “use a url” button is available for the avatar. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The form must be blank, only the “I accept Terms & Conditions” box must be checked, otherwise the “Register” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |
| **Outcome** | The result is the expected one, but the “confirm password” field does not display any error. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you access the form, you must press the “Cancel” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** | The result is the expected one. |
| **Notes** | In this test field content can be both filled or blank. |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘<script>alarm('Hacked!'); </script>’; **Surname**: ’Delgado García’; **Phone number:** ‘650879554’; **Email:** ’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Name” field where you can read “Insecure HTML” |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be blank, only the “Acepto los términos y condiciones” box must be checked, otherwise the “Registrarse” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |
| **Outcome** | The result is the expected one, but the “confirmación de contraseña” field does not display any error. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, once you access the form, you must press the “Cancelar” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** | The result is the expected one. |
| **Notes** | In this test field content can be both filled or blank. |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be filled in with the following data: **Nombre:** ‘<script>alarm('Hacked!'); </script>’; **Apellidos:** ’Delgado García’; In **avatar** press “usar url” and use  “<http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”. **Número de teléfono:** ‘650879554’; **Correo electrónico:** ’[josedega@us.es](mailto:josedega@us.es)’; **Fecha de nacimiento:** ’16/04/1996’ **Nombre de usuario:** ‘josedega’; **Contraseña:** ‘josedega’; **Confirmación de contraseña:** ‘josedega’. You must also accept **Términos y Condiciones**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Nombre” field where you can read “HTML inseguro” |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

# Use case 031 – Register a manager

Description

An authenticated admin goes to the register view and fills the form, once the form is filled, he or she presses the register button.

Access

Main Menu > Administrator Functions > Register manager

Tests

To do all the following test you must log in the system as “admin1” with password “admin1” too. And go to the view provided in “Access”.

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘Jose’; **Surname:** ’Delgado García’; **Phone number:** ‘650879554’; **Email:**’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the main view. |
| **Outcome** | The result is the expected one, although no “use a url” button is available for the avatar. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The form must be blank, only the “I accept Terms & Conditions” box must be checked, otherwise the “Register” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |
| **Outcome** | The result is the expected one, but the “confirm password” field does not display any error. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you access the form, you must press the “Cancel” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** | The result is the expected one. |
| **Notes** | In this test field content can be both filled or blank. |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘<script>alarm('Hacked!'); </script>’; **Surname**: ’Delgado García’; **Phone number:** ‘650879554’; **Email:** ’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Name” field where you can read “Insecure HTML” |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be blank, only the “Acepto los términos y condiciones” box must be checked, otherwise the “Registrarse” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |
| **Outcome** | The result is the expected one, but the “confirmación de contraeña” field does not display any error. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, once you access the form, you must press the “Cancelar” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** |  |
| **Notes** | In this test field content can be both filled or blank. |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be filled in with the following data: **Nombre:** ‘<script>alarm('Hacked!'); </script>’; **Apellidos:** ’Delgado García’; In **avatar** press “usar url” and use  “<http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”. **Número de teléfono:** ‘650879554’; **Correo electrónico:** ’[josedega@us.es](mailto:josedega@us.es)’; **Fecha de nacimiento:** ’16/04/1996’ **Nombre de usuario:** ‘josedega’; **Contraseña:** ‘josedega’; **Confirmación de contraseña:** ‘josedega’. You must also accept **Términos y Condiciones**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Nombre” field where you can read “HTML inseguro” |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

# Use case 032 – Register a moderator

Description

An authenticated admin goes to the register view and fills the form, once the form is filled, he or she presses the register button.

Access

Main Menu > Administrator Functions > Register moderator

Tests

To do all the following test you must log in the system as “admin1” with password “admin1” too. And go to the view provided in “Access”.

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘Jose’; **Surname:** ’Delgado García’; **Phone number:** ‘650879554’; **Email:**’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the main view. |
| **Outcome** | The result is the expected one, although no “use a url” button is available for the avatar. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The form must be blank, only the “I accept Terms & Conditions” box must be checked, otherwise the “Register” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |
| **Outcome** | The result is the expected one, but the “confirm password” field does not display any error. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#003>** | |
| **Description** | Once you access the form, you must press the “Cancel” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** | The result is the expected one. |
| **Notes** | In this test field content can be both filled or blank. |

|  |  |
| --- | --- |
| **Test <#004>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘<script>alarm('Hacked!'); </script>’; **Surname**: ’Delgado García’; **Phone number:** ‘650879554’; **Email:** ’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Name” field where you can read “Insecure HTML” |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#005>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be filled in with the following data: **Nombre:** ‘Jose’; **Apellidos:** ’Delgado García’; **Número de teléfono:** ‘650879554’; In **avatar** press “usar url” and use  “<http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.; **Correo electrónico:** ’[josedega@us.es](mailto:josedega@us.es)’; **Fecha de nacimiento:** ’16/04/1996’ **Nombre de usuario:** ‘josedega1’; **Contraseña:** ‘josedega1’; **Confirmación de contraseña:** ‘josedega1’. You must also accept **Términos y Condiciones**. |
| **Expected** | At the end of the use case, the system must redirect you to the main view. |
| **Outcome** | The result is the expected one, although no “usar url” button is available for the avatar. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#006>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be blank, only the “Acepto los términos y condiciones” box must be checked, otherwise the “Registrarse” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |
| **Outcome** | The result is the expected one, but the “confirmación de contraseña” field does not display any error. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#007>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, once you access the form, you must press the “Cancelar” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** | The result is the expected one. |
| **Notes** | In this test field content can be both filled or blank. |

|  |  |
| --- | --- |
| **Test <#008>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be filled in with the following data: **Nombre:** ‘<script>alarm('Hacked!'); </script>’; **Apellidos:** ’Delgado García’; In **avatar** press “usar url” and use  “<http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”. **Número de teléfono:** ‘650879554’; **Correo electrónico:** ’[josedega@us.es](mailto:josedega@us.es)’; **Fecha de nacimiento:** ’16/04/1996’ **Nombre de usuario:** ‘josedega’; **Contraseña:** ‘josedega’; **Confirmación de contraseña:** ‘josedega’. You must also accept **Términos y Condiciones**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Nombre” field where you can read “HTML inseguro” |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

# Use case 033– Register a designer

Description

An authenticated admin goes to the register view and fills the form, once the form is filled, he or she presses the register button.

Access

Main Menu > Administrator Functions > Register desginer

Tests

To do all the following test you must log in the system as “admin1” with password “admin1” too. And go to the view provided in “Access”.

|  |  |
| --- | --- |
| **Test <#001>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘Jose’; **Surname:** ’Delgado García’; **Phone number:** ‘650879554’; **Email:**’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the main view. |
| **Outcome** | The result is the expected one, although no “use a url” button is available for the avatar. |
| **Notes** |  |

|  |  |
| --- | --- |
| **Test <#002>** | |
| **Description** | The form must be blank, only the “I accept Terms & Conditions” box must be checked, otherwise the “Register” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |
| **Outcome** | The result is the expected one, but the “confirm password” field does not display any error. |
| **Notes** |  |

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| **Test <#003>** | |
| **Description** | Once you access the form, you must press the “Cancel” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** | The result is the expected one. |
| **Notes** | In this test field content can be both filled or blank. |

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| **Test <#004>** | |
| **Description** | The form must be filled in with the following data: **Name:** ‘<script>alarm('Hacked!'); </script>’; **Surname**: ’Delgado García’; **Phone number:** ‘650879554’; **Email:** ’[josedega@us.es](mailto:josedega@us.es)’; **Birthdate:** ’16/04/1996’ **Username:** ‘josedega’; **Password:** ‘josedega’; **Confirm password:** ‘josedega’. In **avatar** press “use a url” and use:” <http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.  You must also accept **Terms & Conditions**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Name” field where you can read “Insecure HTML” |
| **Outcome** | The result is the expected one. |
| **Notes** |  |

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| **Test <#006>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be blank, only the “Acepto los términos y condiciones” box must be checked, otherwise the “Registrarse” button will be inaccessible. |
| **Expected** | At the end of the use case, the system must redirect you to the same form, but each field must have its validation error. |
| **Outcome** | The result is the expected one, but the “confirmación de contraseña” field does not display any error. |
| **Notes** |  |

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| **Test <#005>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be filled in with the following data: **Nombre:** ‘Jose’; **Apellidos:** ’Delgado García’; **Número de teléfono:** ‘650879554’; In **avatar** press “usar url” and use  “<http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”.; **Correo electrónico:** ’[josedega@us.es](mailto:josedega@us.es)’; **Fecha de nacimiento:** ’16/04/1996’ **Nombre de usuario:** ‘josedega1’; **Contraseña:** ‘josedega1’; **Confirmación de contraseña:** ‘josedega1’. You must also accept **Términos y Condiciones**. |
| **Expected** | At the end of the use case, the system must redirect you to the main view. |
| **Outcome** | The result is the expected one, although no “usar url” button is available for the avatar. |
| **Notes** |  |

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| **Test <#007>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, once you access the form, you must press the “Cancelar” button. |
| **Expected** | You must be redirected to main view. |
| **Outcome** |  |
| **Notes** | In this test field content can be both filled or blank. |

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| **Test <#008>** | |
| **Description** | Before accessing the form, language must be set to “Spanish”, after this, the form must be filled in with the following data: **Nombre:** ‘<script>alarm('Hacked!'); </script>’; **Apellidos:** ’Delgado García’; In **avatar** press “usar url” and use  “<http://www.andaluciaesdeporte.org/sites/default/files/escudo_r._betis_b2.png>”. **Número de teléfono:** ‘650879554’; **Correo electrónico:** ’[josedega@us.es](mailto:josedega@us.es)’; **Fecha de nacimiento:** ’16/04/1996’ **Nombre de usuario:** ‘josedega’; **Contraseña:** ‘josedega’; **Confirmación de contraseña:** ‘josedega’. You must also accept **Términos y Condiciones**. |
| **Expected** | At the end of the use case, the system must redirect you to the register user form with an error message in “Nombre” field where you can read “HTML inseguro” |
| **Outcome** |  |
| **Notes** |  |

# Additional tests

There are no additional tests.