

Acceptance tests

Acme-Survival v1.0

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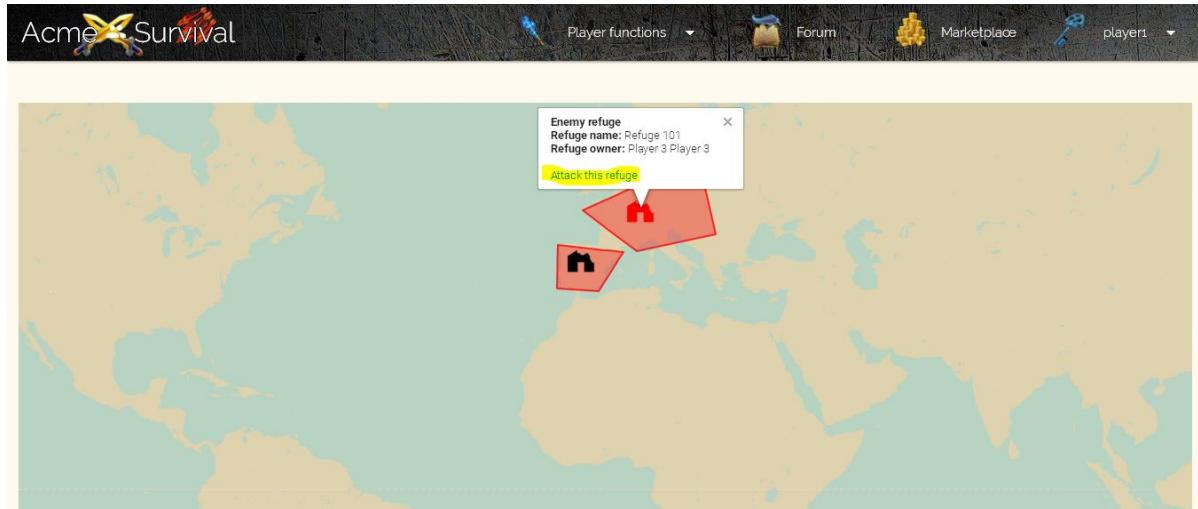
Use case 001 – Attack a Refuge

Description

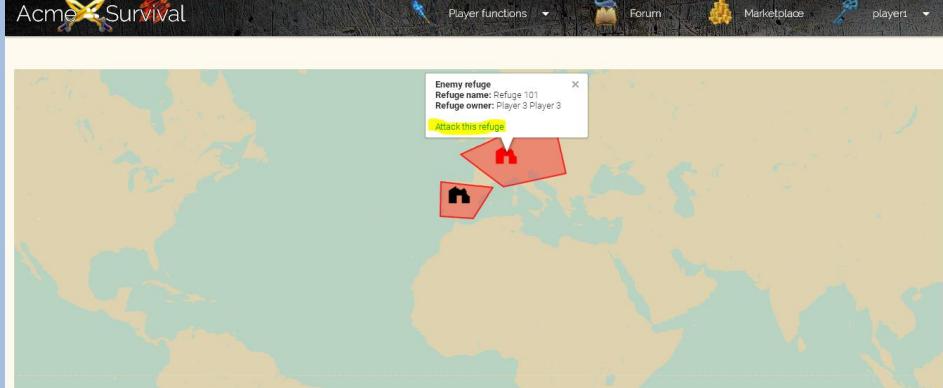
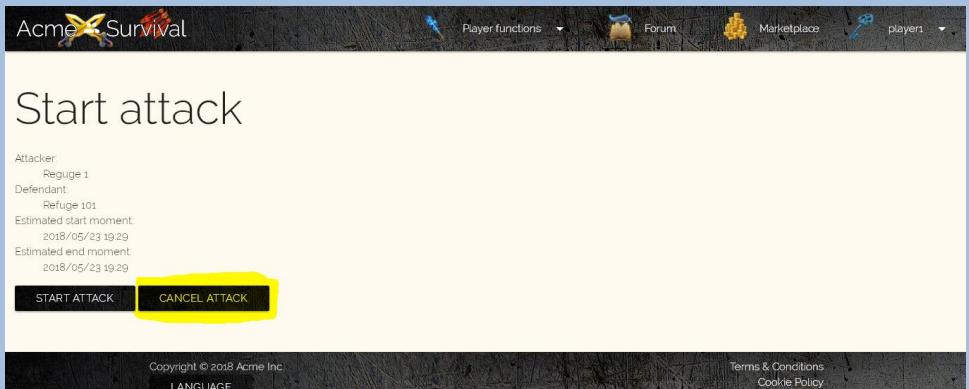
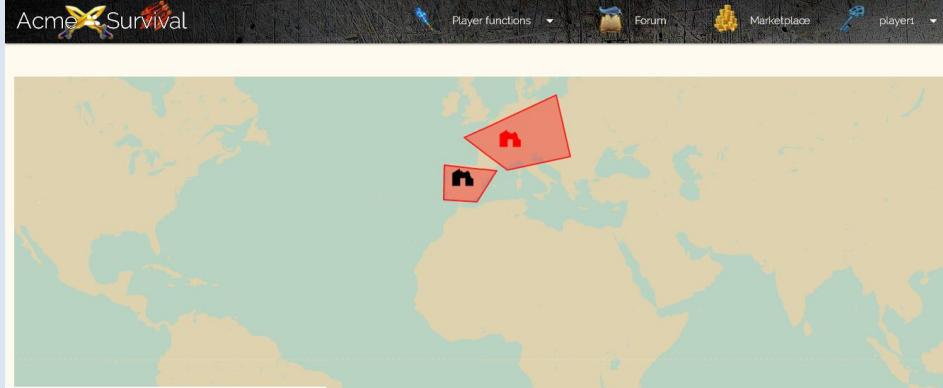
A user logged as a player goes to the display map view and selects an enemy refuge that he or she knows, once the pop-up appears, he or she selects the options “attack this refuge”

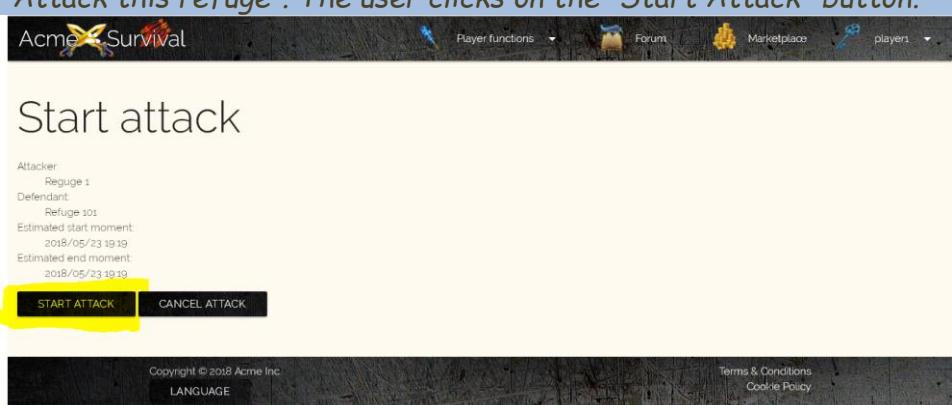
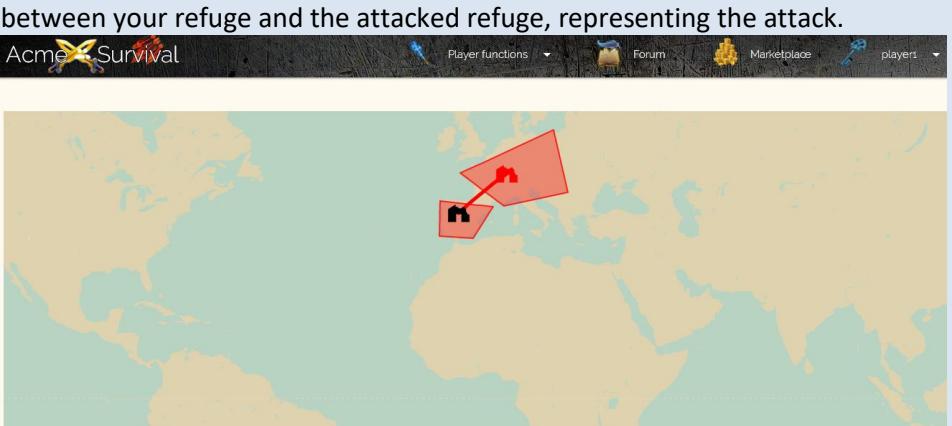
Access

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

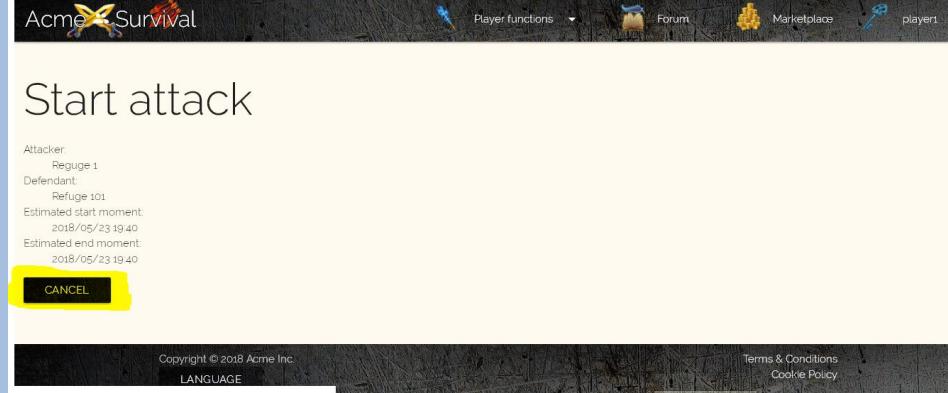


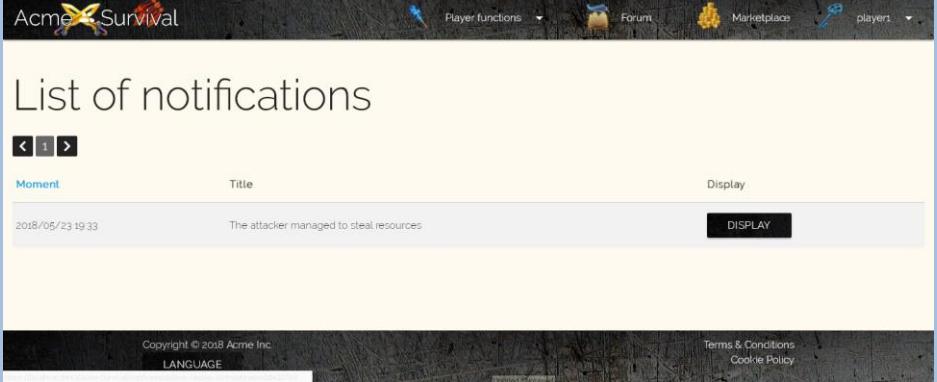
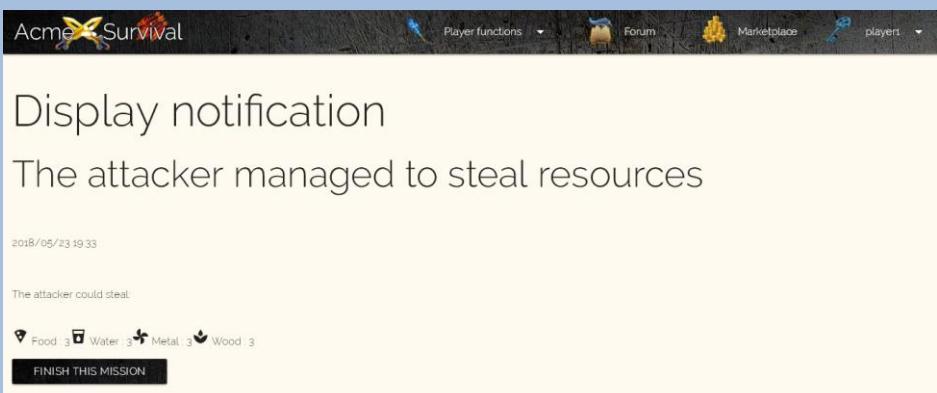
Tests

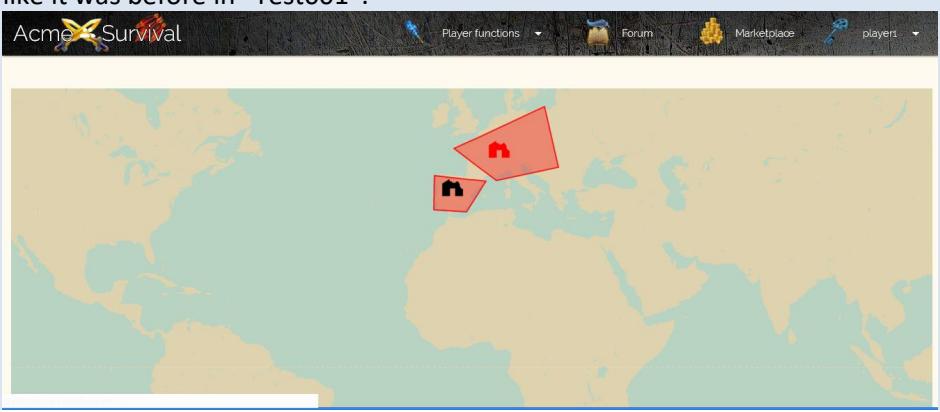
Test <#001>	
Description	Details
	<p>The user logs in as "player1". Selects "Player Functions" > "See the Map" and clicks on the Refuge in Central Europe, called Refuge 101, and then on "Attack this refuge". The user clicks on the "Cancel" button.</p> 
	
Expected	<p>The system must redirect you to the 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.</p> 
Outcome	The outcome is the one expected
Notes	

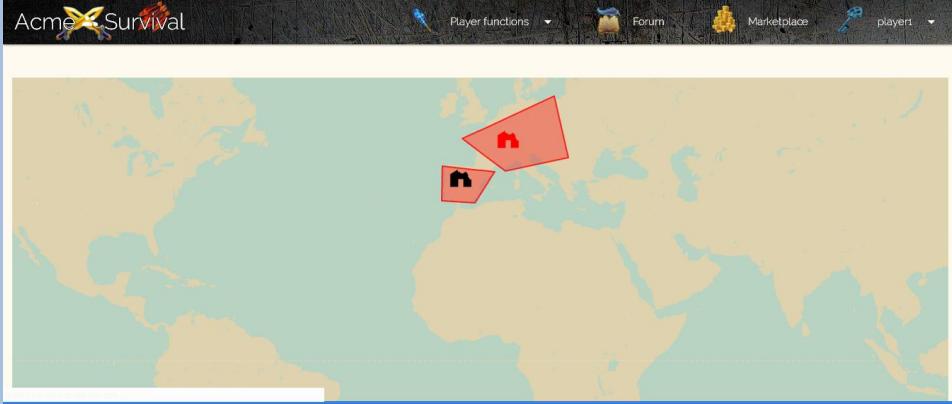
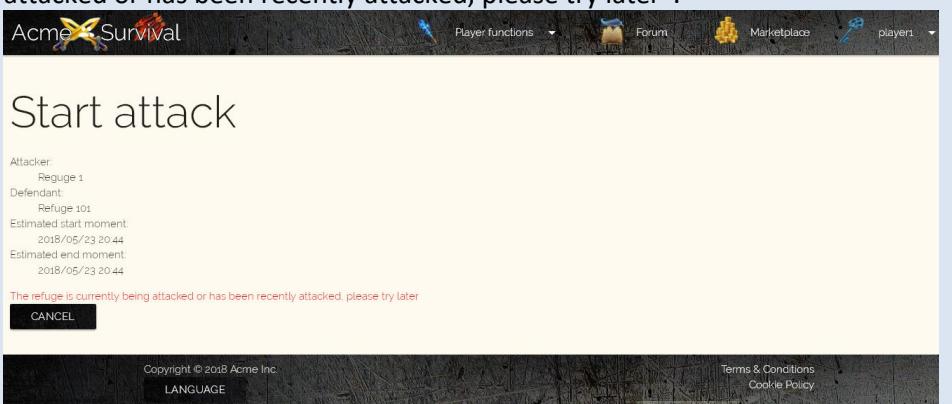
Test <#002>	
Description	<p>The user logs in as "player1". Selects "Player Functions" > "See the Map" and clicks on the Refuge in Europe, called Refuge 101, and then on "Attack this refuge". The user clicks on the "Start Attack" button.</p> 
Expected	<p>The system must redirect you to the map view, where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

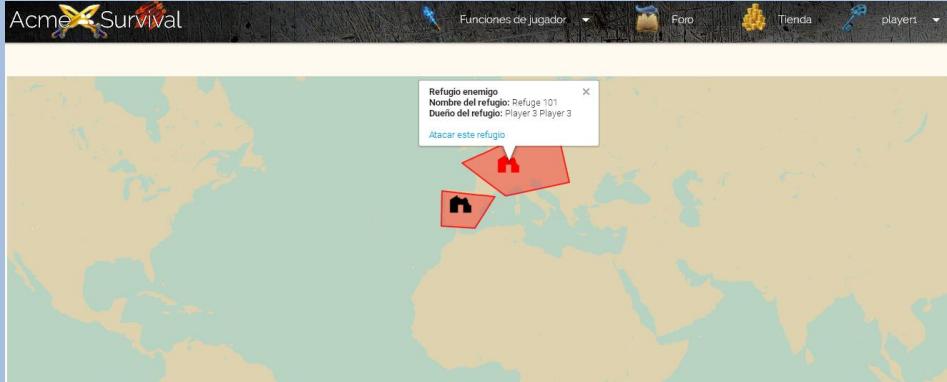
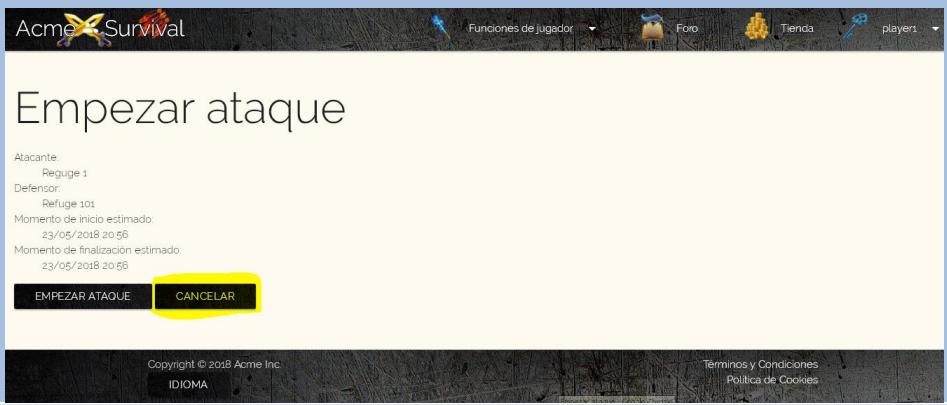
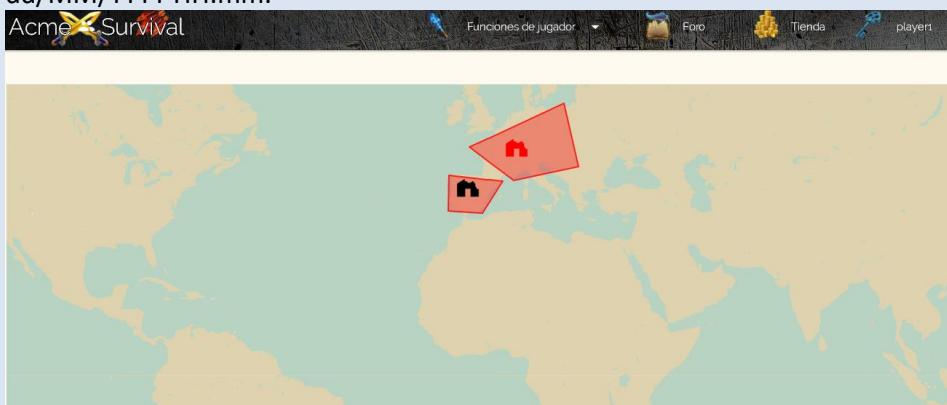
Test <#003>

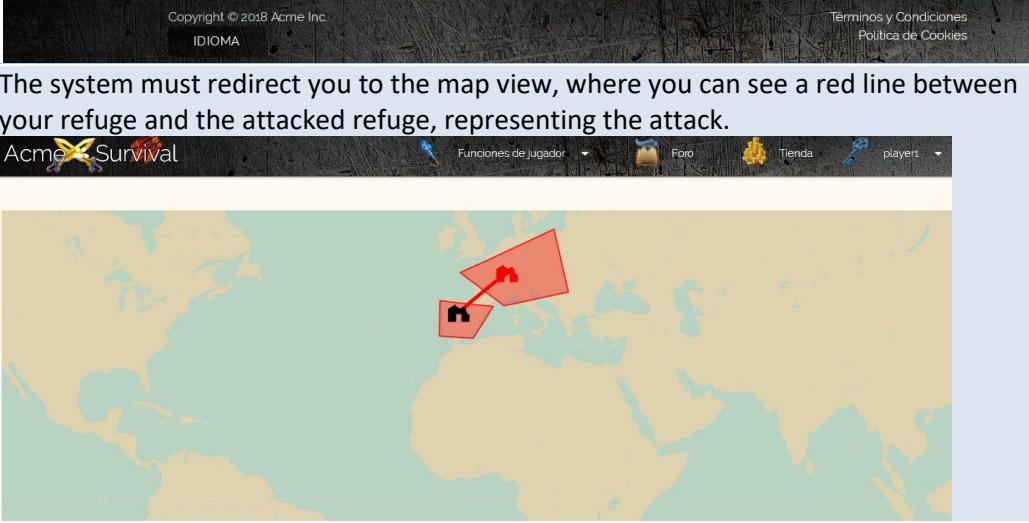
Description	<p>The user logs in as "player1". Selects "Player Functions" > "See the Map" and clicks on the Refuge in Europe, called Refuge 101, and then on "Attack this refuge". The user can only click on "Cancel" because he is already attacking.</p>
 <p>A screenshot of the Acme Survival game interface. At the top, there's a navigation bar with icons for Player functions, Forum, Marketplace, and a dropdown for player1. Below the bar, the title 'Start attack' is displayed. Underneath it, there's a detailed description of the attack: 'Attacker: Refuge 1', 'Defendant: Refuge 101', 'Estimated start moment: 2018/05/23 19:40', and 'Estimated end moment: 2018/05/23 19:40'. A large yellow rectangular box highlights the 'CANCEL' button at the bottom of the dialog. At the very bottom of the screen, there's a footer with links for 'Copyright © 2018 Acme Inc.', 'LANGUAGE', 'Terms & Conditions', and 'Cookie Policy'.</p>	
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	

Test <#004>	
Description	<p><i>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.</i></p>  
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	

Test <#005>					
Description	<p>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).</p>  <p>Display notification The attacker managed to steal resources</p> <p>2018/05/23 19:33</p> <p>The attacker could steal:</p> <table> <tr> <td>Food : 3</td> <td>Water : 3</td> <td>Metal : 3</td> <td>Wood : 3</td> </tr> </table> <p>FINISH THIS MISSION</p>	Food : 3	Water : 3	Metal : 3	Wood : 3
Food : 3	Water : 3	Metal : 3	Wood : 3		
Expected	<p>The system must redirect you to the display map view, where everything is like it was before in "Test001".</p> 				
Outcome	The outcome is the one expected				
Notes					

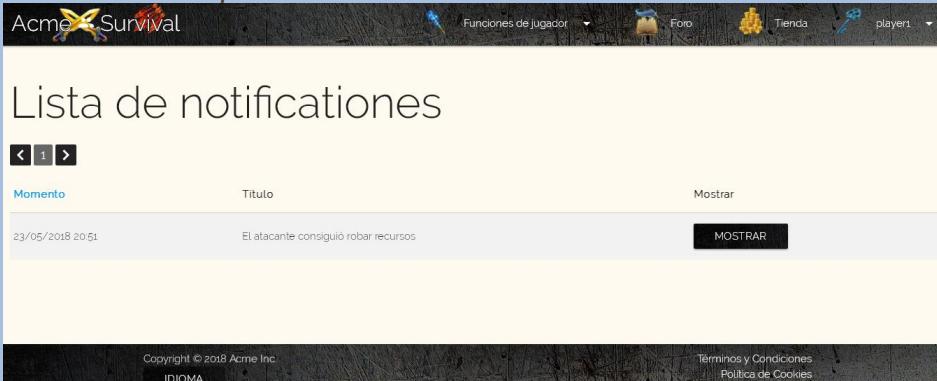
Test <#006>	
Description	<p>The user logs in as "player1". Selects "Player Functions" > "See the Map" and clicks on the Refuge in Central Europe, called Refuge 101, and then on "Attack this refuge".</p> 
Expected	<p>If the user has followed the steps in the previous tests, he or she must see the Create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

Test <#007>	
Description	<p>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.</p>  
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	

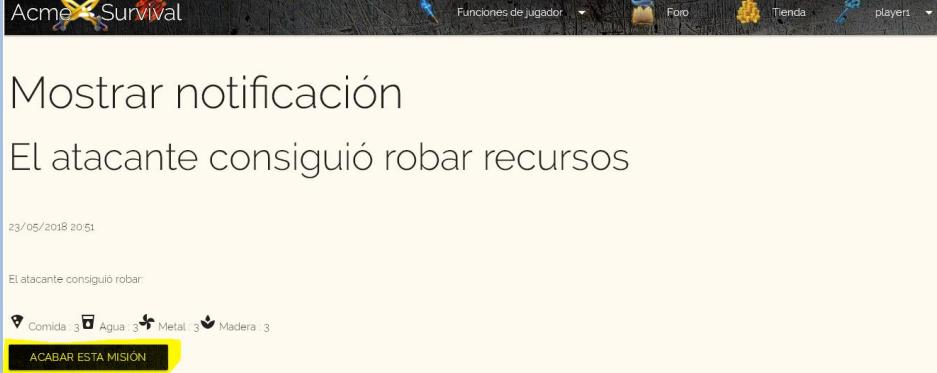
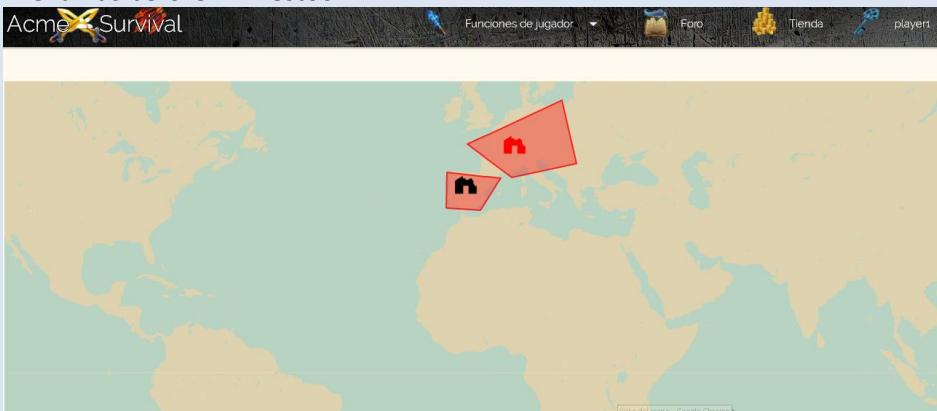
Test <#008>	
Description	Details
	<p>The user logs in as "player1" and changes the system language to Spanish. Selects "Funciones del jugador" > "Ver el mapa" and clicks on the Refuge in Europe, called Refuge 101, and then on "Atacar este refugio". The user clicks on the "Empezar ataque" button.</p> 
Expected	<p>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.</p> 
Outcome	The outcome is the one expected
Notes	

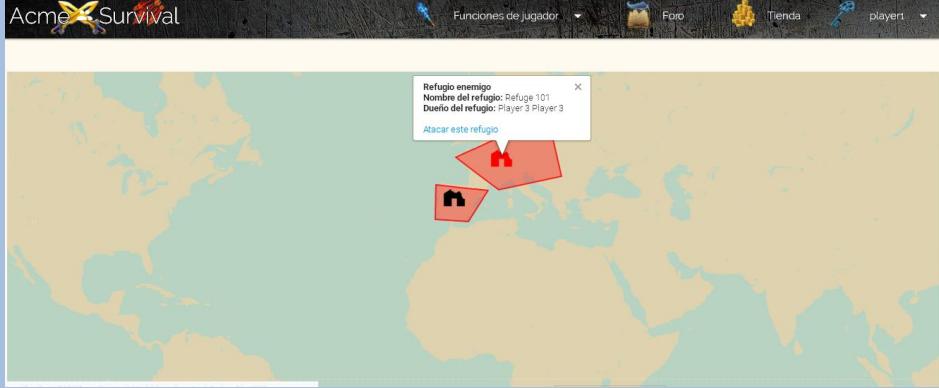
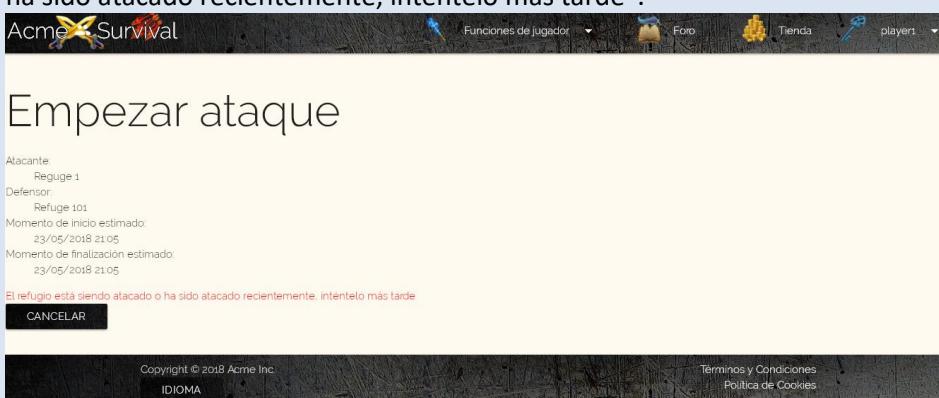
Test <#009>

Description	<p>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.</p>
	 <p>The screenshot shows a game interface for 'Acme Survival'. At the top, there's a navigation bar with icons for 'Funciones de jugador', 'Foro', 'Tienda', and a dropdown for 'player1'. Below the bar, the title 'Empezar ataque' is displayed. Underneath it, there's some text about the attack: 'Atacante: Refugio 1', 'Defensor: Refugio 101', 'Momento de inicio estimado: 23/05/2018 20:51', and 'Momento de finalización estimado: 23/05/2018 20:51'. A message in red says 'El refugio está siendo atacado o ha sido atacado recientemente. Intentelo más tarde'. A yellow button labeled 'CANCELAR' is highlighted with a yellow box. At the bottom, there are links for 'Copyright © 2018 Acme Inc.', 'IDIOMA', 'Terminos y Condiciones', and 'Política de Cookies'.</p>
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	

Test <#010>	
Description	<p><i>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.</i></p> 
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	

Test <#011>

Description	<p>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).</p>  <p>Mostrar notificación El atacante consiguió robar recursos</p> <p>23/05/2018 20:51</p> <p>El atacante consiguió robar:</p> <ul style="list-style-type: none"> Comida: 3 Agua: 3 Metal: 3 Madera: 3 <p>ACABAR ESTA MISIÓN</p>
Expected	<p>The system must redirect you to the display map view, where everything is like it was before in "Test007".</p> 
Outcome	<p>The outcome is the one expected</p>
Notes	

Test <#012>	
Description	<p>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".</p> 
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	

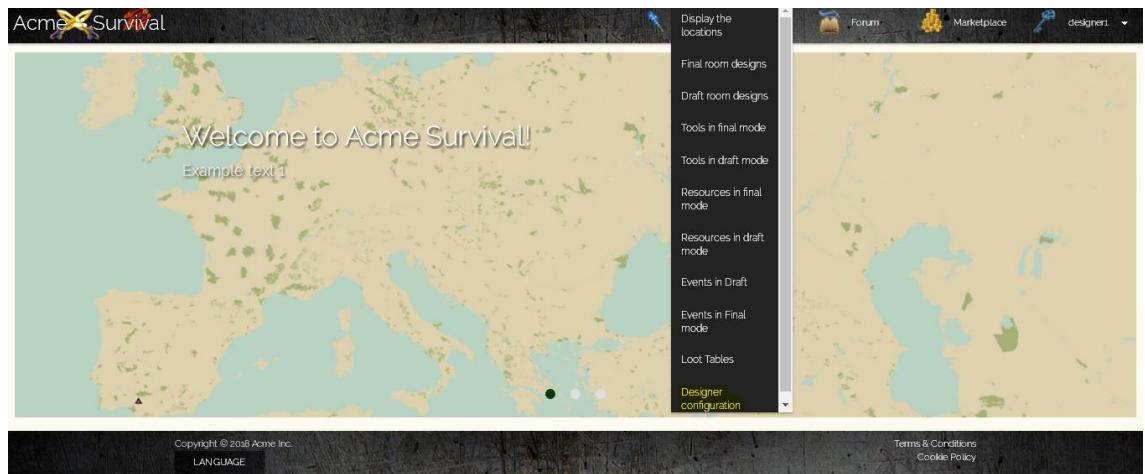
Use case 002 – Edit designer configuration

Description

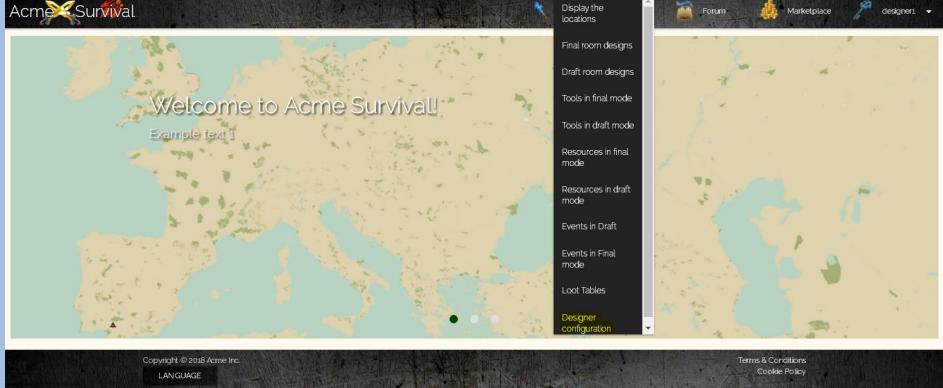
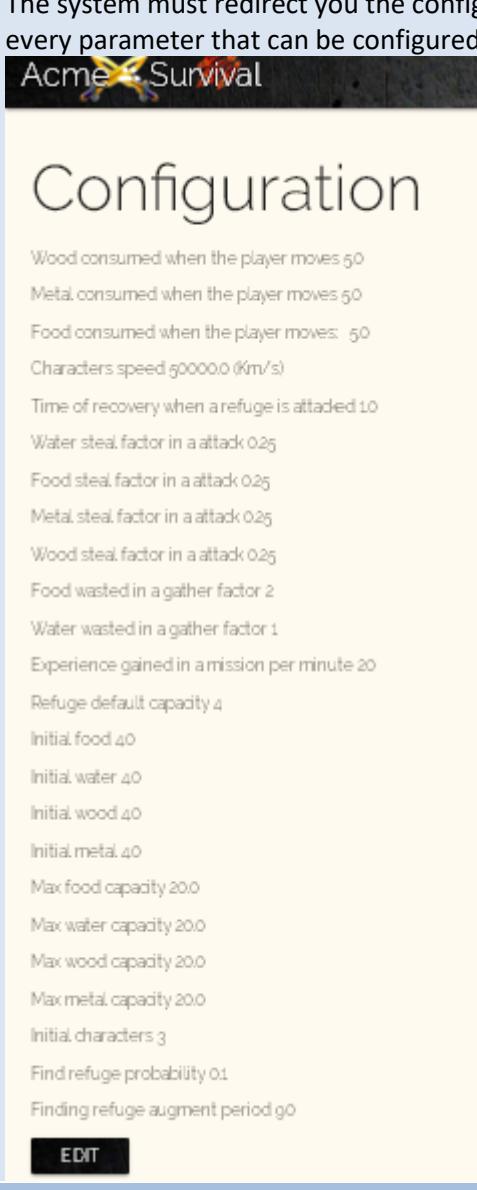
A user logged as a designer wants to edit the configuration that is relevant in the game.

Access

Designer functions > Designer configuration > Edit



Tests

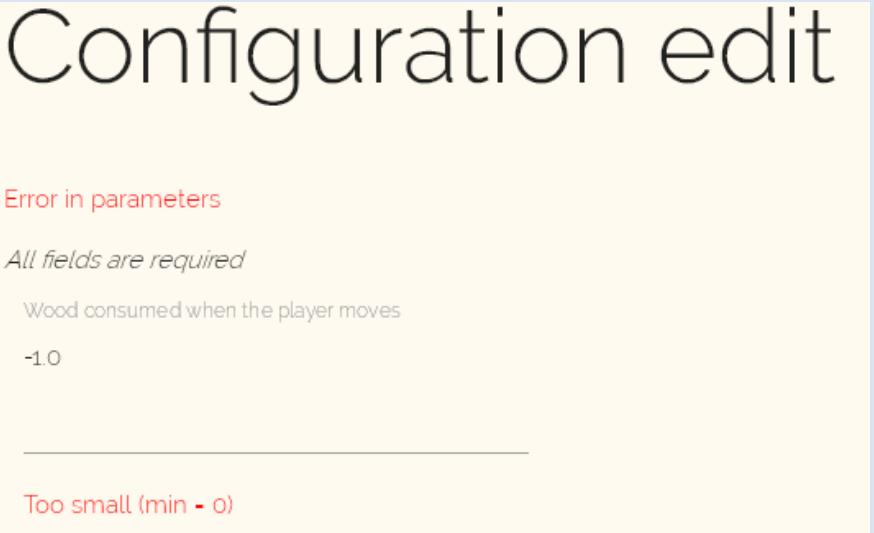
Test <#001> View the designer configuration	
Description	<p><i>The user logs in as "designer1". He or she selects "Designer Functions" > "Designer configuration".</i></p> 
Expected	<p>The system must redirect you the configuration view, where you can view every parameter that can be configured.</p> 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

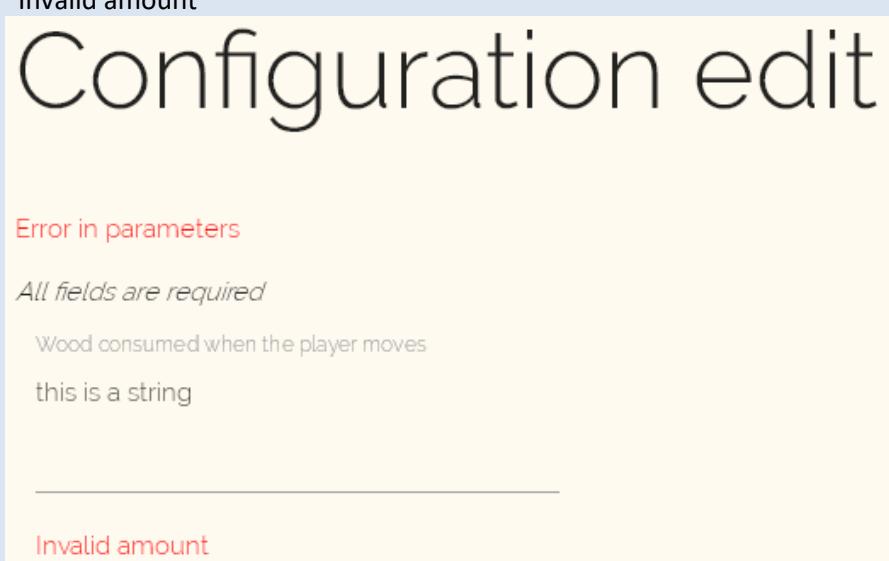
Notes

Test <#002> Edit configuration

Description	<i>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.</i>
Expected	The system must redirect you to the same view, showing all the validation errors.
Outcome	The outcome is the one expected
Notes	

Test <#003> Edit configuration, some invalid parameters

Description	<i>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.</i>
Expected	The system must redirect you to the same view, showing the validation error: "Too small (min = 0)".  <p>The screenshot shows a "Configuration edit" page. At the top, there is an "Error in parameters" message. Below it, a "All fields are required" message. A specific field for "Wood consumed when the player moves" has a value of "-1.0". At the bottom of the form, there is a red error message: "Too small (min = 0)".</p>
Outcome	The outcome is the one expected
Notes	

Test <#004> Edit configuration, some invalid parameters	
Description	<i>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".</i>
Expected	The system must redirect you to the same view, showing the validation error: "Invalid amount"
	
Outcome	The outcome is the one expected
Notes	

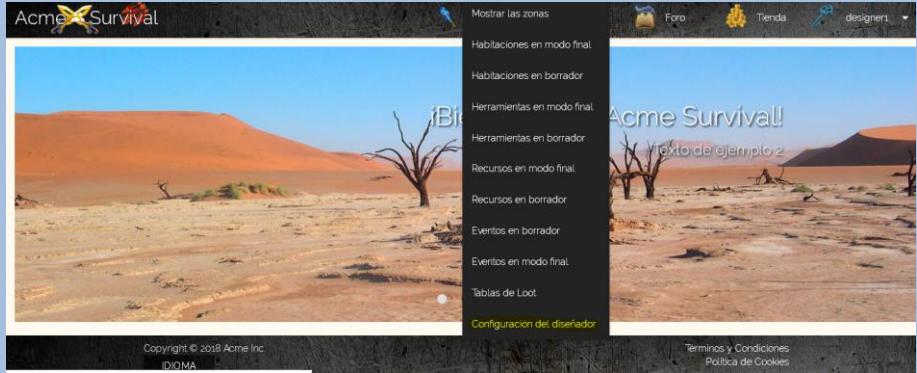
Test <#005> Cancel edit configuration	
Description	<i>The user logs in as "designer1". He or she goes to the configuration view and clicks on the "Edit" button. Then, he or she clicks on the "Cancel" button.</i>
Expected	The system must redirect you to the display configuration view.
Outcome	The outcome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

Test <#006> Edit configuration

Description	<p>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.</p> <div style="background-color: #f0f0f0; padding: 10px; border: 1px solid #ccc;"><h1>Configuration edit</h1><p>All fields are required</p><p>Wood consumed when the player moves</p><input type="text" value="10"/><hr/></div>
Expected	The system must redirect you to the display configuration view, with the edited field changed.
Outcome	The outcome is the one expected
Notes	

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 to the configuration view, where you can view every parameter that can be configured.

Madera consumida cuando un jugador se mueve	10.0
Metal consumido cuando un jugador se mueve	50
Comida consumido cuando un jugador se mueve:	50
Velocidad de los personajes	50000.0 (Km/s)
Tiempo de recuperación del refugio	10
Factor de robo de agua en un ataque	0.25
Factor de robo de agua en un ataque	0.25
Factor de robo de metal, en un ataque	0.25
Factor de robo de madera en un ataque	0.25
Factor de comida gastada en una recolección	2
Factor de agua gastada en una recolección	1
Experiencia ganada por minuto	20
Capacidad por defecto del refugio	4
Comida inicial	40
Agua inicial	40
Madera inicial	40
Metal inicial	40
Capacidad máxima de comida	200
Capacidad máxima de agua	200
Capacidad máxima de madera	200
Capacidad máxima de metal	200
Personajes iniciales	3
probabilidad de encontrar un refugio	0.1
Periodo aumento de la probabilidad de encontrarse un refugio	50

EDITAR

Outcome	The outcome is the one expected.
Notes	

Test <#008> Edit configuration in Spanish	
Description	<i>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.</i>
Expected	The system must redirect you to the same view, showing all the validation errors.
Outcome	The outcome is the one expected
Notes	

Test <#009> Edit configuration, some invalid parameters in Spanish	
Description	<i>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.</i>
Expected	The system must redirect you to the same view, showing the validation error: "Muy pequeño (min = 0)".  A screenshot of a web application interface titled 'Editar la configuración'. At the top, there's a navigation bar with the Acme Survival logo. Below the title, there are several input fields. One field has an error message: 'Error en los parámetros' and 'Todos los campos son obligatorios'. Another field shows the value '-10'. At the bottom, there's another error message: 'Muy pequeño (min = 0)'.
Outcome	The outcome is the one expected
Notes	

Test <#010> Edit configuration, some invalid parameters

Description	<i>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.</i>
Expected	<p>The system must redirect you to the same view, showing the validation error: "Cantidad inválida".</p> <p>Error en los parámetros</p> <p><i>Todos los campos son obligatorios</i></p> <p><i>Madera consumida cuando un jugador se mueve</i></p> <p><i>esto es un string</i></p> <hr/> <p>Cantidad inválida</p>
Outcome	The outcome is the one expected
Notes	

Test <#011> Cancel edit configuration in Spanish

Description	<i>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.</i>
Expected	The system must redirect you to the display configuration view.
Outcome	The outcome is the one expected
Notes	

Test <#012> Edit configuration in Spanish

Description	<p>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.</p>
Expected	The system must redirect you to the display configuration view, with the edited field changed.
Outcome	The outcome is the one expected
Notes	

Editar la configuración

Todos los campos son obligatorios

Madera consumida cuando un jugador se mueve

5.0

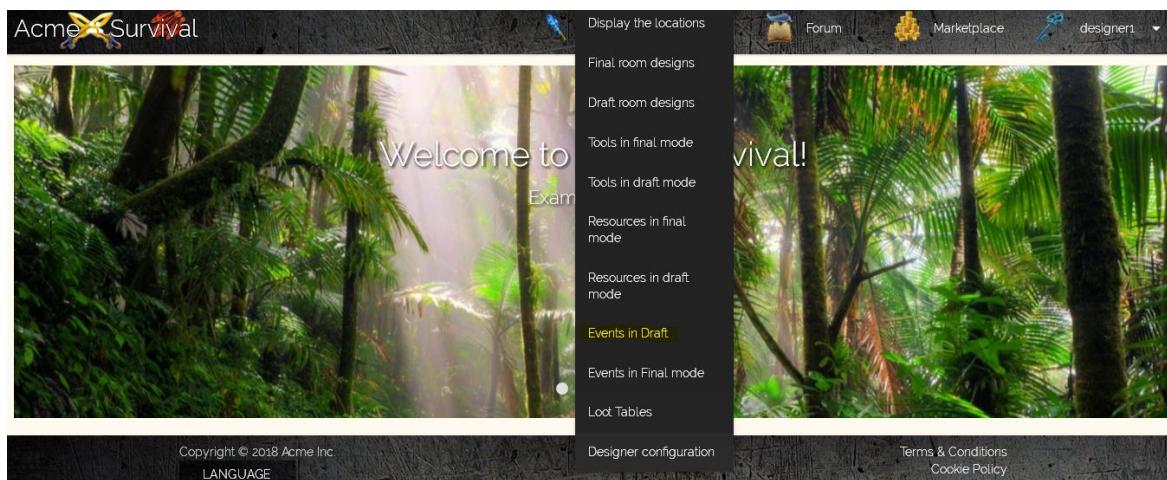
Use case 003 – Events in draft mode

Description

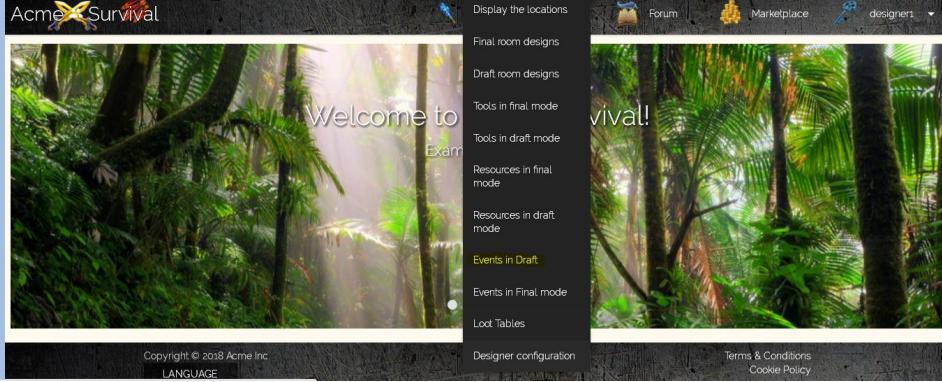
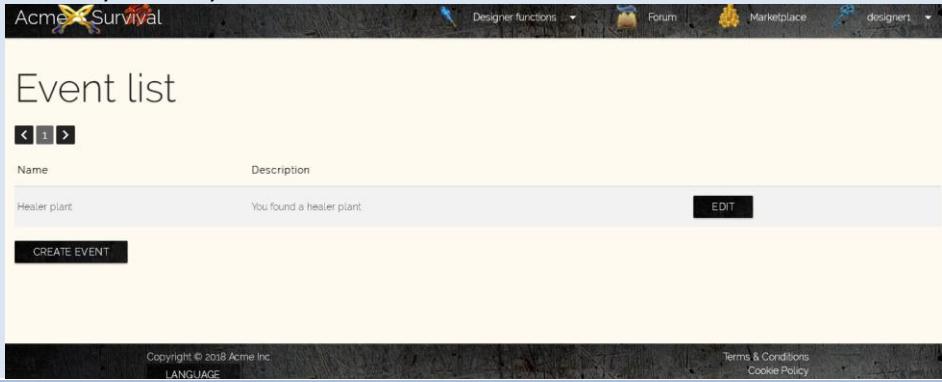
A user logged as a designer wants to list all the events in draft mode in the system, so he or she goes to the “designer functions” menu and selects “Events in Draft”.

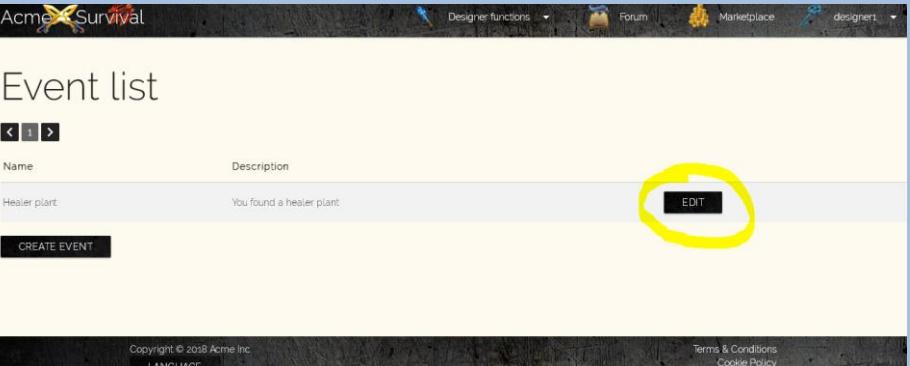
Access

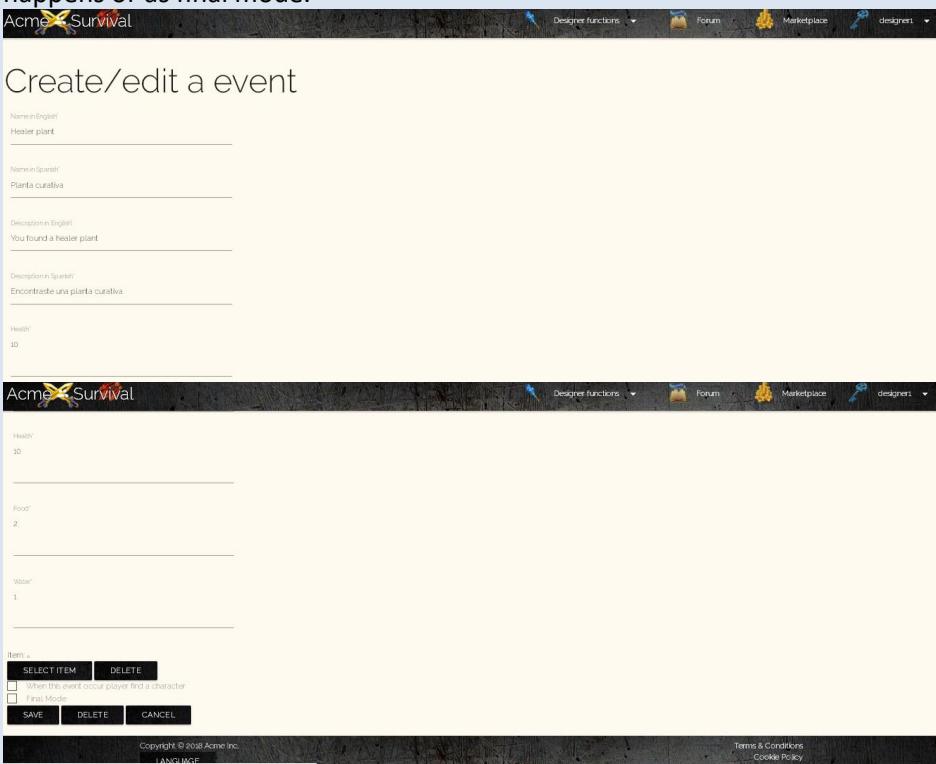
Designer functions > Events in Draft



Tests

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

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	

Test <#003>	
Description	<i>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.</i>
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

	<pre>Could not commit JPA transaction; nested exception is javax.persistence.RollbackException: Error while committing the transaction org.springframework.transaction.TransactionSystemException: Could not commit JPA transaction; nested exception is javax.persistence.RollbackException: Error while committing the transaction org.springframework.orm.jpa.JpaTransactionManager.doCommit(JpaTransactionManager.java:324) at org.springframework.transaction.support.AbstractPlatformTransactionManager.processCommit(AbstractPlatformTransactionManager.java:757) at org.springframework.transaction.support.AbstractPlatformTransactionManager.commit(AbstractPlatformTransactionManager.java:726) at org.springframework.transaction.interceptor.TransactionAspectSupport.commitOrTransactionAfterReturning(TransactionAspectSupport.java:478) at org.springframework.transaction.interceptor.TransactionAspectSupport.invokeWithinTransaction(TransactionAspectSupport.java:272) at org.springframework.transaction.interceptor.TransactionInterceptor.invoke(TransactionInterceptor.java:95) at org.springframework.transaction.interceptor.TransactionAspectSupport.invokeWithinTransaction(TransactionAspectSupport.java:179) at org.springframework.aop.framework.CglibAopProxy.invokeDynamicAdvisedInterceptor.intercept(CglibAopProxy.java:646) at services.EventService\$\$EnhancerByCGLIB\$\$f5085c54.reconstruct(controller,designedEventDesignerController).updateEvent(EventDesignerController.java:198) at sun.reflect.NativeMethodAccessorImpl.invoke(NativeMethodAccessorImpl.java:43) at sun.reflect.DelegatingMethodAccessorImpl.invoke(DelegatingMethodAccessorImpl.java:43) at java.lang.reflect.Method.invoke(Method.java:491) at org.springframework.web.method.support.InvocableHandlerMethod.invoke(InvocableHandlerMethod.java:214) at org.springframework.web.method.support.InvocableHandlerMethod.invokeForRequest(InvocableHandlerMethod.java:132) at org.springframework.web.servlet.mvc.method.annotation.ServletInvocableHandlerMethod.invokeAndHandle(ServletInvocableHandlerMethod.java:104) at org.springframework.web.servlet.mvc.method.annotation.RequestMappingHandlerAdapter.invokeHandleMethod(RequestMappingHandlerAdapter.java:748) at org.springframework.web.servlet.mvc.method.annotation.RequestMappingHandlerAdapter.handleInternal(RequestMappingHandlerAdapter.java:699) at org.springframework.web.servlet.mvc.method.AbstractHandlerAdapter.handle(AbstractHandlerMethodAdapter.java:83) at org.springframework.web.servlet.DispatcherServlet.doDispatch(DispatcherServlet.java:945) at org.springframework.web.servlet.DispatcherServlet.service(DispatcherServlet.java:807) at javax.servlet.http.HttpServlet.service(HttpServlet.java:647) at org.springframework.web.FrameworkServlet.service(FrameworkServlet.java:807) at javax.servlet.http.HttpServlet.service(HttpServlet.java:728) at org.apache.catalina.core.ApplicationFilterChain.internalDoFilter(ApplicationFilterChain.java:305) at org.apache.catalina.core.ApplicationFilterChain.doFilter(ApplicationFilterChain.java:210) at org.springframework.security.web.FilterChainProxy\$VirtualFilterChain.doFilter(FilterChainProxy.java:316) at org.springframework.security.web.access.intercept.FilterSecurityInterceptor.invoke(FilterSecurityInterceptor.java:116) at org.springframework.security.web.access.intercept.FilterSecurityInterceptor.doFilter(FilterSecurityInterceptor.java:81) at org.springframework.security.web.FilterChainProxy\$VirtualFilterChain.doFilter(FilterChainProxy.java:310) at org.springframework.security.web.access.ExceptionTranslationFilter.doFilter(ExceptionTranslationFilter.java:116) at org.springframework.security.web.FilterChainProxy\$VirtualFilterChain.doFilter(FilterChainProxy.java:310) at org.springframework.security.web.session.SessionManagementFilter.doFilter(SessionManagementFilter.java:124) at org.springframework.security.web.FilterChainProxy\$VirtualFilterChain.doFilter(FilterChainProxy.java:310) at org.springframework.security.web.authentication.AnonymousAuthenticationFilter.doFilter(AnonymousAuthenticationFilter.java:83) at org.springframework.security.web.FilterChainProxy\$VirtualFilterChain.doFilter(FilterChainProxy.java:310) at org.springframework.security.web.authentication.rememberme.RememberMeAuthenticationFilter.doFilter(RememberMeAuthenticationFilter.java:140) at org.springframework.security.web.FilterChainProxy\$VirtualFilterChain.doFilter(FilterChainProxy.java:310) at org.springframework.security.web.context.SecurityContextPersistenceFilter.doFilter(SecurityContextPersistenceFilter.java:103) at org.springframework.security.web.FilterChainProxy\$VirtualFilterChain.doFilter(FilterChainProxy.java:310) at org.springframework.security.web.FilterChainProxy.doFilter(FilterChainProxy.java:161) at org.springframework.web.filter.DelegatingFilterProxy.invoke(DelegatingFilterProxy.java:224) at org.springframework.web.filter.DelegatingFilterProxy.doFilter(DelegatingFilterProxy.java:181)</pre>
Notes	

Test <#004>

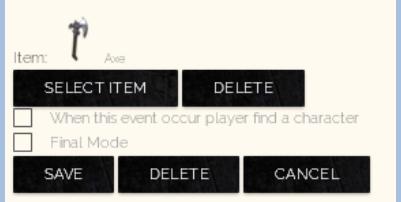
Description	<i>The user is in the "Events in Draft" list. He or she clicks on the "Edit" button of the first one called "Healer plant". Then, he or she changes the health and leaves it blank, and clicks the "Save" button.</i>
Expected	The system must redirect you to the same view, showing the validation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

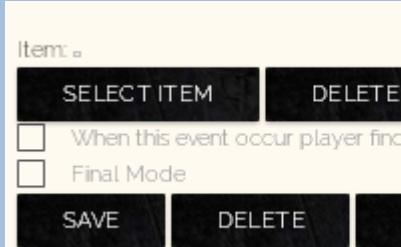
Test <#005>

Description	<i>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.</i>
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	

Test <#006>

Description	<i>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.</i>
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	

Test <#007>	
Description	<p>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.</p> 
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 <#007>	
Description	<p>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.</p> 
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 <#008>	
Description	<p>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 occur player find a character" option. Then, he or she clicks on the "Save" button.</p>

	<p>Item: »</p> <div style="display: flex; justify-content: space-around;"> SELECT ITEM DELETE </div> <p> <input checked="" type="checkbox"/> When this event occur player find a character <input type="checkbox"/> Final Mode </p> <div style="display: flex; justify-content: space-around;"> SAVE DELETE CANCEL </div>	
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 <#009>
Description	<i>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 occur player find a character" option and unables it. Then, he or she clicks on the "Save" button.</i>
	<p>Item: »</p> <div style="display: flex; justify-content: space-around;"> SELECT ITEM DELETE </div> <p> <input type="checkbox"/> When this event occur player find a character <input type="checkbox"/> Final Mode </p> <div style="display: flex; justify-content: space-around;"> SAVE DELETE CANCEL </div>
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 <#010>
Description	<i>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.</i>

Create/edit a event

Name in English*
Event

Name in Spanish*
Evento

Description in English*
Event description

Description in Spanish*
Descripción del evento

Health*

Food*

Food*

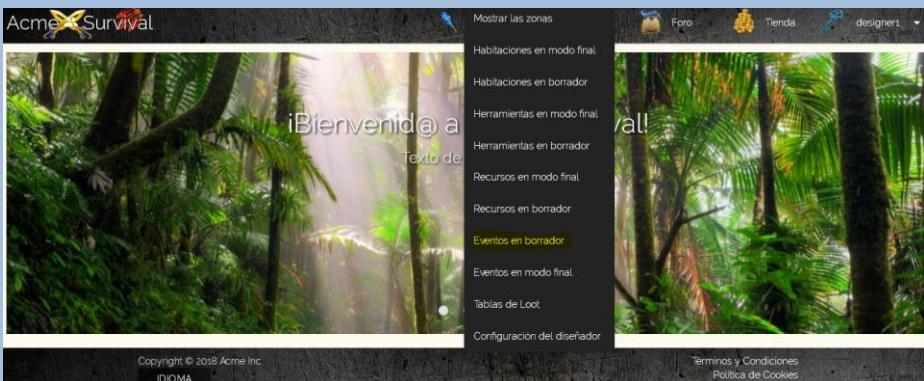
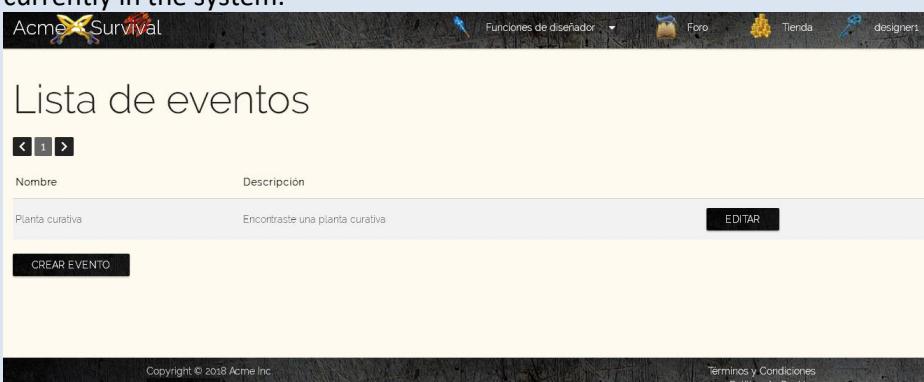
Water*

Item:

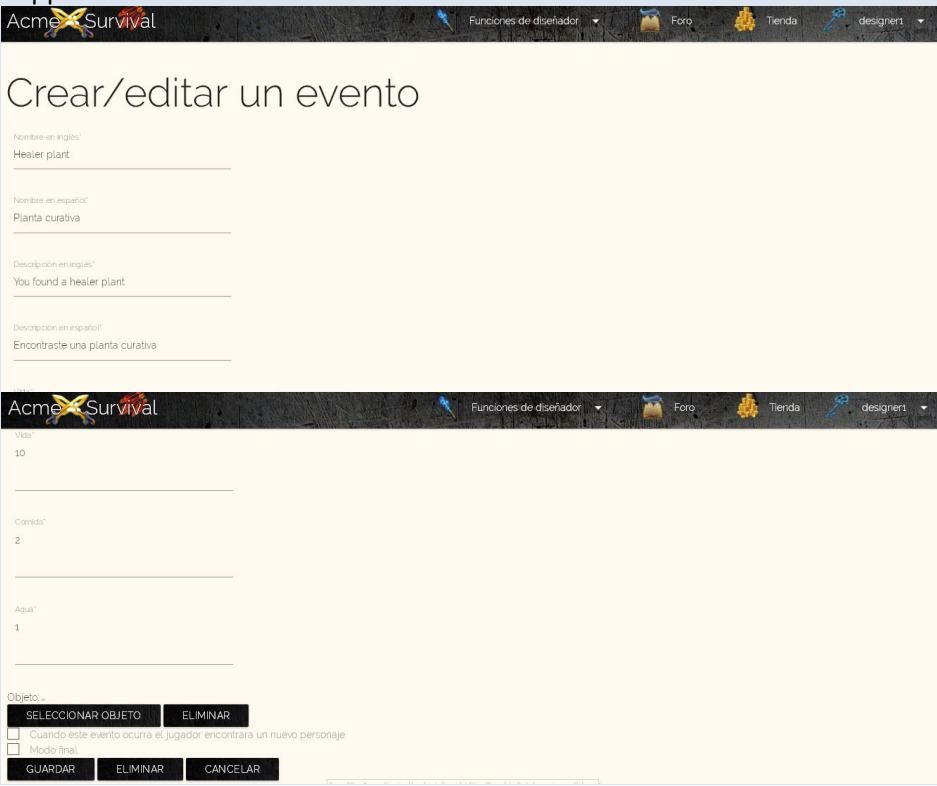
 When this event occur player find a character
 Final Mode

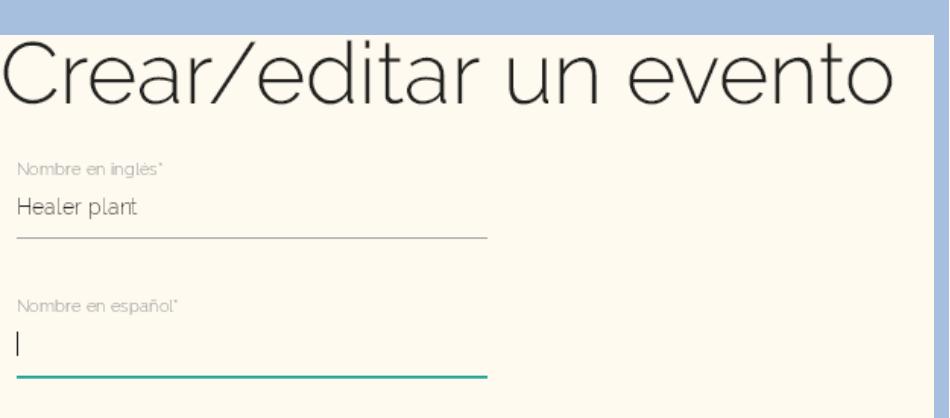
Expected	The system must redirect you to the list view, and the event must have been created correctly.
Outcome	The outcome is the one expected
Notes	

Test <#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	

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	

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	<p>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.</p> 
Outcome	The outcome is the one expected
Notes	

Test <#014>	
Description	<p>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.</p>
	
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	

Test <#015>	
Description	<i>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.</i>
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	

Test <#016>	
Description	<i>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.</i>
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	

Test <#017>	
Description	<i>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.</i>
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	

Test <#018>	
Description	<i>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.</i>

	<p>Objeto:  Hacha</p> <p>SELECCIONAR OBJETO ELIMINAR</p> <p><input type="checkbox"/> Cuando este evento ocurra el jugador encontrara un nuevo personaje <input type="checkbox"/> Modo final</p> <p>GUARDAR ELIMINAR CANCELAR</p>	
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 <#019>
Description	<i>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.</i>
	<p>Objeto: ..</p> <p>SELECCIONAR OBJETO ELIMINAR</p> <p><input type="checkbox"/> Cuando este evento ocurra el jugador encontrara un nuevo personaje <input type="checkbox"/> Modo final</p> <p>GUARDAR ELIMINAR CANCELAR</p>
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 <#020>
Description	<i>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.</i>
	<p>Objeto: ..</p> <p>SELECCIONAR OBJETO ELIMINAR</p> <p><input checked="" type="checkbox"/> Cuando este evento ocurra el jugador encontrara un nuevo personaje <input type="checkbox"/> Modo final</p> <p>GUARDAR ELIMINAR CANCELAR</p>
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 enables it. Then, he or she clicks on the "Guardar" button.
	<p>Objeto: ..</p> <div style="background-color: black; color: white; padding: 5px; display: inline-block;"> SELECCIONAR OBJETO ELIMINAR </div> <div style="background-color: #f0f0f0; padding: 5px; margin-top: 5px;"> <input type="checkbox"/> Cuando este evento ocurra el jugador encontrara un nuevo personaje <input type="checkbox"/> Modo final </div> <div style="background-color: black; color: white; padding: 5px; display: inline-block;"> GUARDAR ELIMINAR CANCELAR </div>
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 following 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.

Crear/editar un evento

Nombre en inglés*

Event

Nombre en español*

Evento

Descripción en inglés*

Event description

Descripción en español*

Descripción del evento

Vida*

Comida*

0

Agua*

0

Objeto:

SELECCIONAR OBJETO

ELIMINAR

Cuando este evento ocurra el jugador encontrara un nuevo personaje

Modo final

GUARDAR

CANCELAR

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

	<i>"Evento". Then, he or she clicks on the "Borrar" button, and confirms the pop-up.</i>
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	

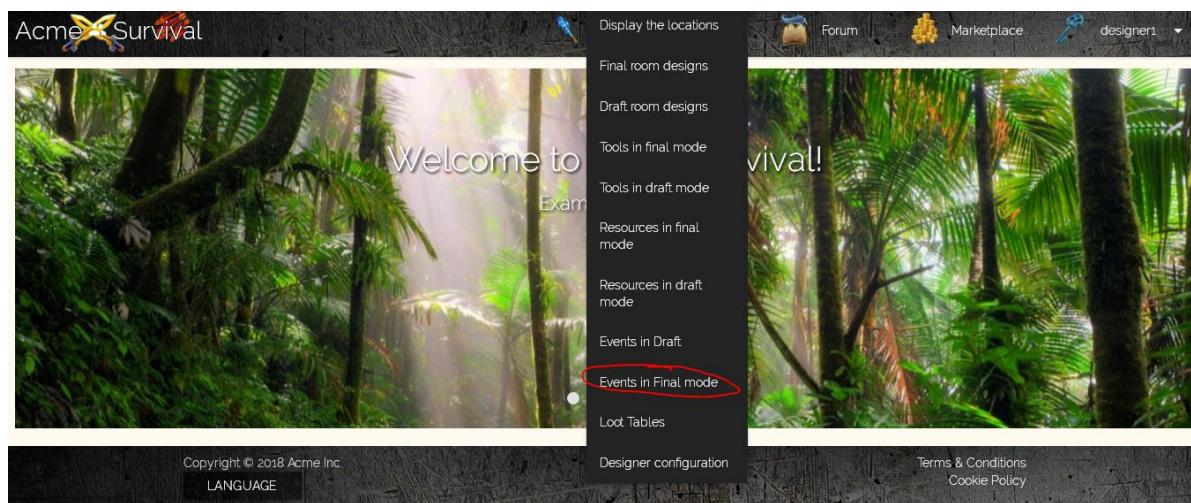
Use case 004 – Events in final mode

Description

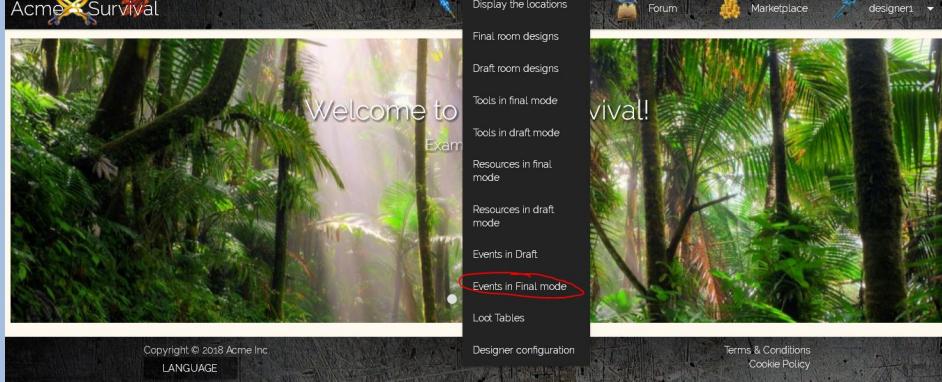
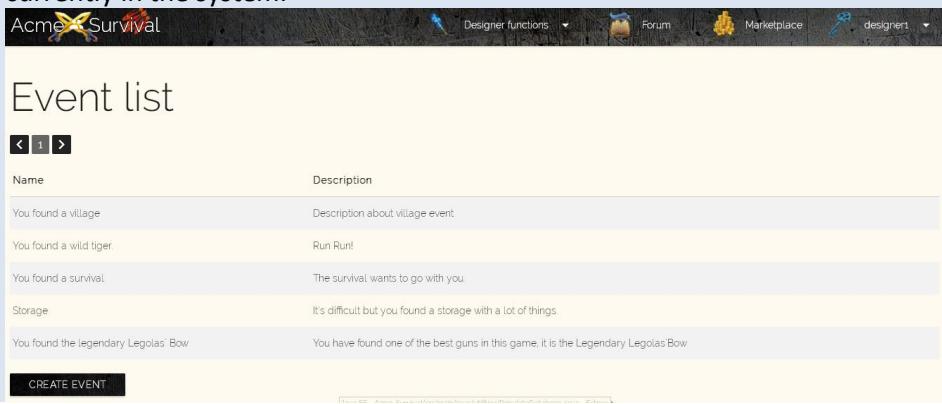
A user logged as a designer wants to list all the events in draft mode in the system, so he or she goes to the “Designer functions” menu and selects “Events in Final mode”.

Access

Designer functions > Events in Draft



Tests

Test <#001>	
Description	<p><i>The user logs in as "designer1". He or she selects "Designer Functions" > "Events in Final Mode".</i></p> 
Expected	<p>The system must redirect you to the list of events in final mode that are currently in the system.</p> 
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.
--------------------	---

Create/edit a event

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:

 When this event occur player find a character
 Final Mode

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	

A screenshot of the Acme Survival game interface. At the top, there's a navigation bar with icons for 'Foro' and 'Tienda'. Below it is a map of Europe with the text '¡Bienvenido@ a Acme Survival' and 'Texto de ejemplo 1'. A dropdown menu is open from a 'Funciones de diseñador' button, listing options like 'Mostrar las zonas', 'Habitaciones en modo final' (which is highlighted with a red circle), 'Habitaciones en borrador', 'Herramientas en modo final', 'Herramientas en borrador', 'Recursos en modo final', 'Recursos en borrador', 'Eventos en borrador', 'Eventos en modo final' (also highlighted with a red circle), 'Tablas de Loot', and 'Configuración del diseñador'. At the bottom, there are links for 'Copyright © 2018 Acme Inc.', 'IDIOMA', 'Terminos y Condiciones', and 'Política de Cookies'.

A screenshot of the 'Lista de eventos' page. The title 'Lista de eventos' is at the top, followed by a navigation bar with icons for 'Funciones de diseñador', 'Foro', 'Tienda', and 'designer1'. Below that is a table with columns 'Nombre' and 'Descripción'. The table contains five rows of event data:

Nombre	Descripción
Encontraste una villa en el camino	Descripción sobre el evento de la villa
Te encontraste un tigre salvaje.	¡Corre!, Correl
Te encuentras un superviviente	El superviviente quiere ir contigo
Almacén	Es difícil pero te encuentras un almacén con un montón de cosas.

At the bottom of the table is a 'CREAR EVENTO' button.

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.

Crear/editar un evento

Nombre en inglés*

Nombre en español*

Descripción en inglés*

Descripción en español*

Descripción en español!*

Vida*

Comida*

Aqua*

Objeto: =

SELECCIONAR OBJETO

ELIMINAR

- Cuando este evento ocurra el jugador encontrara un nuevo personaje
- Modo final

GUARDAR

CANCELAR

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	<i>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.</i>
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

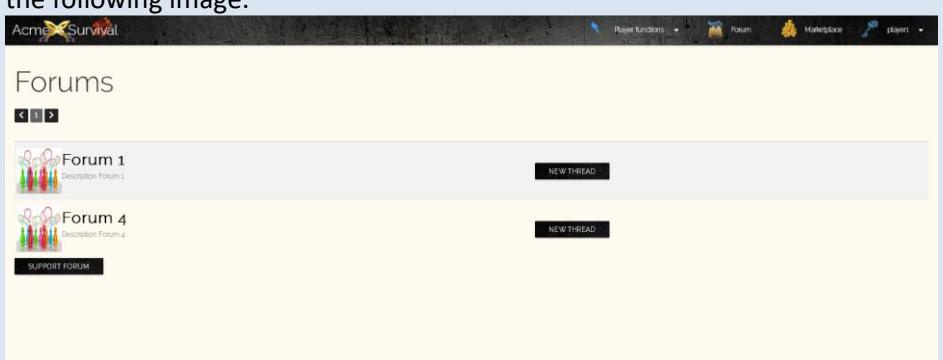
Description

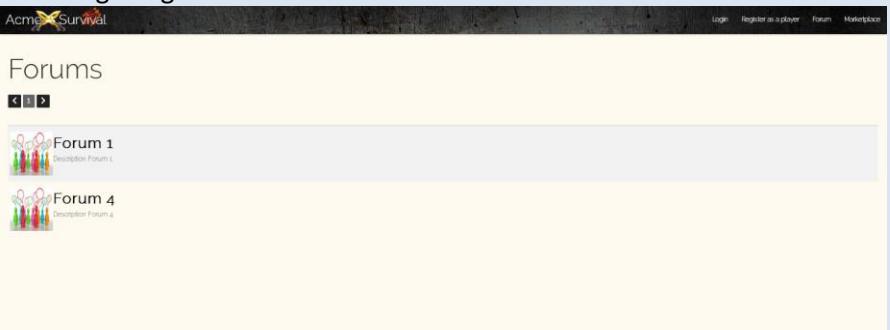
A user goes to the list forum view.

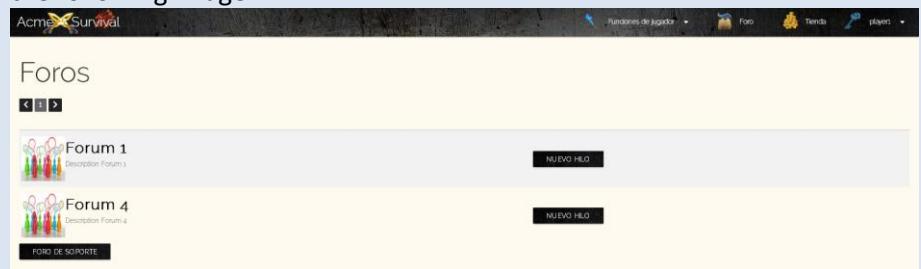
Access

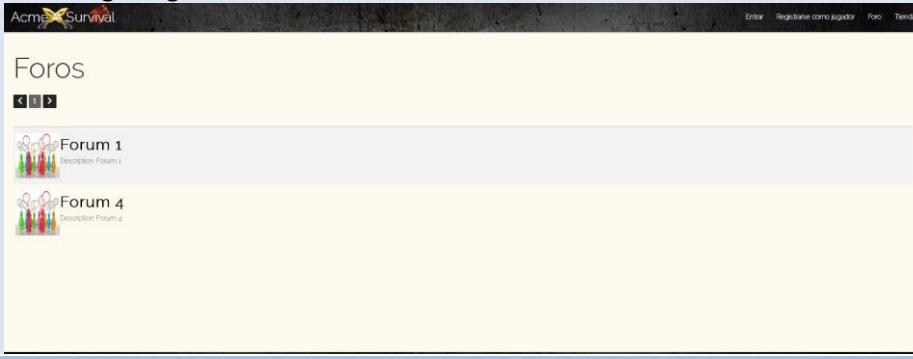
Forum.

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

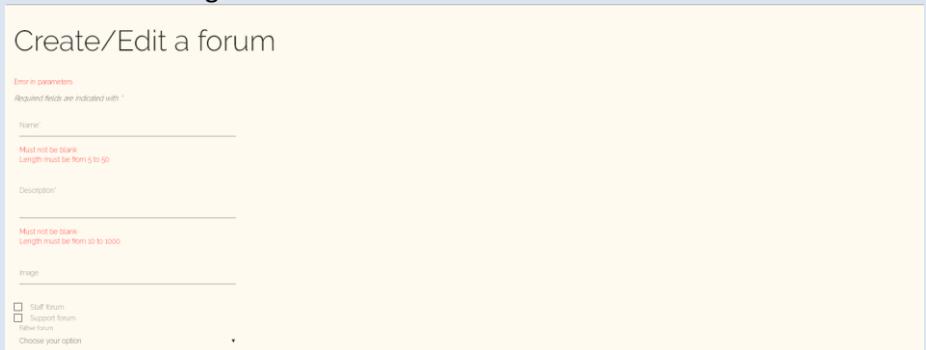
Tests

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>

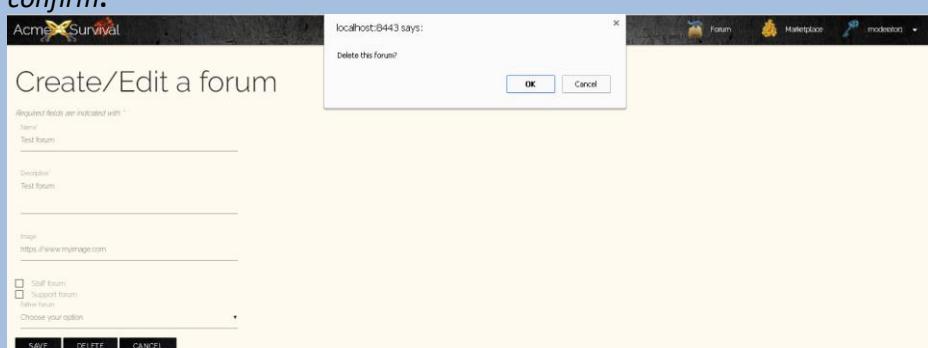
Description	Once you are in the create forum view, you press the save button without data in any field.
Expected	The system must redirect you to the same view (create forum) but showing validation messages in fields. 
Outcome	The outcome is the expected.
Notes	

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 .
--------------------	---

	<h2>Create/Edit a forum</h2> <p>Error in parameters Required fields are indicated with *</p> <p>Name <script>&lt;/script></p> <p>Insecure HTML</p> <p>Description*</p> <p>Must not be blank Length must be from 10 to 1000</p> <p>Image</p> <p><input type="checkbox"/> Staff forum <input checked="" type="checkbox"/> Support forum <input type="checkbox"/> Native forum Choose your option</p>
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 <i>delete button and you confirm</i> .
	
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 <i>delete button and you confirm</i> .
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.

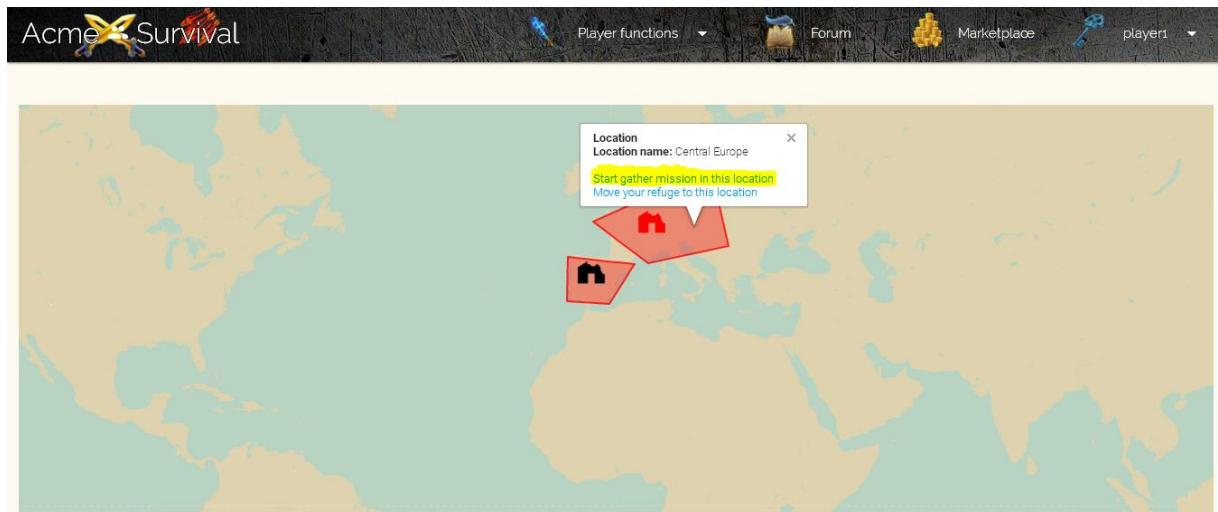
Use case 007 – Create a Gather mission

Description

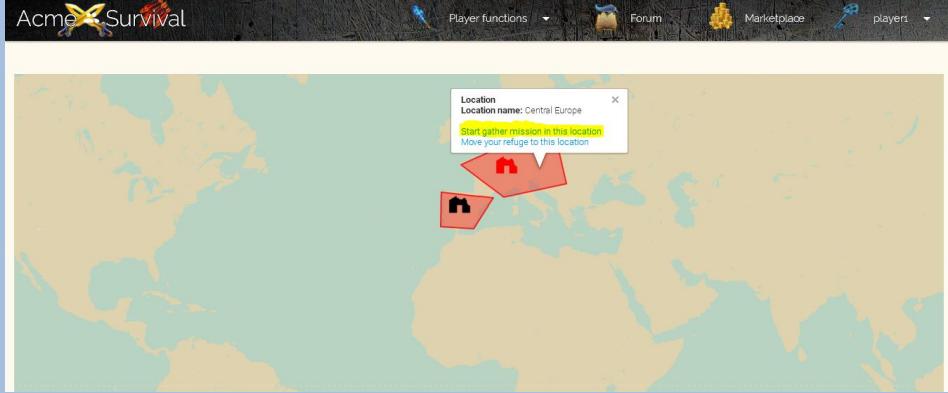
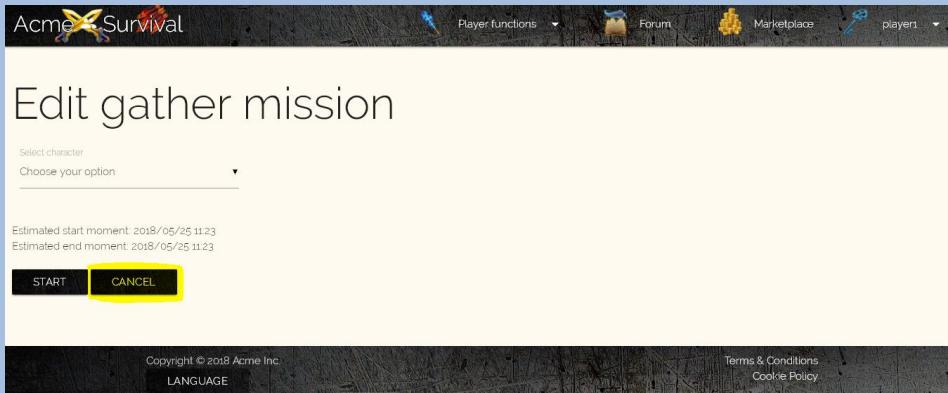
A user logged as a player goes to the display map view and selects a location, once the pop-up appears, he or she selects the options “Start gather mission in this location”.

Access

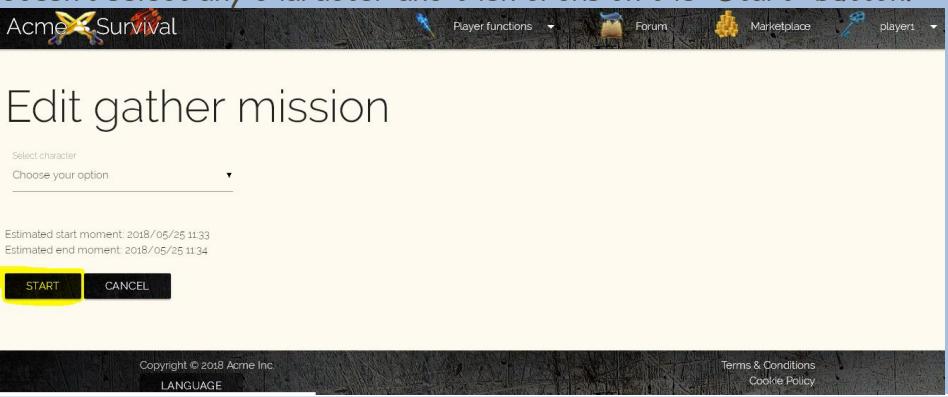
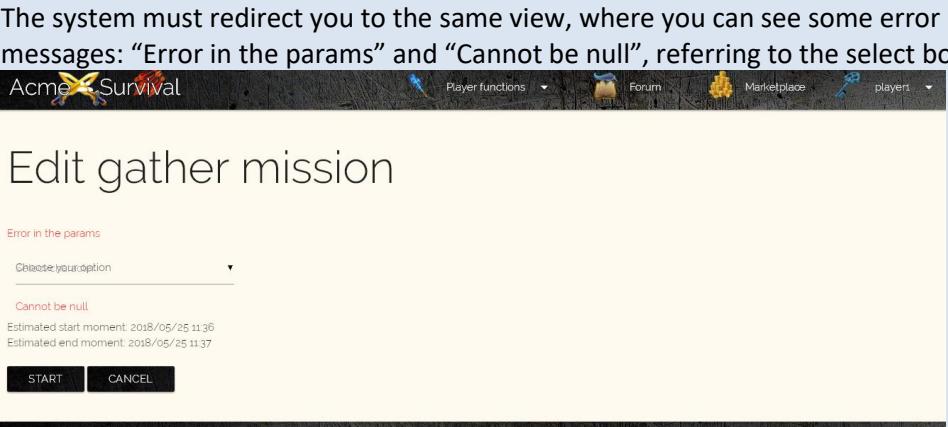
Player functions > See the map > Click on a location > Start gather mission in this location.



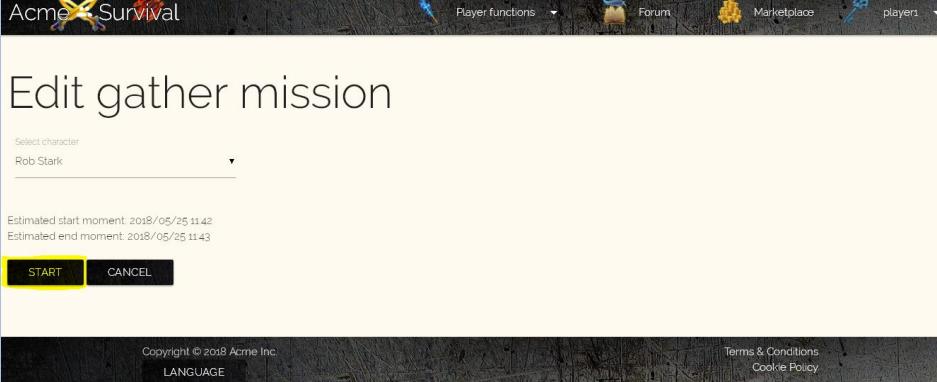
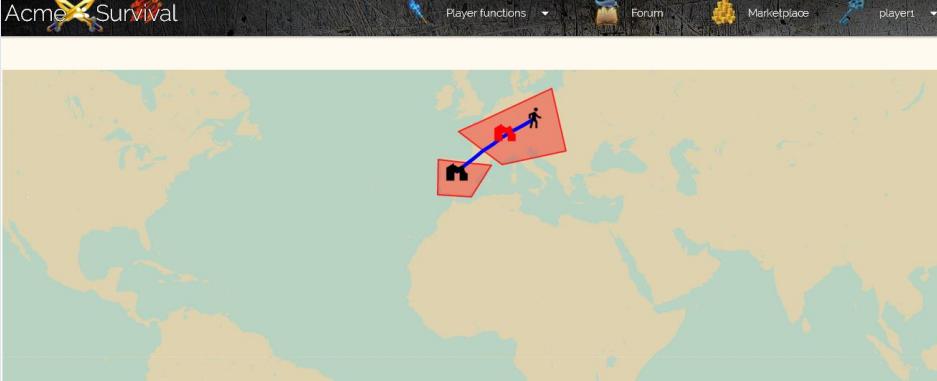
Tests

Test <#001>	
Description	<p>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.</p>  
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.

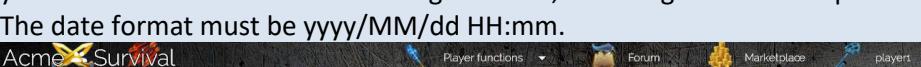
Test <#002>

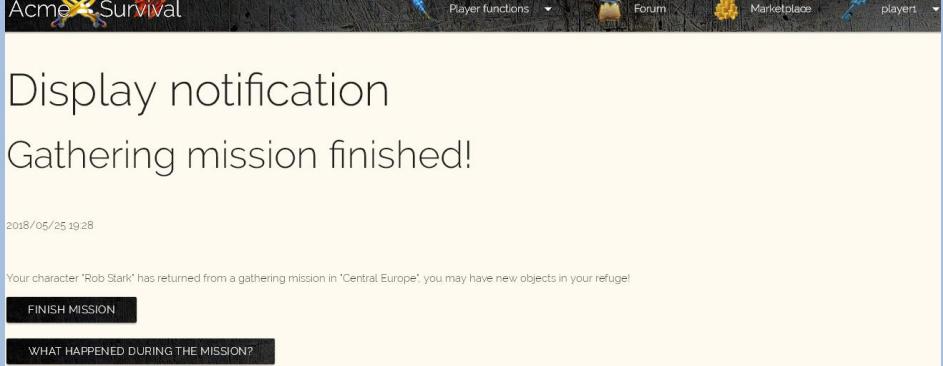
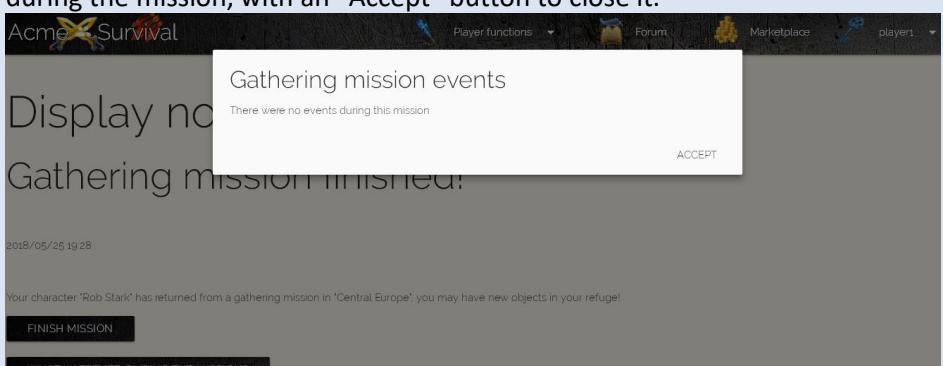
Description	<p><i>The user logs in as "player1". He or she selects "Player Functions" > "See the Map" and clicks on the location in Europe, called Central Europe, and then on "Start Gather mission in this location". The user doesn't select any character and then clicks on the "Start" button.</i></p> 
Expected	<p>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.</p> 
Outcome	<p>The outcome is the expected.</p>
Notes	<p>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.</p>
	<p>Two messages are overlapping in the select box.</p>

Test <#003>

Description	<p>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.</p> 
Expected	<p>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.</p> 
Outcome	<p>The outcome is the expected.</p>
Notes	<p>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.</p>

Test <#004>

Description	<p>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".</p>
	<p>The user will then go to "My notifications", and click on the display button referring to the mission that has just ended.</p>
	<p>List of notifications</p>
	<p>Display notification</p>
<p>Gathering mission finished!</p>	<p>2018/05/25 19:28</p>
<p>Your character "Rob Stark" has returned from a gathering mission in "Central Europe", you may have new objects in your refugee!</p>	<p>FINISH MISSION</p>
<p>WHAT HAPPENED DURING THE MISSION?</p>	
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	<p>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.</p>  <p>Display notification Gathering mission finished!</p> <p>2018/05/25 19:28</p> <p>Your character 'Rob Stark' has returned from a gathering mission in 'Central Europe', you may have new objects in your refuge!</p> <p>FINISH MISSION</p> <p>WHAT HAPPENED DURING THE MISSION?</p>
Expected	<p>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.</p>  <p>Display no events Gathering mission finished!</p> <p>2018/05/25 19:28</p> <p>Your character 'Rob Stark' has returned from a gathering mission in 'Central Europe', you may have new objects in your refuge!</p> <p>FINISH MISSION</p> <p>WHAT HAPPENED DURING THE MISSION?</p>
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 screenshot shows the Acme Survival game interface. At the top, there's a navigation bar with icons for Player functions, Forum, Marketplace, and a player profile. Below the bar, the main content area displays a notification message: "Display notification" followed by "Gathering mission finished!". Underneath the message, it says "2018/05/25 19:28" and "Your character 'Rob Stark' has returned from a gathering mission in 'Central Europe', you may have new objects in your refuge!". There are two buttons at the bottom: "FINISH MISSION" and "WHAT HAPPENED DURING THE MISSION?".

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.

The screenshot shows a "Summary of mission" page. It starts with the heading "Summary of mission" and the sub-heading "Found resources during the mission", followed by a large empty rectangular box. Below that is another section with the heading "Found items during the mission", also followed by a large empty rectangular box. At the bottom of the page is a "FINISH MISSION" button.

Expected

The user will return to the notification list, and the notification of this gather mission won't be listed anymore.

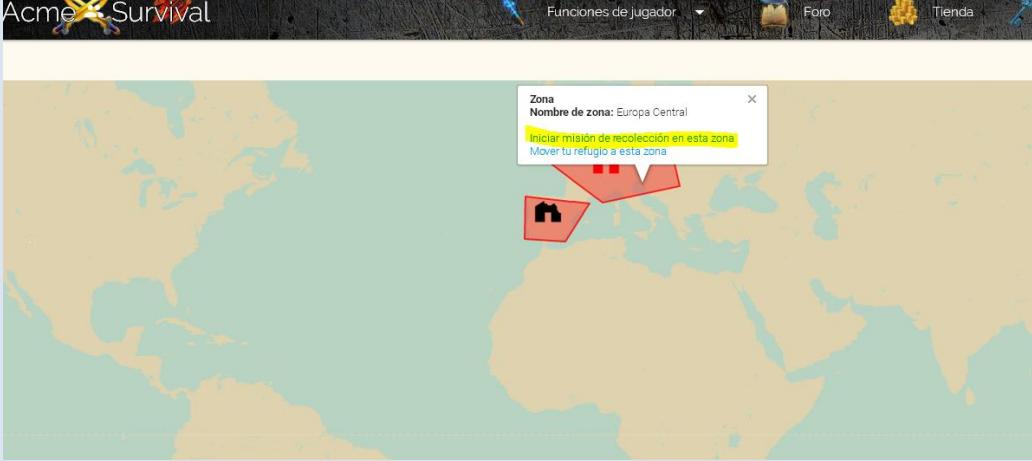
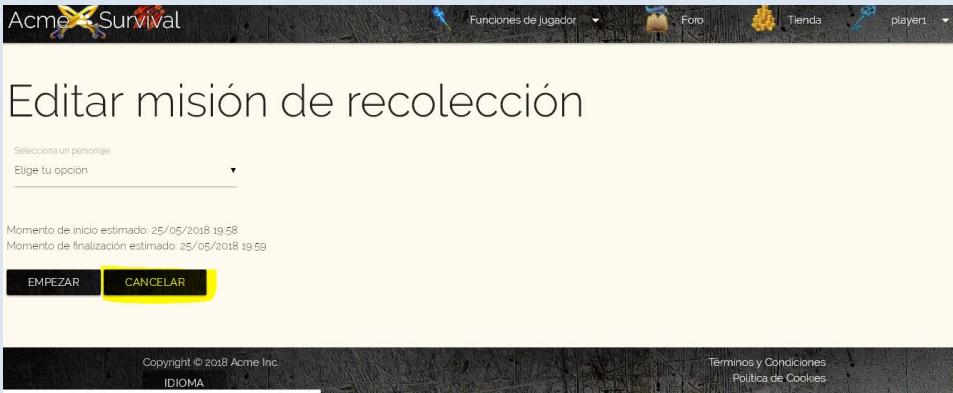
The screenshot shows the notification list. The heading "List of notifications" is displayed, followed by the message "Nothing found to display." At the bottom of the page, there are links for "Copyright © 2016 Acme Inc.", "LANGUAGE", "Terms & Conditions", and "Cookie Policy".

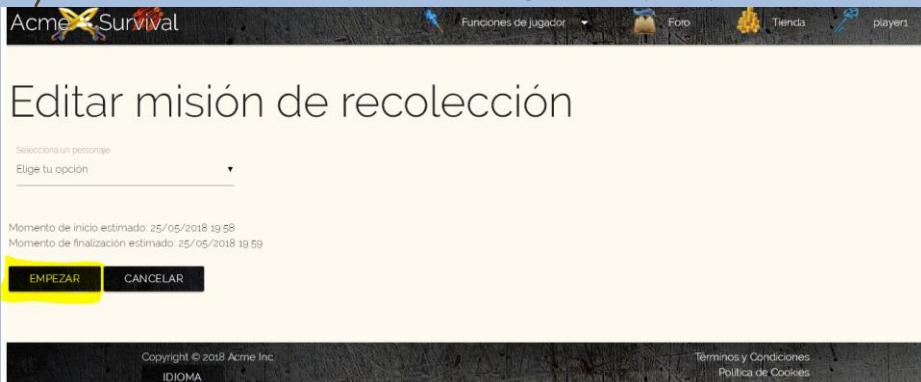
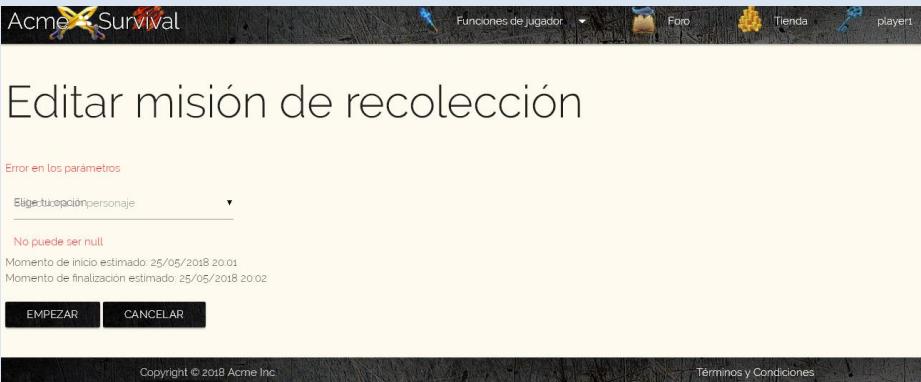
Outcome

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>

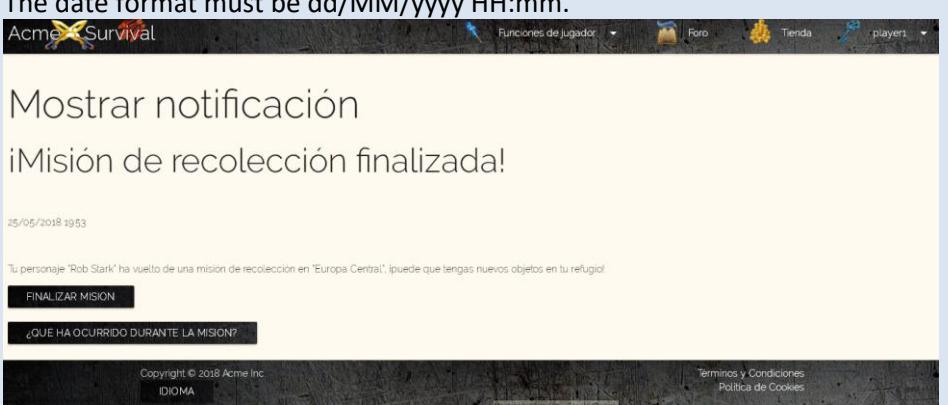
Description	<p>The user logs in as "player1" and makes sure the language is set to Spanish. He or she selects "Funciones de jugador" > "Ver el mapa" and clicks on the Location in Central Europe, called Europa central, and then on "Iniciar misión de recolección en esta zona". The user clicks on the "Cancelar" button.</p>
	 
Expected	<p>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.</p>
Outcome	<p>The outcome is the expected.</p>
Notes	<p>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.</p>

Test <#008>	
Description	<p><i>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 misión de recolección en esta zona". The user doesn't select any character and then clicks on the "Start" button.</i></p> 
Expected	<p>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.</p> 
Outcome	
Notes	<p>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.</p>

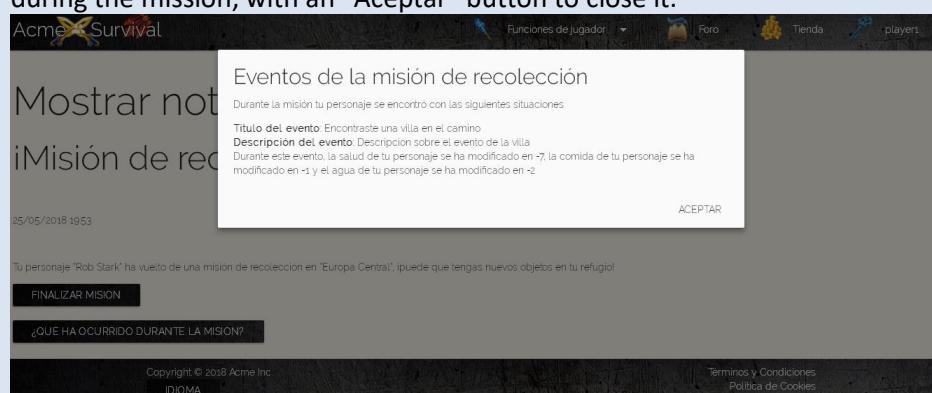
Test <#009>

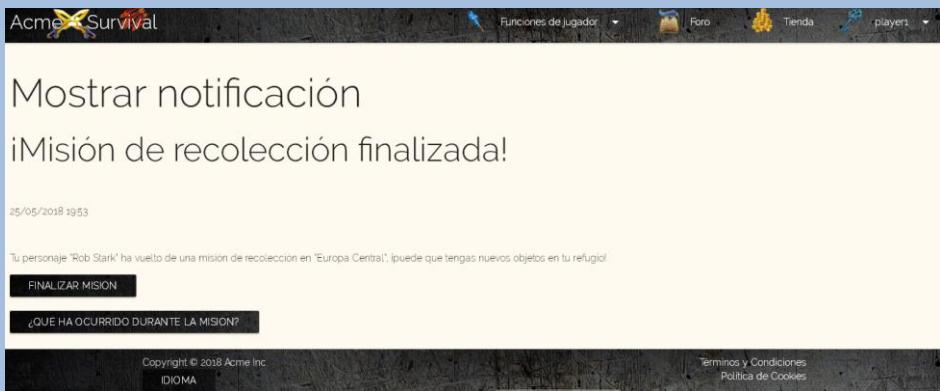
Description	<p>The user logs in as "player1" and makes sure the language is set to Spanish. He or she selects "Funciones de jugador" > "Ver el mapa" and clicks on the location in Europe, called Europa central, and then on "Empezar misión de recolección en esta zona". The user selects the character "Rob Stark" and then clicks on the "Empezar" button.</p>
Expected	<p>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.</p>
Outcome	<p>The outcome is the expected.</p>
Notes	<p>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.</p>

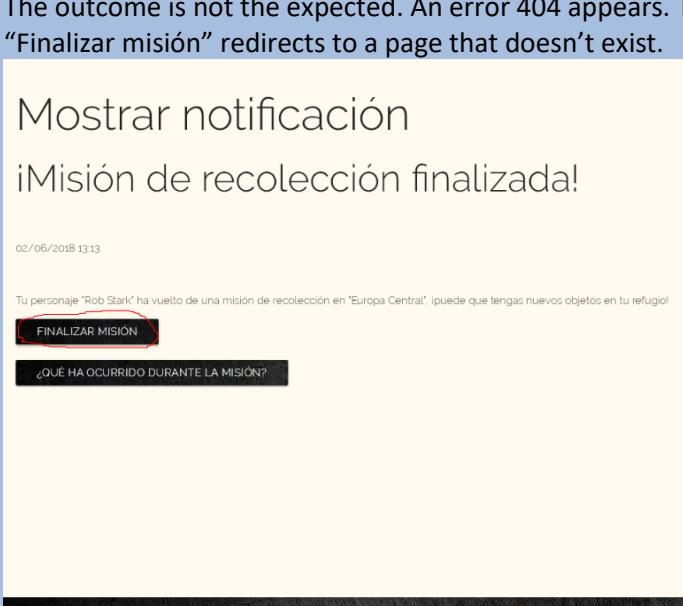
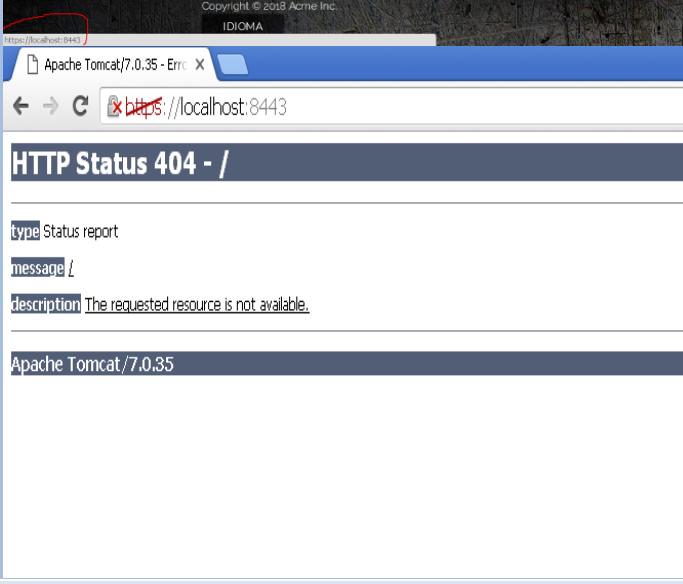
Test <#0010>

Description	<p>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".</p>
	<p>The user will then go to "Mis notificaciones", and click on the display button referring to the mission that has just ended.</p>
	<p>Expected</p> <p>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.</p>
	<p>Outcome</p> <p>The outcome is the expected.</p>
<p>Notes</p> <p>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.</p>	

Test <#011>

Description	<p>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 misión?", to see if an event happened.</p>
 <p>Mostrar notificación ¡Misión de recolección finalizada!</p> <p>25/05/2018 19:53</p> <p>Tu personaje 'Rob Stark' ha vuelto de una misión de recolección en 'Europa Central'. ¡Puedes que tengas nuevos objetos en tu refugio!</p> <p>FINALIZAR MISIÓN ¿QUÉ HA OCURRIDO DURANTE LA MISIÓN?</p> <p>Copyright © 2018 Acme Inc. IDIOMA Funciones de jugador Foro Tienda player1</p>	
Expected	<p>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.</p>
 <p>Mostrar notificación ¡Misión de recolección finalizada!</p> <p>Eventos de la misión de recolección</p> <p>Durante la misión tu personaje se encontró con las siguientes situaciones:</p> <p>Título del evento: Encontraste una villa en el camino Descripción del evento: Descripción sobre el evento de la villa Durante este evento, la salud de tu personaje se ha modificado en -7, la comida de tu personaje se ha modificado en -1 y el agua de tu personaje se ha modificado en -2</p> <p>ACEPTAR</p> <p>25/05/2018 19:53</p> <p>Tu personaje 'Rob Stark' ha vuelto de una misión de recolección en 'Europa Central'. ¡Puedes que tengas nuevos objetos en tu refugio!</p> <p>FINALIZAR MISIÓN ¿QUÉ HA OCURRIDO DURANTE LA MISIÓN?</p> <p>Copyright © 2018 Acme Inc. IDIOMA Funciones de jugador Foro Tienda player1</p>	
Outcome	The outcome is the expected.
Notes	The message is not the same as the one in the example image.

Test <#012>	
Description	<p><i>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.</i></p>  <p>The screenshot shows a game interface for 'Acme Survival'. At the top, there's a navigation bar with icons for 'Funciones de jugador', 'Foro', 'Tienda', and 'player1'. Below the bar, the main content area has a title 'Mostrar notificación' and a message '¡Misión de recolección finalizada!'. Underneath, there's a timestamp '25/05/2018 19:53' and a note: 'Tu personaje "Rob Stark" ha vuelto de una misión de recolección en "Europa Central", ¡puedes que tengas nuevos objetos en tu refugio!' followed by two buttons: 'FINALIZAR MISIÓN' and '¿QUÉ HA OCURRIDO DURANTE LA MISIÓN?'. At the bottom, there are links for 'Copyright © 2018 Acme Inc.', 'IDIOMA', 'Términos y Condiciones', and 'Política de Cookies'.</p>
Expected	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	 <p>The screenshot shows a game interface for 'Acme Survival'. At the top, there's a navigation bar with icons for 'Funciones de jugador', 'Foro', 'Tienda', and 'player1'. Below the bar, the main content area has a title 'Resumen de la misión' and a subtitle 'Recursos encontrados durante la misión'. A large empty rectangular box follows. Below that, another subtitle 'Objetos encontrados durante la misión' is shown, followed by another large empty rectangular box containing icons for a sword and a backpack. At the bottom of the screen is a single button labeled 'FINALIZAR MISIÓN'.</p>
Expected	The user will return to the notification list, and the notification of this gather mission won't be listed anymore.

	 <p>The screenshot shows the game's main menu with a dark, textured background. At the top, there's a navigation bar with icons for 'Funciones de jugador' (Player Functions), 'Foro' (Forum), 'Tienda' (Store), and a dropdown for 'player1'. Below the bar, the title 'Acme Survival' is displayed next to a small logo. The main content area is titled 'Lista de notificaciones' (List of notifications) and contains the message 'Nada para mostrar.' (Nothing to show.). At the bottom, there's a footer with links to 'Copyright © 2018 Acme Inc.', 'IDIOMA' (Language), 'Terminos y Condiciones' (Terms and Conditions), and 'Política de Cookies' (Cookie Policy).</p>
Outcome	<p>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.</p>  <p>This screenshot shows a mission completion message. It starts with 'Mostrar notificación' (Show notification) and then displays '¡Misión de recolección finalizada!' (Collection mission completed!). Below this, the date '02/06/2018 13:13' is shown. A message states: 'Tu personaje 'Rob Stark' ha vuelto de una misión de recolección en "Europa Central". ¡Puedes que tengas nuevos objetos en tu refugio!' (Your character 'Rob Stark' has returned from a collection mission in "Europe Central". You may have new objects in your shelter!). Two buttons are present: a red-bordered 'FINALIZAR MISIÓN' (Finish mission) button and a black '¿QUÉ HA OCURRIDO DURANTE LA MISIÓN?' (What happened during the mission?) button.</p>
Notes	 <p>This screenshot shows an Apache Tomcat 404 error page. The URL in the browser address bar is 'https://localhost:8443'. The error message is 'HTTP Status 404 - /'. The page includes standard error reporting details: type 'Status report', message 'The requested resource is not available.', and description 'The requested resource is not available.'. At the bottom, it says 'Apache Tomcat/7.0.35'.</p>

Use case 008 – List ItemDesign

Description

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

Access

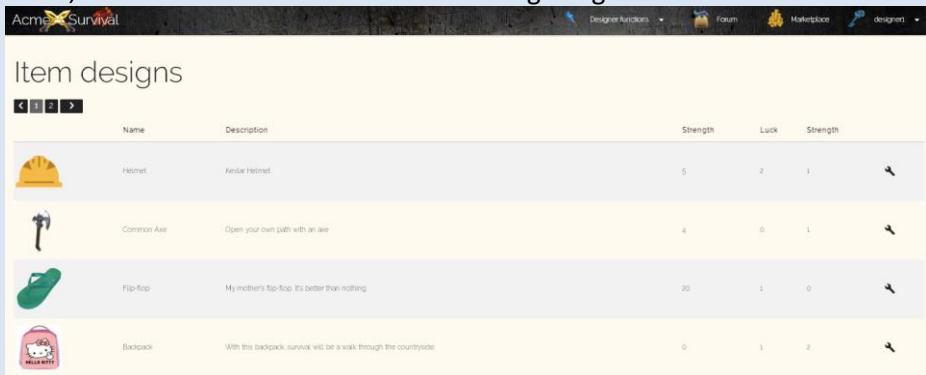
Designer functions > Draft Mode Tools

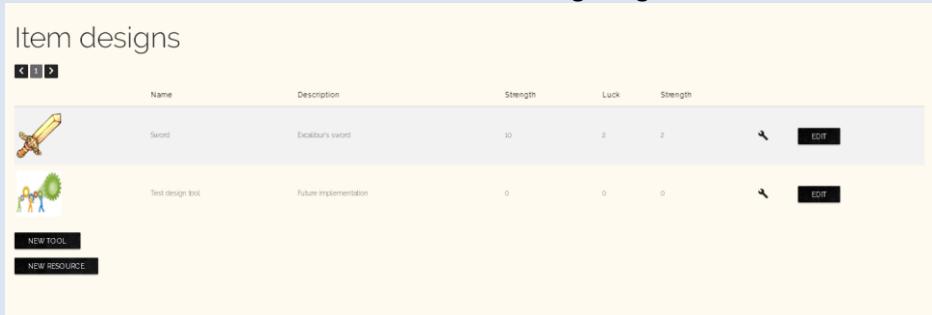
Designer functions > Final Mode Tools

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"
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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.
	<p>Create/Edit a item design</p> <p>Required fields are indicated with *</p> <p>Name (Spanish)*</p> <p>Description (Spanish)*</p> <p>Name (English)*</p> <p>Description (English)*</p> <p>Image* Upload a file Use an URL https://</p> <p>Sketch*</p> <p>Link*</p> <p>Detail*</p> <p><input type="checkbox"/> Post now SAVE CANCEL</p> 

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".

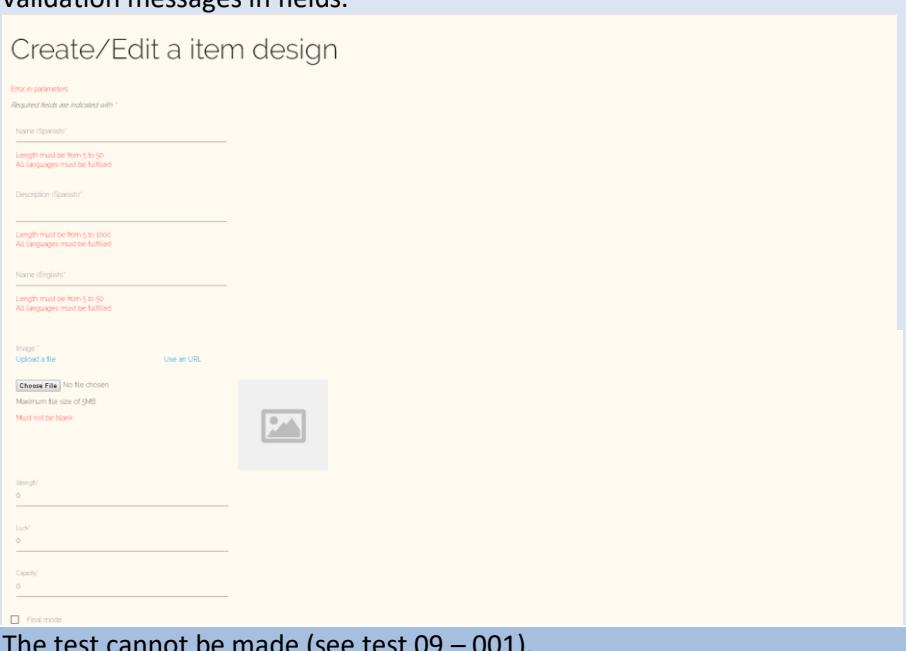
Room design list

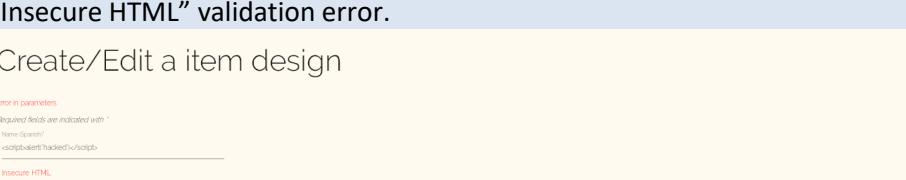
< | 1 | >

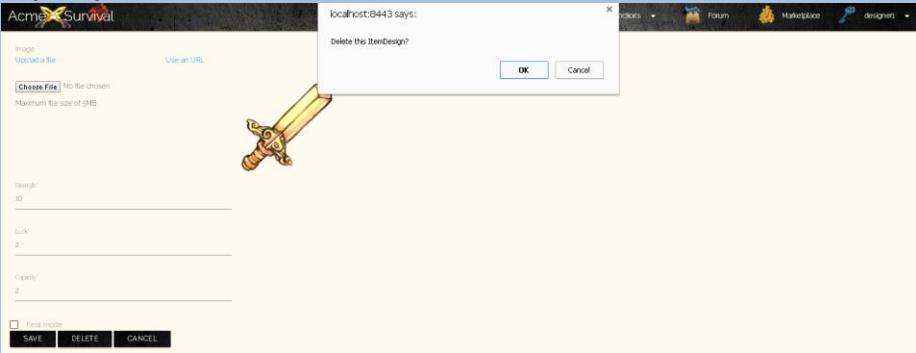
Name	Description	Room type	EDIT	SET FINAL MODE
Restoration room in process	Future implementation.	Restoration room	EDIT	SET FINAL MODE
Warehouse in process	Future implementation.	Warehouse	EDIT	SET FINAL MODE
Testing barrack	English test barracks	Barrack	EDIT	SET FINAL MODE
Test barrack	Future implementation.	Barrack	EDIT	SET FINAL MODE
Resource room in process	Future implementation.	Resource room	EDIT	SET FINAL MODE

CREATE BARRACK
CREATE WAREHOUSE
CREATE RESTORATION ROOM
CREATE RESOURCE ROOM

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.
<p>Create/Edit a item design</p> 	
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.
<p>Create/Edit a item design</p> 	
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 <i>delete button and you confirm</i> .
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” <i>checkbox</i> .
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(Ingles) : “<script>alarm('Hacked!'); </script>”, Descripción(Español) : “This is a test”, Descripción(Ingles) : “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	

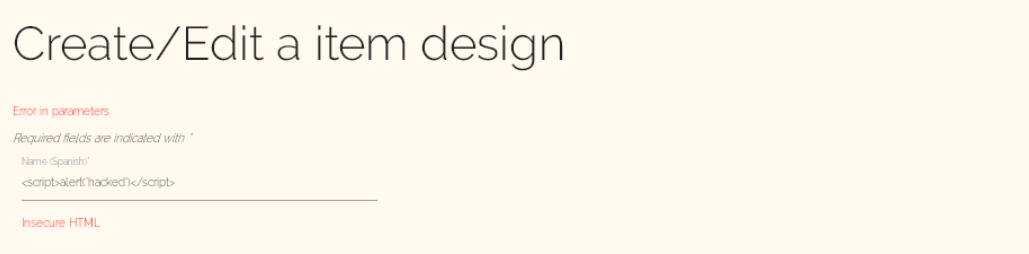
Test <#0010>	
Description	Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Tool view, you press the “Guardar” button inserting the following data: Nombre(Español) : “Nombre de prueba”, Nombre(Ingles) : “Test name”, Descripción(Español) : “This is a test”, Descripción(Ingles) : “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.
	<p>Create/Edit a item design</p> <p>Required fields are indicated with *</p> <p>Name (Spanish)*</p> <input type="text"/> <p>Description (Spanish)*</p> <input type="text"/> <p>Name (English)*</p> <input type="text"/> <p>Description (English)*</p> <input type="text"/> <p>Image * <input type="button" value="Upload a file"/> <input type="button" value="Use an URL"/></p> <p>Https://</p> <input type="text"/>  <p>Width*</p> <input type="text"/> <p>Height*</p> <input type="text"/> <p>Area*</p> <input type="text"/> <p>Wool*</p> <input type="text"/> <p><input type="checkbox"/> Final mode</p>
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	<p>The system must redirect you to the same view (create Resource) but showing validation messages in fields.</p> <p>Create/Edit a item design</p> <p>Error in parameters</p> <p>Required fields are indicated with *</p> <p>Name (Spanish)*</p> <input type="text"/> <small>Length must be from 3 to 50 All languages must be fulfilled</small> <p>Description (Spanish)*</p> <input type="text"/> <small>Length must be from 5 to 1000 All languages must be fulfilled</small> <p>Name (English)*</p> <input type="text"/> <small>Length must be from 3 to 50 All languages must be fulfilled</small> <p>Image * <input type="button" value="Upload a file"/> <input type="button" value="Use an URL"/></p> <p>Https://</p> <input type="text"/> <p><input checked="" type="checkbox"/> No the chosen Maximum file size of [4M] Must not be blank</p>  <p>Width*</p> <input type="text"/> <p>Height*</p> <input type="text"/> <p>Area*</p> <input type="text"/> <p>Wool*</p> <input type="text"/> <p><input type="checkbox"/> Final mode</p> <p>SAVE CANCEL</p>
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.
Notes	
Outcome	The test cannot be made (see test 09 – 001).

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 <i>delete button and you confirm</i> .
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(Ingles) : “<script>alarm('Hacked!'); </script>”, Descripción(Español) : “This is a test”, Descripción(Ingles) : “This is a test”, Imagen : “ https://www.myimage.com ”, Aqua : 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(Ingles) : “Test name”, Descripción(Español) : “This is a test”, Descripción(Ingles) : “This is a test”, Imagen : “ https://www.myimage.com ”, Aqua : 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

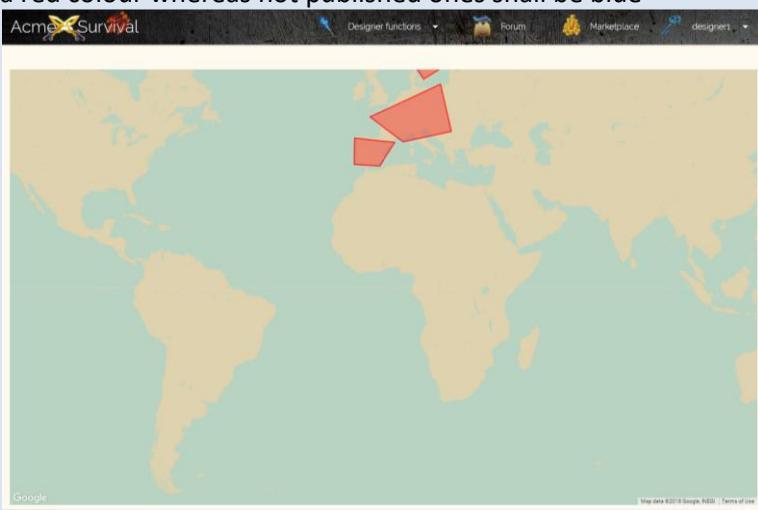
Description

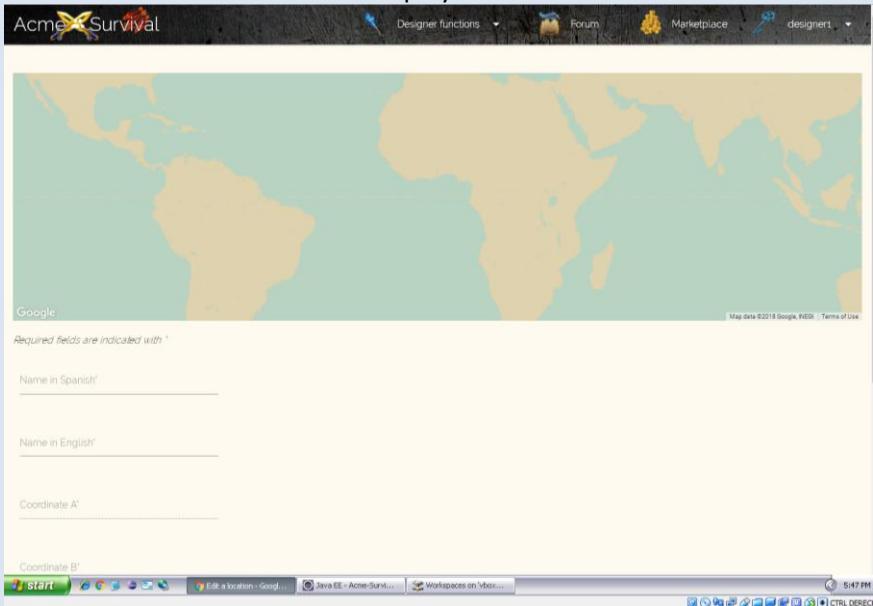
A user logged as a designer wants to create or edit one or more locations for the player's map, so he or she goes to the “Designer functions” menu and selects “Display the locations”.

Access

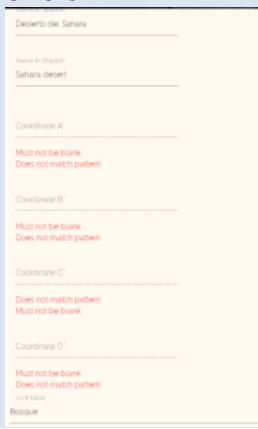
Designer functions > Display the locations

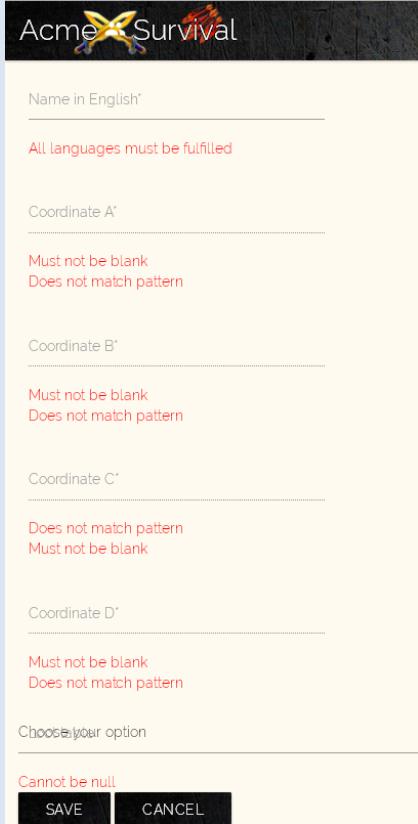
Tests

Test <#001> Display locations	
Description	<i>The user logs in as “designer1”. He or she selects “Designer functions” > “Display the locations”</i>
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	

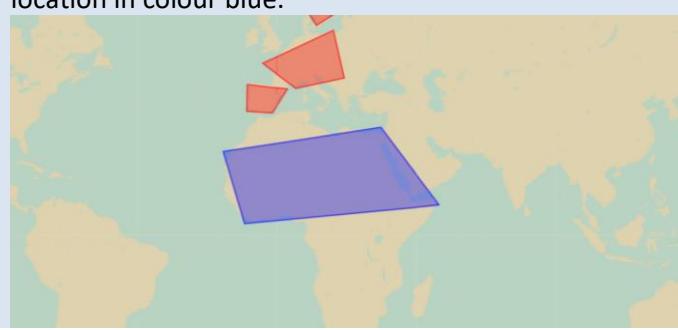
Test <#002> Create a location	
Description	<i>The user presses the button named "Create" at the bottom of the map.</i>
Expected	The system must redirect you to a view that has a map on the top part and a form to modify the location parameters in the bottom part. In the map the rest of the locations should be displayed.  A screenshot of a web-based application interface. At the top, there is a navigation bar with icons for 'Designer functions', 'Forum', 'Marketplace', and a user account labeled 'designer1'. Below the navigation bar is a large world map with various locations highlighted in yellow. Underneath the map, there is a form with three input fields: 'Name in Spanish' (with a placeholder 'Name in Spanish*'), 'Name in English' (with a placeholder 'Name in English*'), and 'Coordinate A' (with a placeholder 'Coordinate A*'). At the bottom of the page, there is a browser-style toolbar with icons for 'Start', 'Edit a location - Google', 'Java EE - Acme-Survi...', and 'Workspaces on Vbox...'. The status bar at the bottom right shows the time as '5:47 PM'.
Outcome	The outcome is the expected one.
Notes	

Test <#003> Leave the coordinates as blank

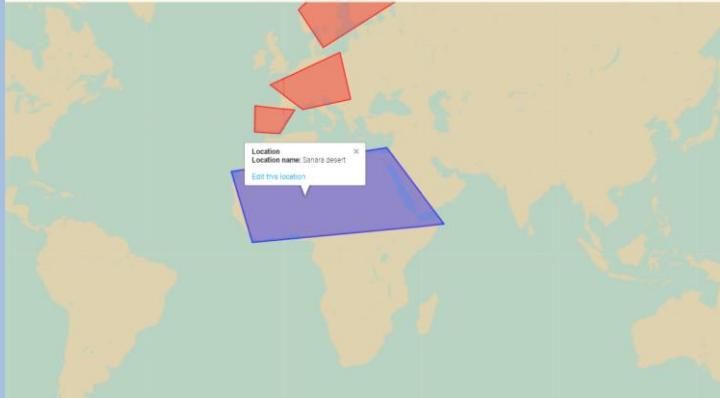
Description	<p><i>In the create view, the user introduces "Desierto del Sahara" in the Name in Spanish input, "Sahara Dessert" in the name in English and select "Bosque" as the loot table.</i></p> <p>Required fields are indicated with *</p>  <p>The screenshot shows a form with several input fields. The 'Name in Spanish' field contains 'Desierto del Sahara'. The 'Name in English' field contains 'Sahara desert'. The 'Coordinate A' field is empty. The 'Coordinate B' field is empty. The 'Coordinate C' field is empty. The 'Coordinate D' field is empty. The 'Loot Table' dropdown menu is open, showing 'Bosque' selected. Below the form are two buttons: 'SAVE' and 'CANCEL'.</p>
Expected	<p>The system must redirect you to the same view, showing the validation errors.</p>  <p>The screenshot shows the same form as above, but now with validation errors. The 'Coordinate A' field has a red error message: 'Must not be blank' and 'Does not match pattern'. The 'Coordinate B' field has a red error message: 'Must not be blank' and 'Does not match pattern'. The 'Coordinate C' field has a red error message: 'Does not match pattern' and 'Must not be blank'. The 'Coordinate D' field has a red error message: 'Must not be blank' and 'Does not match pattern'. The 'Loot Table' dropdown menu is still open, showing 'Bosque' selected. Below the form are two buttons: 'SAVE' and 'CANCEL'.</p>
Outcome	<p>The outcome is the expected one.</p>
Notes	

Test <#004> Leave all fields in blank	
Description	<i>In the create view, the user presses the save button, without entering any information.</i>
Expected	The system must redirect you to the same view, showing multiple validation errors.  A screenshot of a web application titled "Acme Survival". The page shows several input fields with validation errors: <ul style="list-style-type: none">Name in English*: All languages must be fulfilledCoordinate A*: Must not be blank, Does not match patternCoordinate B*: Must not be blank, Does not match patternCoordinate C*: Does not match pattern, Must not be blankCoordinate D*Choose your option: Cannot be null At the bottom are two buttons: "SAVE" and "CANCEL".
Outcome	The outcome is the expected one.
Notes	

Test <#005> Create a location

Description	<p><i>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):</i></p>
	
Expected	<p>The system must redirect to the map view, displaying the newly created location in colour blue.</p> 
Outcome	The outcome is the expected one.
Notes	

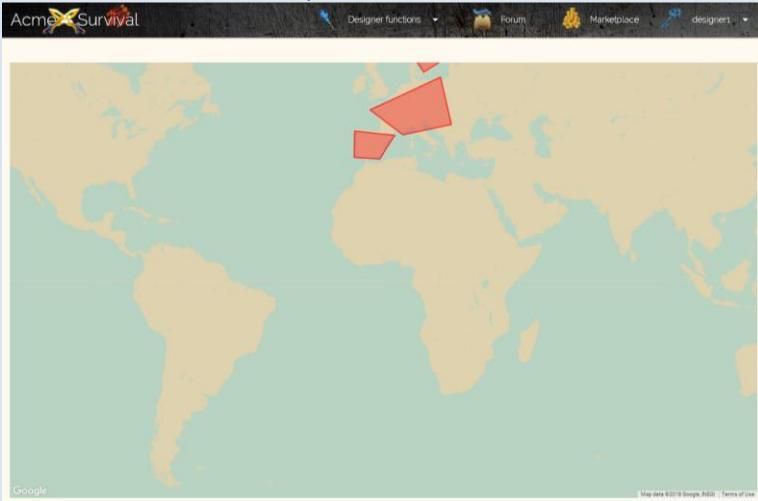
Test <#006> Editing a location

Description	<p><i>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.</i></p> 
Expected	<p>The system must redirect the user to the edit view, displaying the location that you are editing as green and placed in the map.</p> 
Outcome	<p>The outcome is the expected one.</p>
Notes	

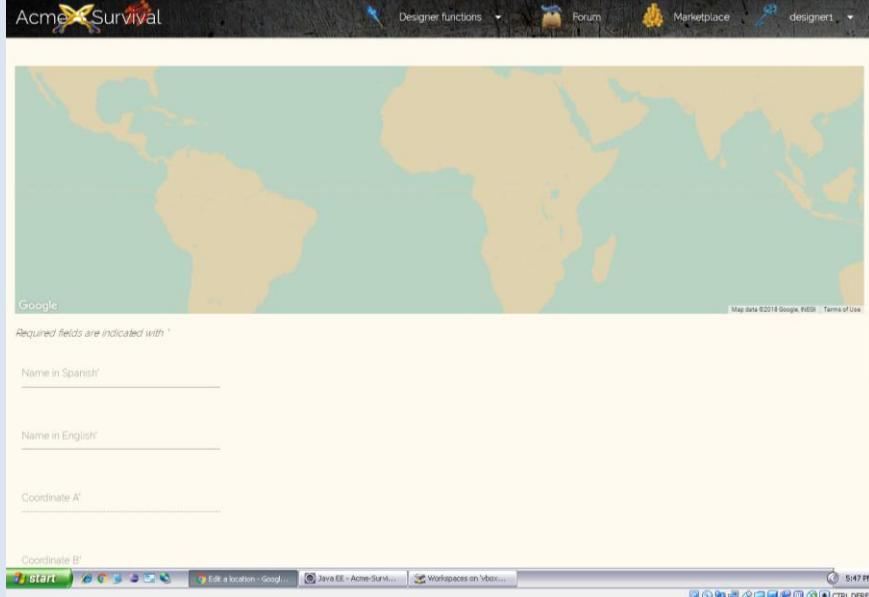
Test <#007> Deleting a location	
Description	<i>The user is in the edit location view, he/she presses the Delete button, after a warning message appears, he accepts the deletion.</i>
Expected	The system must redirect the user to the map view, now without the sahara desert location.
Outcome	The outcome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

Test <#008> Publishing a location	
Description	<i>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.</i>
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	<i>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.</i>
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	

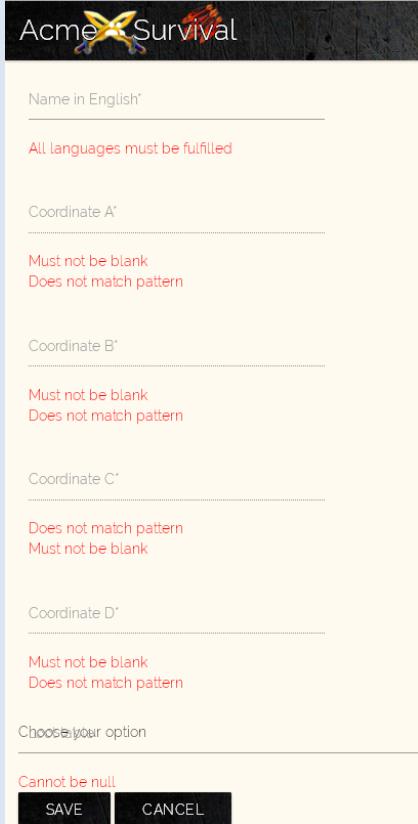
Test <#010> Display locations in Spanish	
Description	<i>The user logs in as "designer1". He or she selects "Funciones de diseñador" > "Mostrar las zonas"</i>
Expected	<p>The system must display a map, the published locations must be displayed in a red colour whereas not published ones shall be blue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

Test <#011> Create a location in Spanish

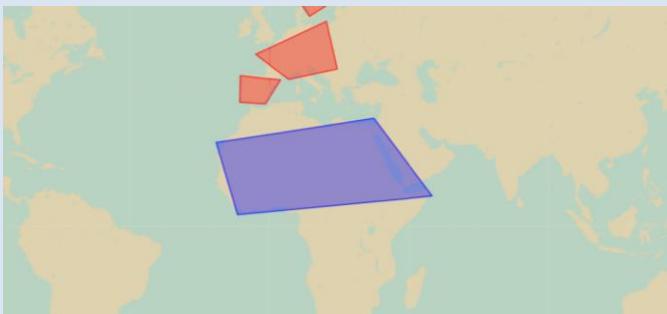
Description	<i>The user presses the button named "Crear" at the bottom of the map.</i>
Expected	<p>The system must redirect you to a view that has a map on the top part and a form to modify the location parameters in the bottom part. In the map the rest of the locations should be displayed.</p>  <p>The screenshot shows a web interface for 'Acme Survival'. At the top, there's a navigation bar with links for 'Designer functions', 'Forum', 'Marketplace', and a user account 'designer1'. Below the navigation is a large world map with green and yellow regions. Underneath the map is a form with three input fields: 'Name in Spanish' (with placeholder 'Name in Spanish*'), 'Name in English' (with placeholder 'Name in English*'), and 'Coordinate A' (with placeholder 'Coordinate A*'). At the bottom of the page, there's a toolbar with icons for 'Start', 'Edit a location - Google...', 'Java EE - Acme-Survi...', and 'Workspaces on Vbox...'. The status bar at the bottom right shows the time as '5:47 PM'.</p>
Outcome	The outcome is the expected one.
Notes	

Test <#012> Leave the coordinates as blank in Spanish

Description	<p><i>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.</i></p>
Expected	<p>The system must redirect you to the same view, showing the validation errors.</p>
Outcome	<p>The outcome is the expected one.</p>
Notes	

Test <#013> Leave all fields in blank in Spanish	
Description	<i>In the create view, the user presses the save button, without entering any information.</i>
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	<p><i>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):</i></p>
	
Expected	<p>The system must redirect to the map view, displaying the newly created location in colour blue.</p> 
Outcome	<p>The outcome is the expected one.</p>
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 deletion.
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	<i>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.</i>
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	<i>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.</i>
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	

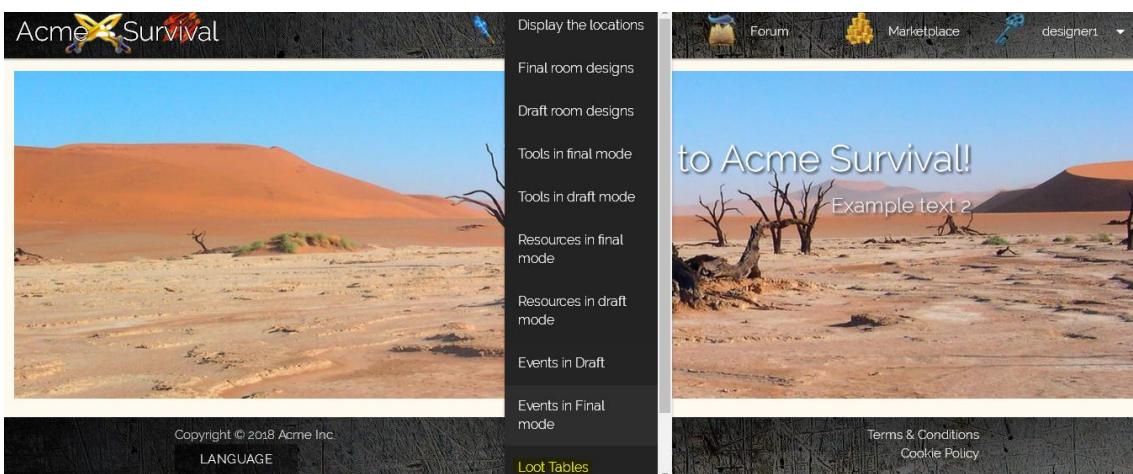
Use case 011 – LootTables

Description

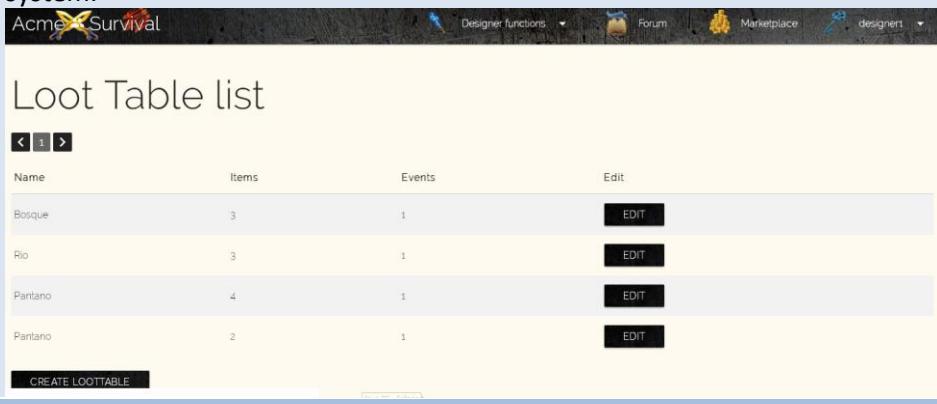
A user logged as a designer wants to list all the loot tables in the system, so he or she goes to the “designer functions” menu and selects “Loot tables”.

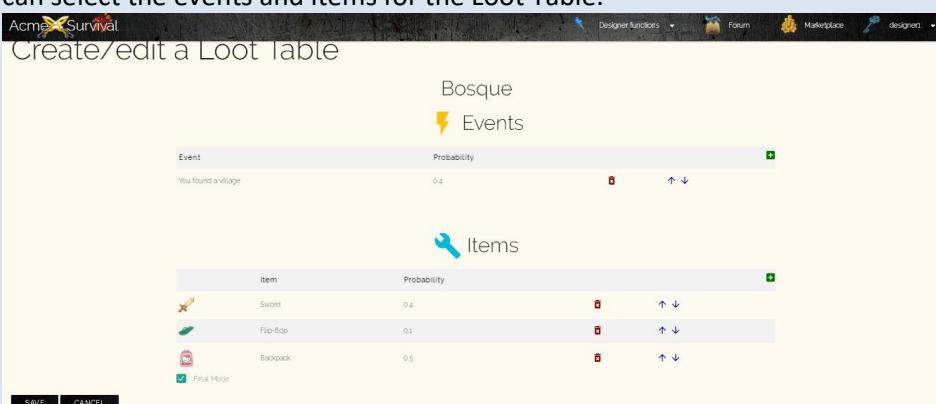
Access

Designer functions > Loot Tables

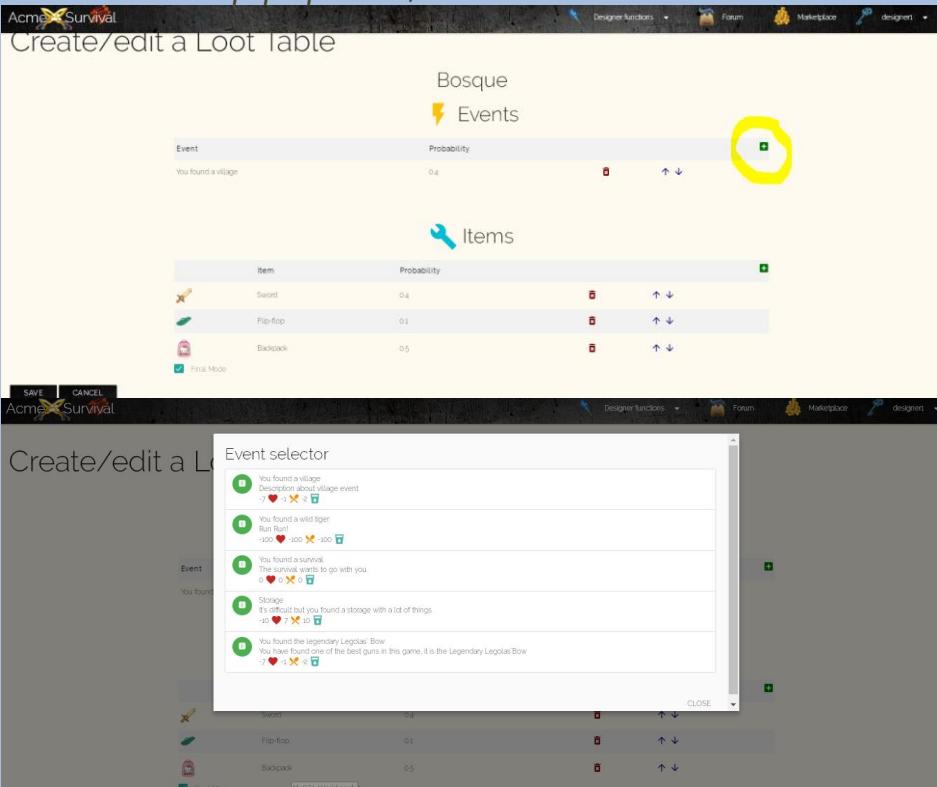


Tests

Test <#001>																					
Description	The user logs in as "designer1". He or she selects "Designer Functions" > "Loot Tables".																				
Expected	  <p>The system must redirect you to the list of loot tables that are currently in the system.</p>  <table border="1"> <thead> <tr> <th>Name</th> <th>Items</th> <th>Events</th> <th>Edit</th> </tr> </thead> <tbody> <tr> <td>Bosque</td> <td>3</td> <td>1</td> <td>EDIT</td> </tr> <tr> <td>Rio</td> <td>3</td> <td>1</td> <td>EDIT</td> </tr> <tr> <td>Pantano</td> <td>4</td> <td>1</td> <td>EDIT</td> </tr> <tr> <td>Pantano</td> <td>2</td> <td>1</td> <td>EDIT</td> </tr> </tbody> </table> <p>CREATE LOOTTABLE</p>	Name	Items	Events	Edit	Bosque	3	1	EDIT	Rio	3	1	EDIT	Pantano	4	1	EDIT	Pantano	2	1	EDIT
Name	Items	Events	Edit																		
Bosque	3	1	EDIT																		
Rio	3	1	EDIT																		
Pantano	4	1	EDIT																		
Pantano	2	1	EDIT																		
Outcome	The outcome is the expected one.																				
Notes																					

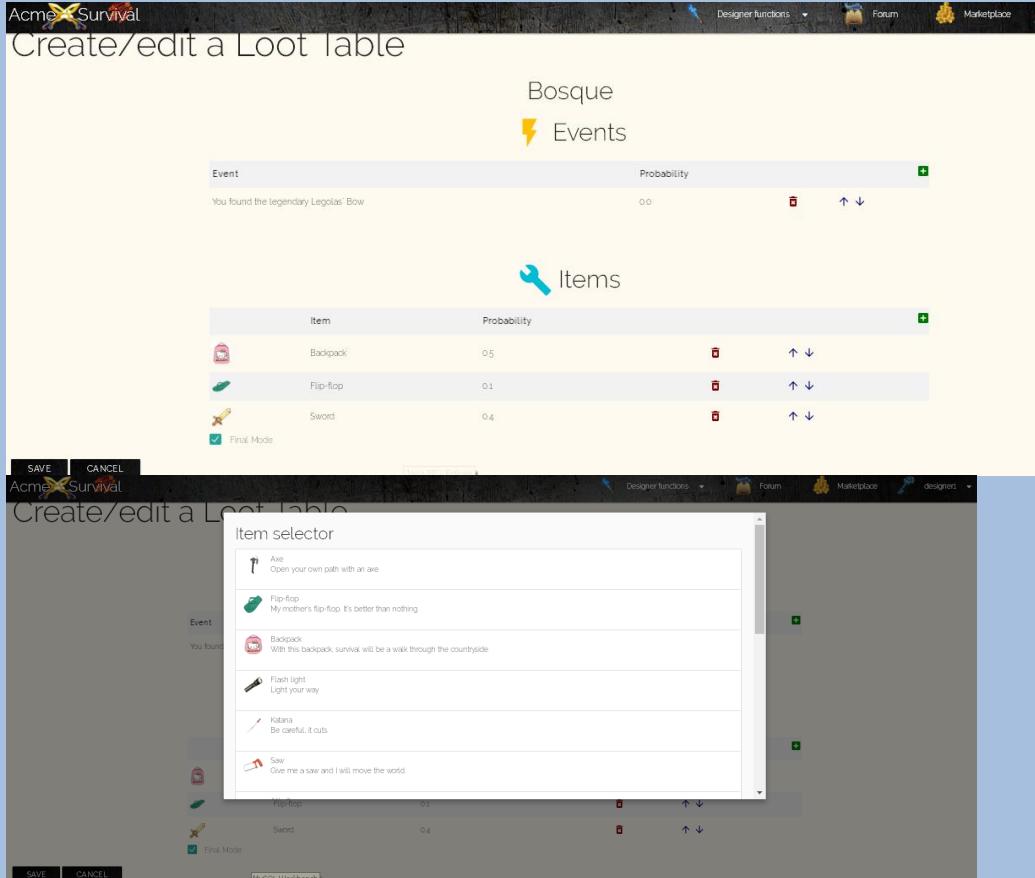
Test <#002>	
Description	<p>The user logs in as "designer1". He or she selects "Designer Functions" > "Loot Tables" and clicks on the "Edit" button of the first one called "Bosque".</p> 
Expected	<p>The system must redirect you to the "create / edit a Loot Table" view, where you can select the events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

Test <#003>

Description	<p>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.</p> 
Expected	<p>The system must redirect you to the "Loot Table list", and the "Bosque" loot table must have been updated with the new event.</p>
Outcome	<p>The outcome is the expected one.</p>
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.

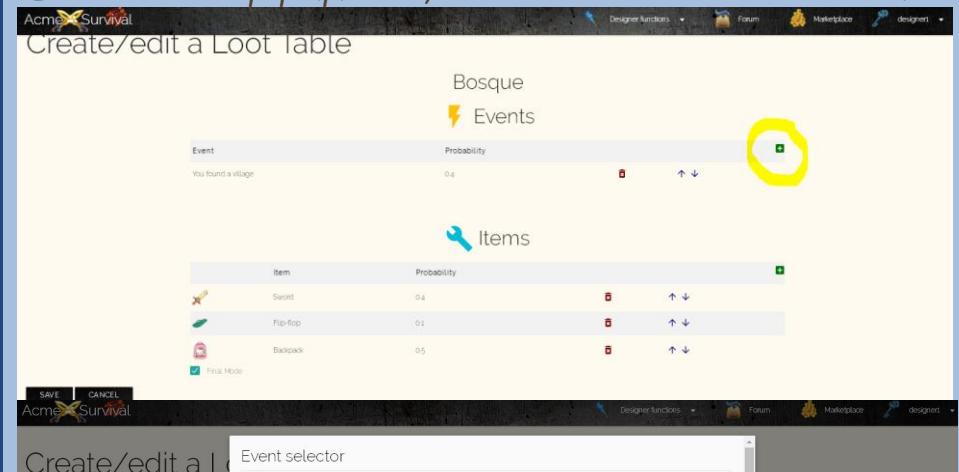
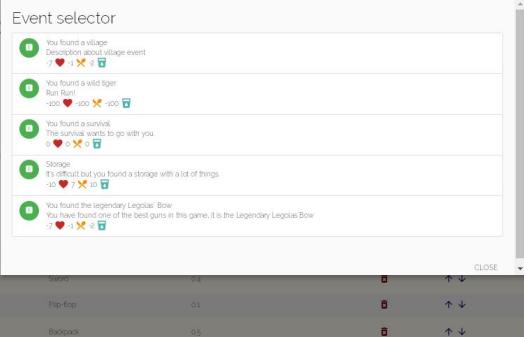


Expected The system must redirect you to the "Loot Table list", and the "Bosque" loot table must have been updated with the new item.

Outcome The outcome is the expected one.

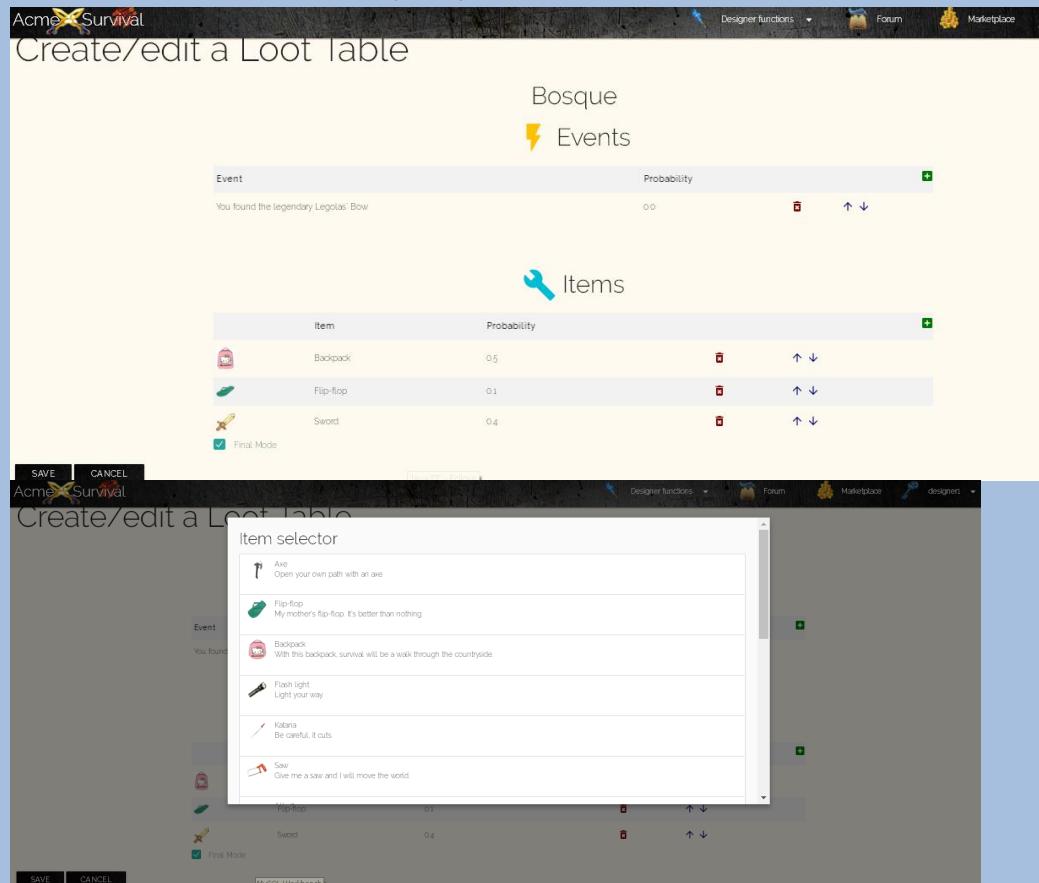
Notes

Test <#005>

Description	<p>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.</p>  
Expected	<p>The system must redirect you to the "Loot Table list", and the "Bosque" loot table must not have been updated with the new event.</p>
Outcome	<p>The outcome is the expected one.</p>
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.

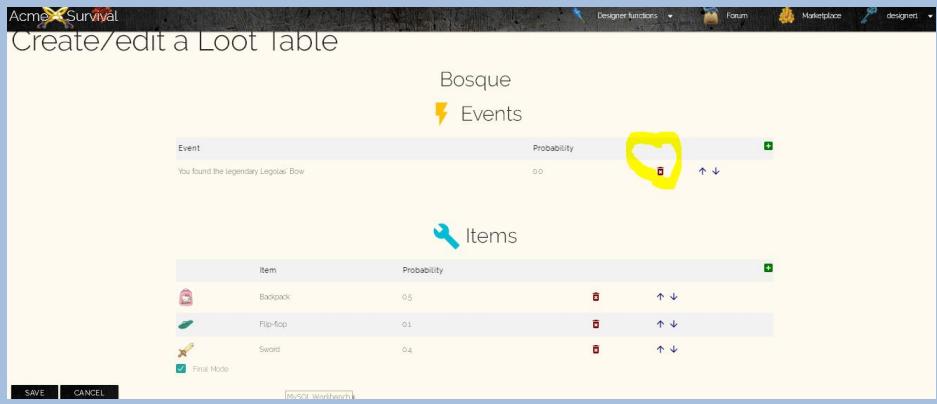


Expected The system must redirect you to the "Loot Table list", and the "Bosque" loot table must not have been updated with the new item.

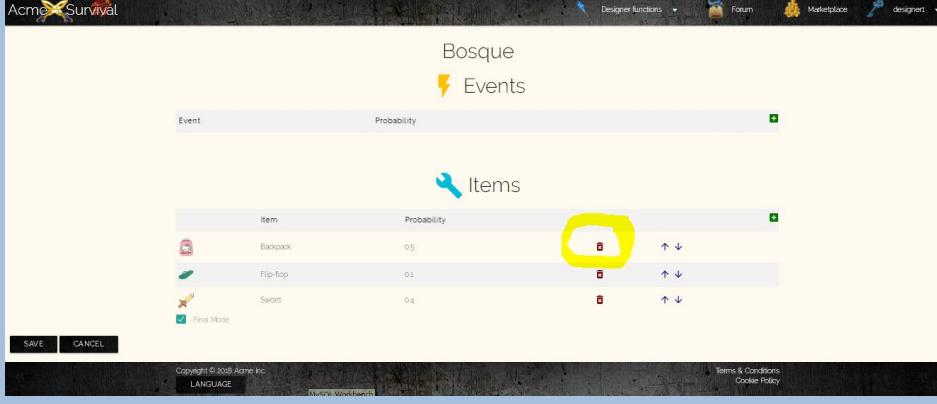
Outcome The outcome is the expected one.

Notes

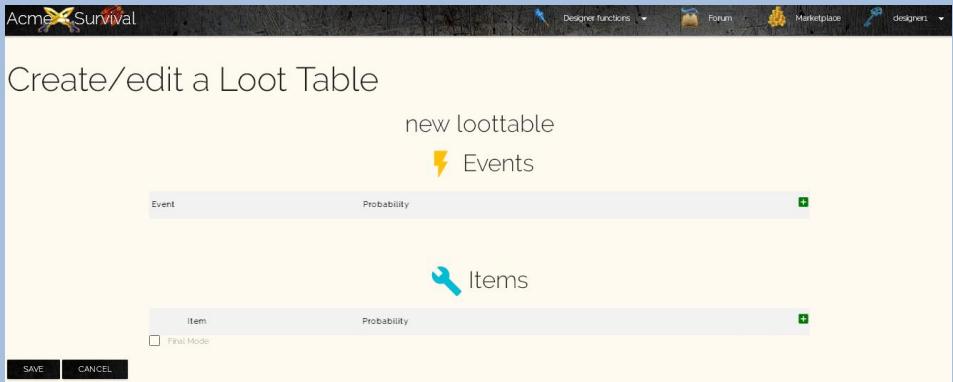
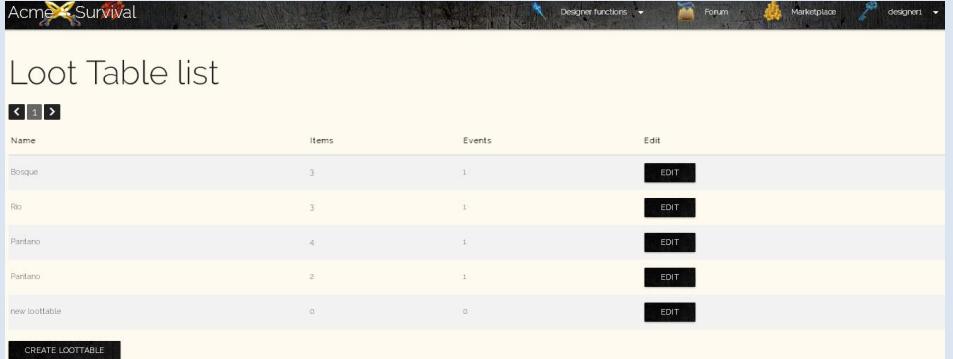
Test <#007>

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	<p>The user logs in as "designer1". He or she selects "Designer Functions" > "Loot Tables" and clicks on the "Create Lootable" 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.</p> 
Expected	<p>The system must redirect you to the "Loot Table list", and the "new loottable" loot table must have been created.</p> 
Outcome	<p>The outcome is the expected one.</p>
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.

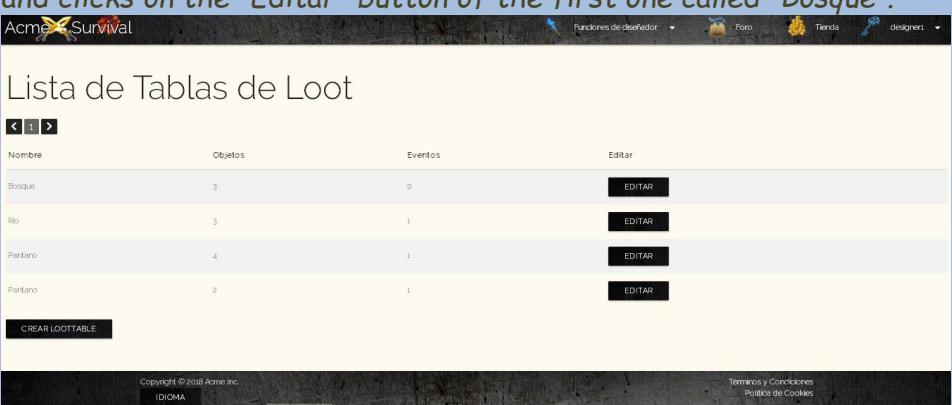
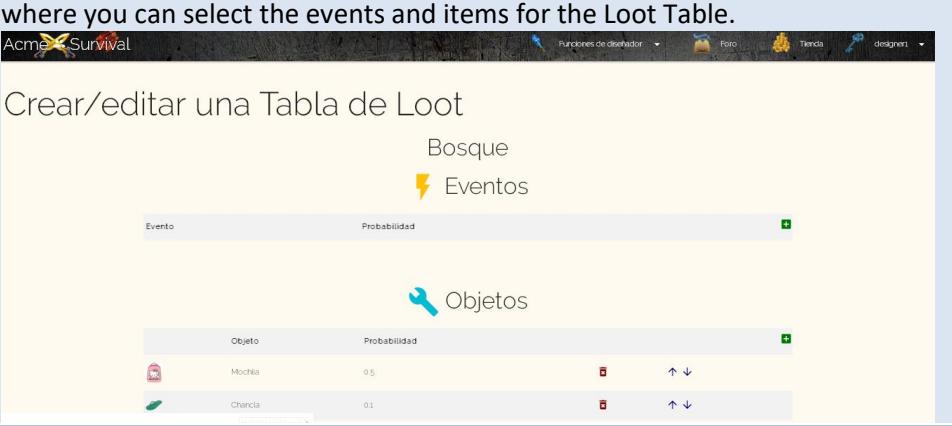
Nombre	Objetos	Eventos	Editar
Bosque	3	0	EDITAR
Rio	3	1	EDITAR
Pantano	4	1	EDITAR
Pantano	2	1	EDITAR

CREATE LOOTTABLE

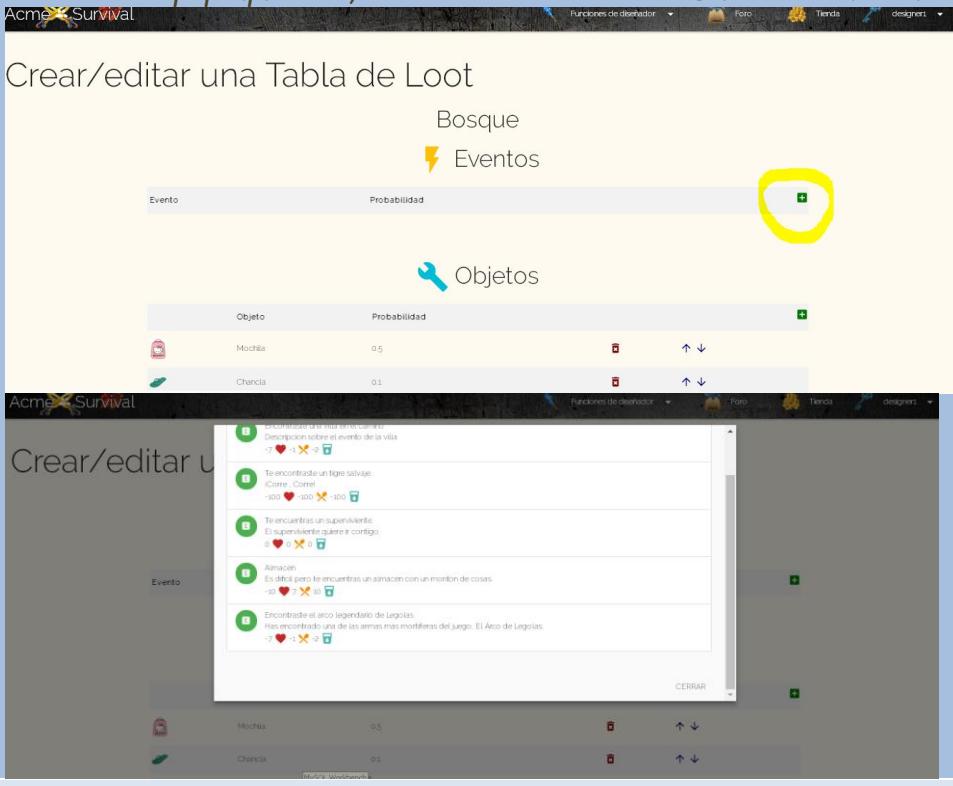
Outcome The outcome is the expected one.

Notes

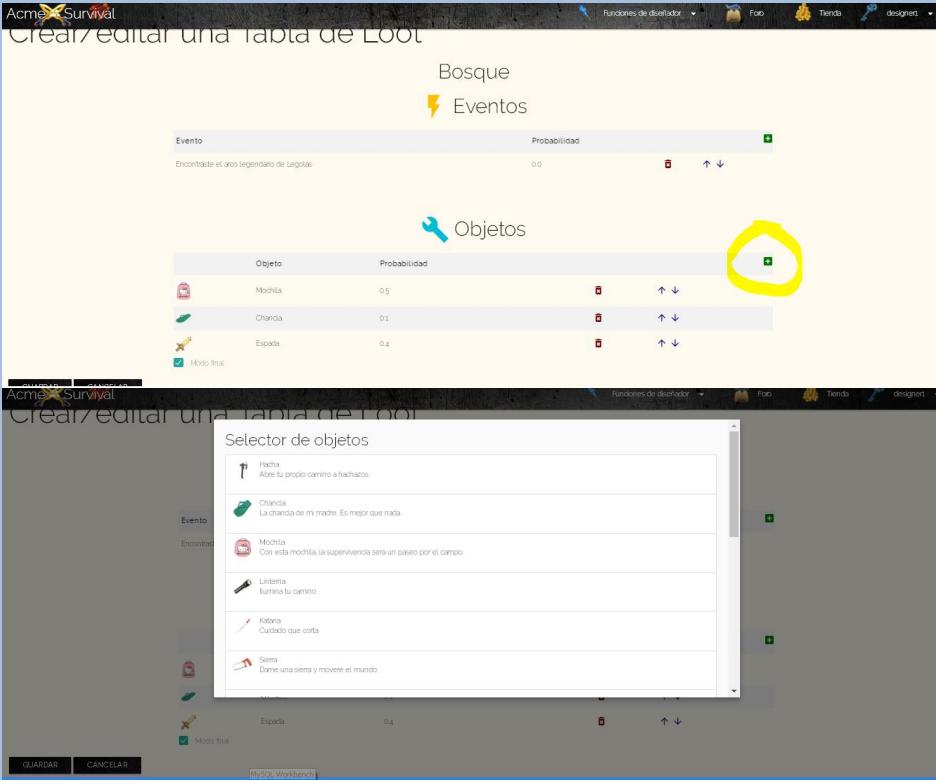
Test <#011>

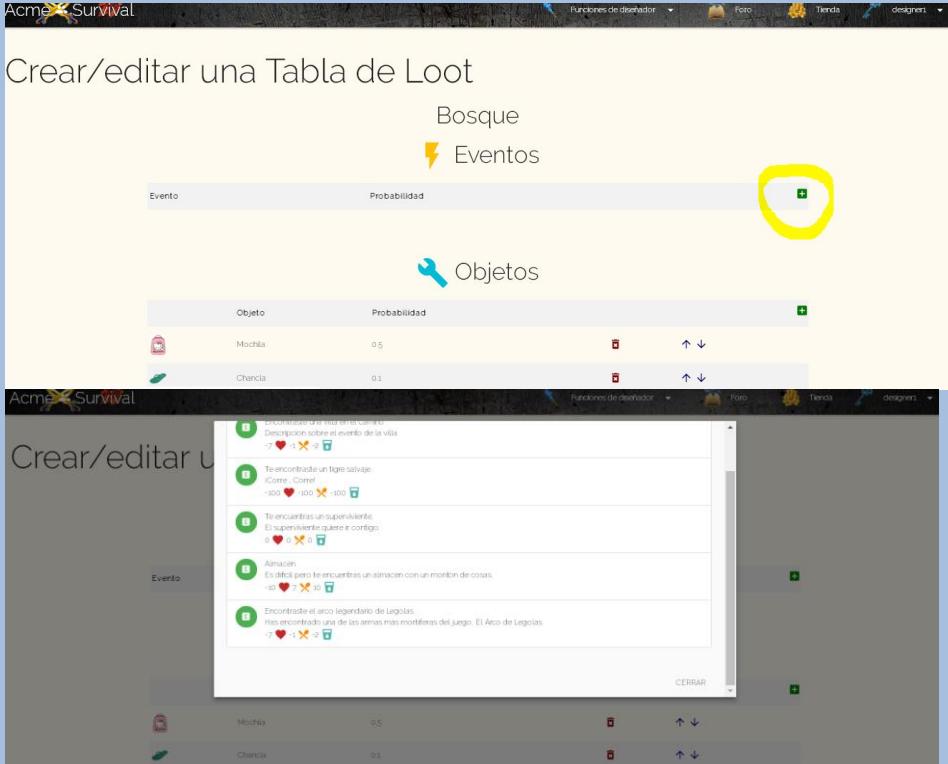
Description	<p><i>The user logs in as "designer1" and makes sure the language is set to Spanish. He or she selects "Funciones de diseñador" > "Tablas de Loot" and clicks on the "Editar" button of the first one called "Bosque".</i></p> 
Expected	<p>The system must redirect you to the “crear / editar una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

Test <#012>

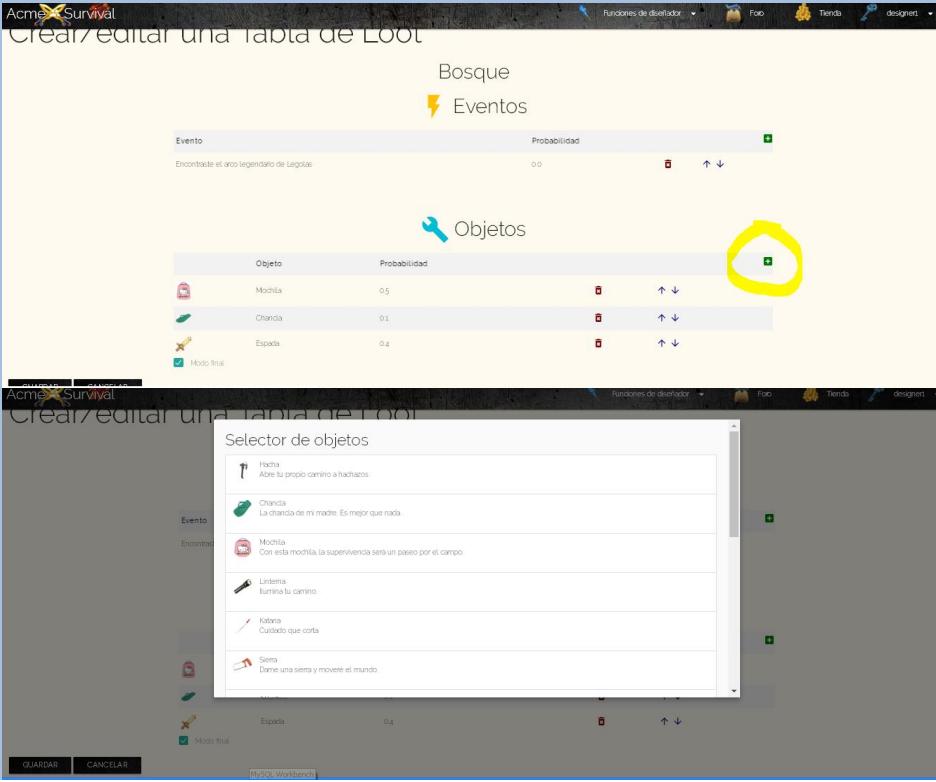
Description	<p>The user logs in as "designer1" and makes sure the language is set to Spanish. He or she selects "Funciones de diseñador" > "Tablas de Loot" and clicks on the "Editar" button of the first one called "Bosque". Then, he or she clicks on the "Añadir evento" button (the green cross), and selects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

Test <#014>	
Description	<p>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.</p> 
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	

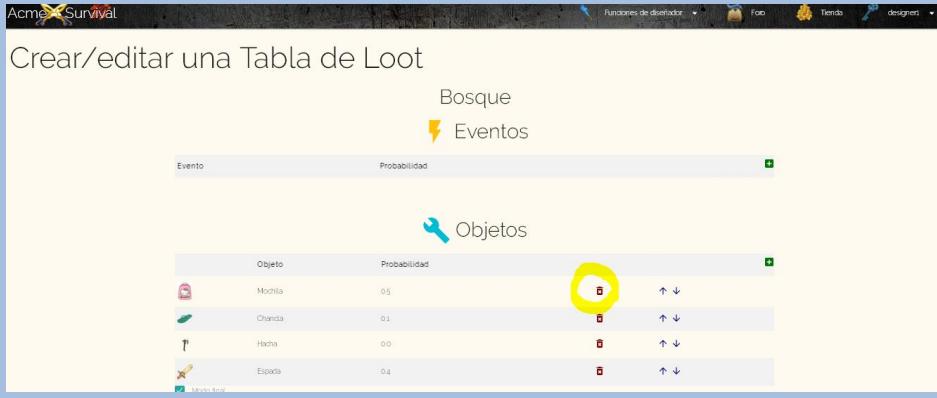
Test <#015>

Description	<p>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.</p> 
Expected	<p>The system must redirect you to the "Loot Table list", and the "Bosque" loot table must not have been updated with the new item.</p>
Outcome	<p>The outcome is the expected one.</p>
Notes	

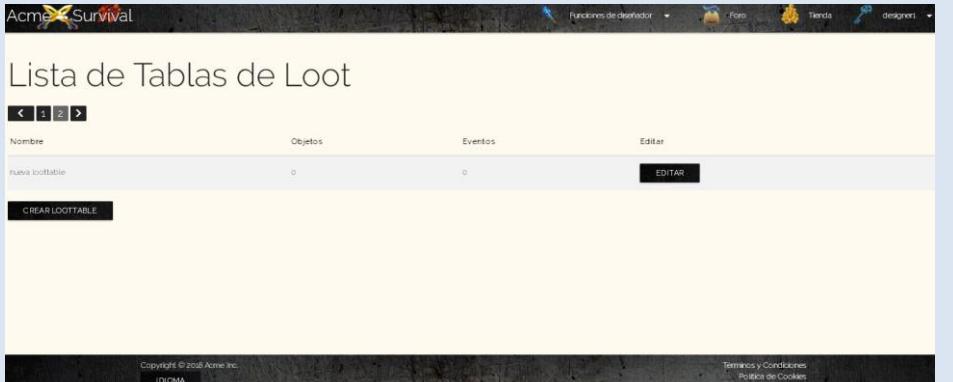
Test <#016>

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	<p><i>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.</i></p> 
Expected	<p>The system must redirect you to the "Loot Table list", and the "nueva loottable" loot table must have been created.</p> 
Outcome	<p>The outcome is the expected one.</p>
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	<p>The system doesn't show anything and post the message.</p> <pre><script>alarm('Hacked!'); </script></pre> <p>Player 1 2018/06/02 12:23</p>
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

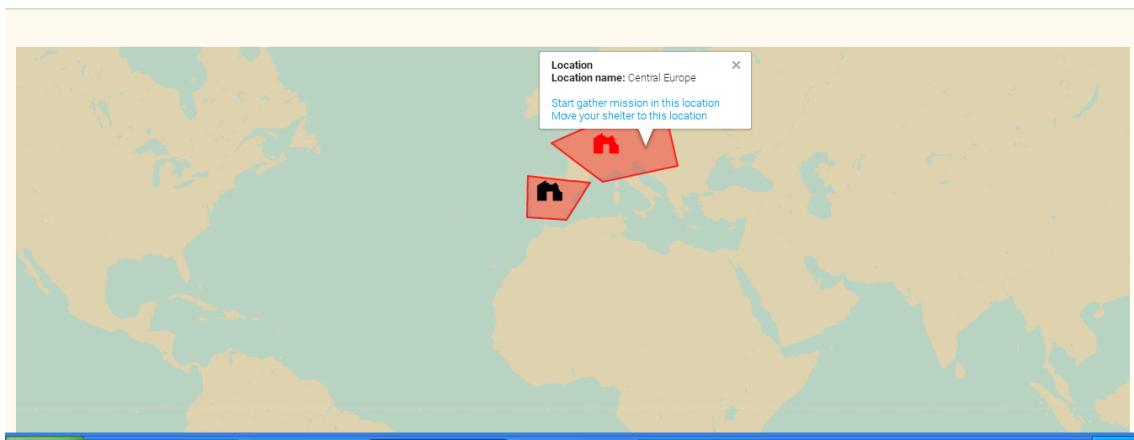
Use case 014 – Create Move

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. Confirm the move Confirm SAVE CANCEL
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. Confirm the move 
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 moviéndote” as error message.
Outcome	The outcome is the expected one.
Notes	

Use case 015 – Buy on the marketplace

Description

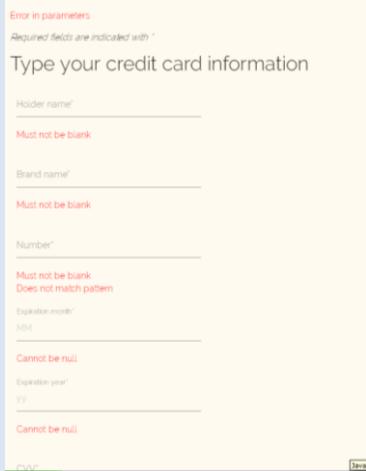
A user logged as a player wants to buy one of the products of the marketplace, so he or she goes to the “Marketplace” press the “Funko survival” link and then press the “Buy product” button.

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	<p>The system must display the buy a product form.</p> <p>Buy a product</p> <p><small>Required fields are indicated with *</small></p> <p>Type your credit card information</p> <p>Holder name*</p> <hr/> <p>Brand name*</p> <hr/> <p>Number*</p> <hr/> <p>Expiration month*</p> <p>MM</p> <hr/> <p>Expiration year*</p> <p>YY</p> <hr/> <p>CVV*</p> <hr/>
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	<i>In the buy a product form, the user presses the save button, without entering any information.</i>
Expected	The system must redirect you to the same view, showing multiple validation errors.
	
Outcome	All messages appear correctly.
Notes	

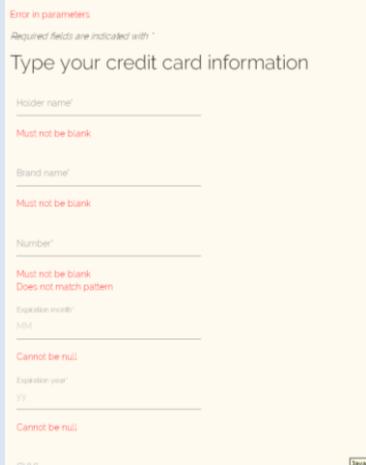
Test <#003> Buy a product	
Description	<i>In the create view, the user introduces "Pepe Gonzalez" in the Holder name input, "Visa" in the Brand name, "4111111111111111" as the number, 12 as the expiration month, 18 as the expiration year and 123 as the CVV.</i>
Expected	The system must return the user 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	<i>In the Funko survival details page, the user must press the buy a product button again.</i>
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	

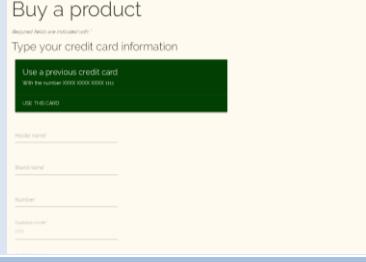
Test <#005> Buy a product with the same credit card 2	
Description	<i>The user is in the buy a product page with an use a previous credit card window, the user then presses the "Use this card" link.</i>
Expected	The system must hide the form to add a new credit card. Buy a product <small>Required fields are indicated with *</small> Type your credit card information 
Outcome	The outcome is the expected.
Notes	

Test <#006> Buy a product with the same credit card 3	
Description	<i>After pressing the "Use this card" link, the user presses the save button.</i>
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. Buy a product <small>Required fields are indicated with *</small> Type your credit card information Holder name* <input type="text"/> Brand name* <input type="text"/> Number* <input type="text"/> Expiration month* MM <input type="text"/> Expiration year* YY <input type="text"/> CVV* <input type="text"/>
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	<i>In the compra un producto, the user presses the save button, without entering any information.</i>
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	<i>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.</i>
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	<i>In the Funko superviviente detalles del producto page, the user must press the comprar button again.</i>
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	<i>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.</i>
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	<i>After pressing the "Usar esta tarjeta" link, the user presses the Guardar button.</i>
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.

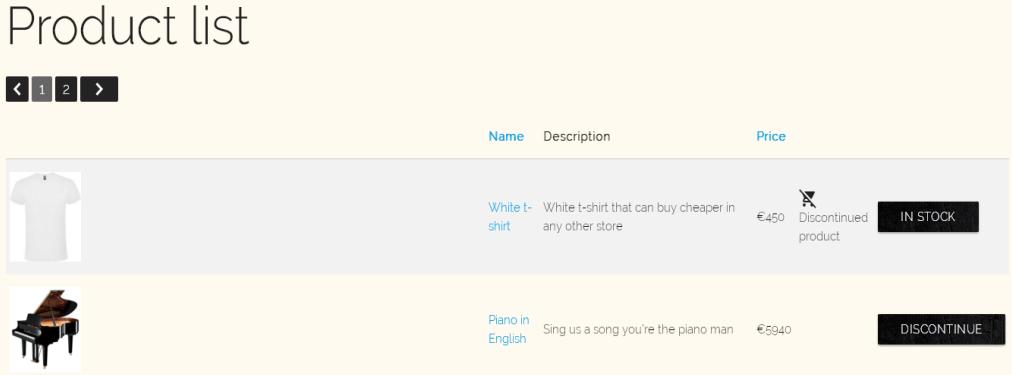
Access

MarketPlace.

Tests

Test <#001>										
Description	The user logged as “player1”. Selects “MarketPlace”.									
Expected	<p>The system must redirect you to the list Product and the view should look like the following image.</p> <p>Product list</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Price</th></tr> </thead> <tbody> <tr> <td>White t-shirt</td><td>White t-shirt that can buy cheaper in any other store</td><td>€450 Discontinued product</td></tr> <tr> <td>Piano in English</td><td>Sing us a song you're the piano man</td><td>€5940</td></tr> </tbody> </table>	Name	Description	Price	White t-shirt	White t-shirt that can buy cheaper in any other store	€450 Discontinued product	Piano in English	Sing us a song you're the piano man	€5940
Name	Description	Price								
White t-shirt	White t-shirt that can buy cheaper in any other store	€450 Discontinued product								
Piano in English	Sing us a song you're the piano man	€5940								
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	<p>The system must redirect you to the Product list, and the view should look like the following image.</p> <p>Product list</p> <table border="1"> <thead> <tr> <th>Name</th><th>Description</th><th>Price</th></tr> </thead> <tbody> <tr> <td>White t-shirt</td><td>White t-shirt that can buy cheaper in any other store</td><td>€450 Discontinued product</td></tr> <tr> <td>Piano in English</td><td>Sing us a song you're the piano man</td><td>€5940</td></tr> </tbody> </table>	Name	Description	Price	White t-shirt	White t-shirt that can buy cheaper in any other store	€450 Discontinued product	Piano in English	Sing us a song you're the piano man	€5940
Name	Description	Price								
White t-shirt	White t-shirt that can buy cheaper in any other store	€450 Discontinued product								
Piano in English	Sing us a song you're the piano man	€5940								
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.

Create/edit a product

Required fields are indicated with *

Picture Url *

[Upload a file](#)

[Use an URL](#)

<https://>



Name in Spanish*

Description in Spanish*

Name in English*

Description in English*

Price*

150

[SAVE](#)

[CANCEL](#)

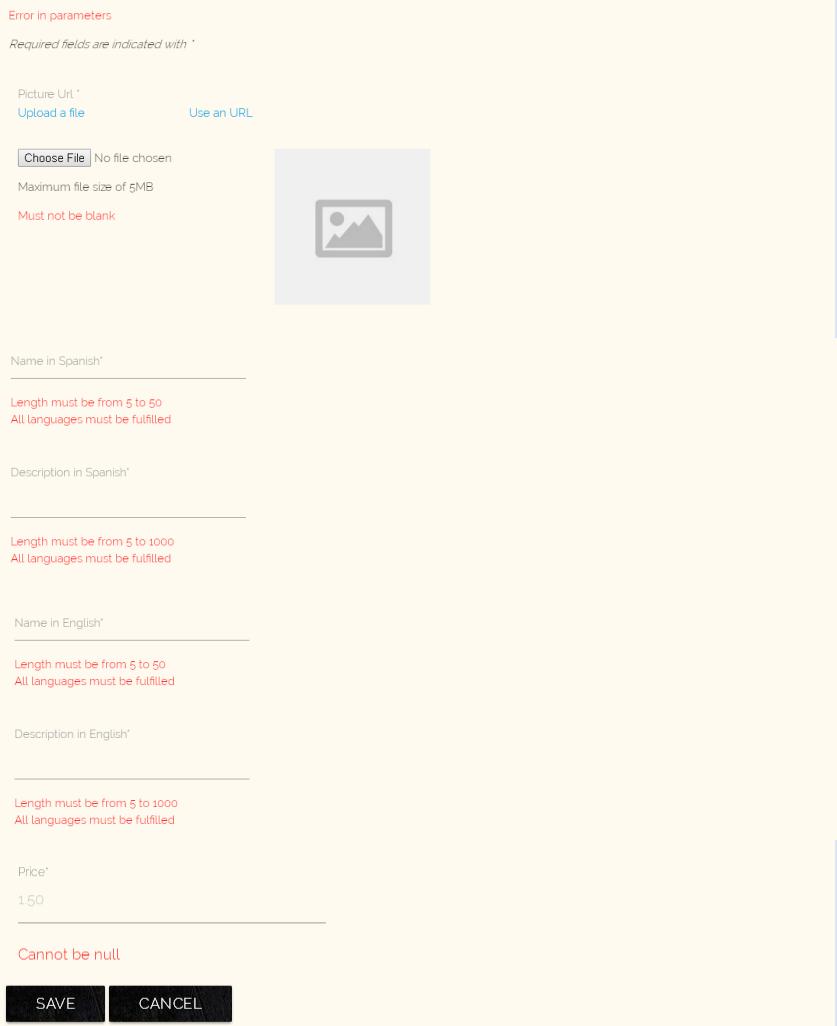
Expected

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.  <p>The screenshot shows a product creation form with several validation errors:</p> <ul style="list-style-type: none"> Picture Url: "Choose File" input has a red error message: "No file chosen". Below it says "Maximum file size of 5MB" and "Must not be blank". Name in Spanish: Input field has a red error message: "Length must be from 5 to 50" and "All languages must be fulfilled". Description in Spanish: Input field has a red error message: "Length must be from 5 to 1000" and "All languages must be fulfilled". Name in English: Input field has a red error message: "Length must be from 5 to 50" and "All languages must be fulfilled". Description in English: Input field has a red error message: "Length must be from 5 to 1000" and "All languages must be fulfilled". Price: Input field has a red error message: "Cannot be null". <p>At the bottom are two buttons: "SAVE" and "CANCEL".</p>
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(Spanish) : “<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.
	<p>Name in Spanish: <script>alert('hacked')</script></p> <hr/> <p>Insecure HTML</p>
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(Spanish) : “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 <i>delete button and you confirm</i> .
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	
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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 <i>delete button and you confirm</i> .
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	<p>The system must redirect you to the display shelter and the view should look like the following image.</p>
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.
<p>Create a shelter</p> <p><small>Required fields are indicated with *</small></p> <p>Name* _____</p> <p>SAVE CANCEL</p>	
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.
<p>Create a shelter</p> <p><small>Error in parameters</small></p> <p><small>Required fields are indicated with *</small></p> <p>Name* _____</p> <p><small>Length must be from 5 to 50 Must not be blank</small></p> <p>SAVE CANCEL</p>	
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>".
<p>Create a shelter</p> <p><small>Error in parameters</small></p> <p><small>Required fields are indicated with *</small></p> <p>Name* _____</p> <p><script>alert('hacked')</script></p> <p><small>Insecure HTML</small></p> <p>SAVE CANCEL</p>	
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

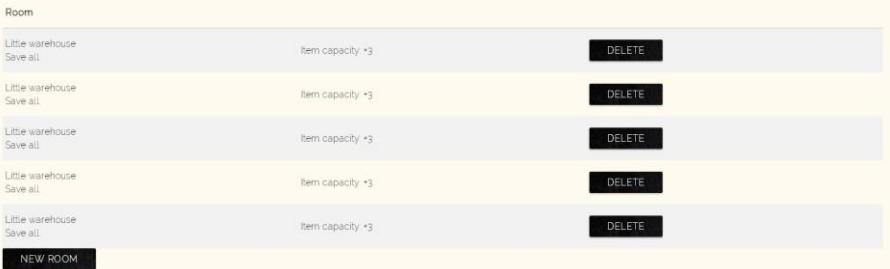
Description

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

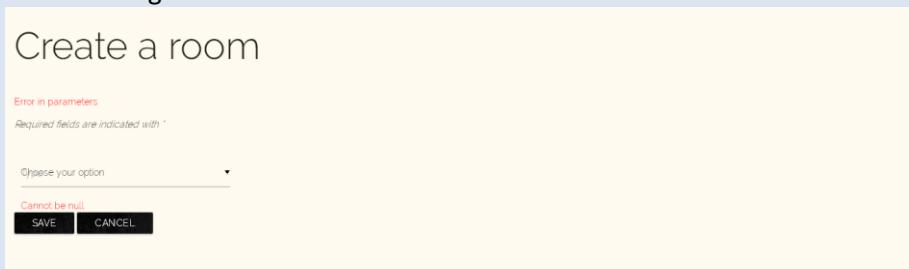
Description

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

Access

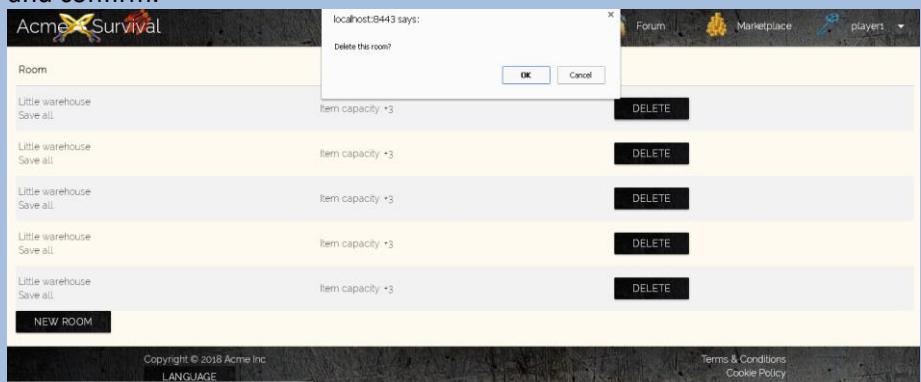
Player functions > My shelter > New room

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 press the delete button in any room and confirm.
	localhost:8443 says: Delete this room? OK Cancel DELETE DELETE DELETE DELETE DELETE DELETE DELETE DELETE DELETE NEW ROOM Copyright © 2018 Acme Inc. LANGUAGE https://localhost:8443/Acme-Survival/room/player/delete.do?roomId=5605 Terms & Conditions Cookie Policy
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 press 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

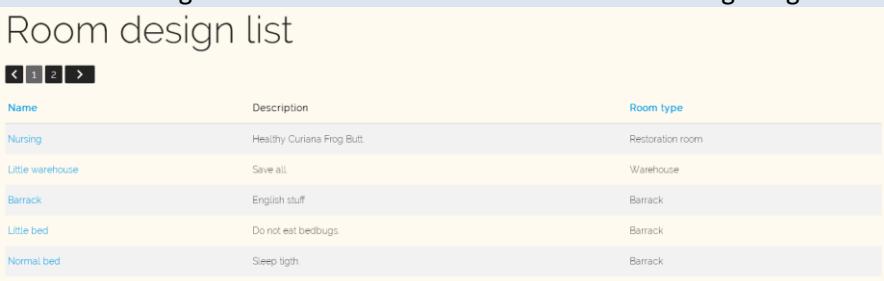
A user logged as Designer goes to the list draft room designs view.

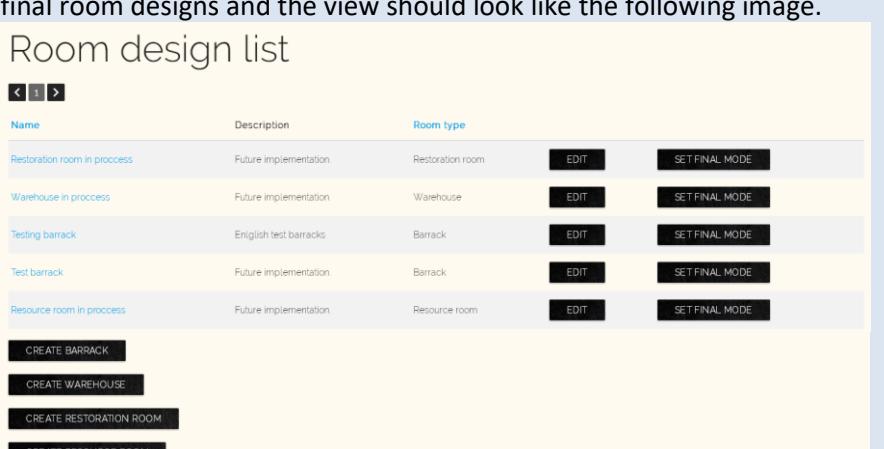
Access

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.  <p>Room design list</p> <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Room type</th></tr></thead><tbody><tr><td>Nursing</td><td>Healthy Curiana Frog Butt.</td><td>Restoration room</td></tr><tr><td>Little warehouse</td><td>Savv e all.</td><td>Warehouse</td></tr><tr><td>Barrack</td><td>English stuff</td><td>Barrack</td></tr><tr><td>Little bed</td><td>Do not eat bedbugs</td><td>Barrack</td></tr><tr><td>Normal bed</td><td>Sleep tight</td><td>Barrack</td></tr></tbody></table>	Name	Description	Room type	Nursing	Healthy Curiana Frog Butt.	Restoration room	Little warehouse	Savv e all.	Warehouse	Barrack	English stuff	Barrack	Little bed	Do not eat bedbugs	Barrack	Normal bed	Sleep tight	Barrack
Name	Description	Room type																	
Nursing	Healthy Curiana Frog Butt.	Restoration room																	
Little warehouse	Savv e all.	Warehouse																	
Barrack	English stuff	Barrack																	
Little bed	Do not eat bedbugs	Barrack																	
Normal bed	Sleep tight	Barrack																	
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.  <p>Room design list</p> <table border="1"><thead><tr><th>Name</th><th>Description</th><th>Room type</th><th>EDIT</th><th>SET FINAL MODE</th></tr></thead><tbody><tr><td>Restoration room in process</td><td>Future implementation</td><td>Restoration room</td><td>EDIT</td><td>SET FINAL MODE</td></tr><tr><td>Warehouse in process</td><td>Future implementation</td><td>Warehouse</td><td>EDIT</td><td>SET FINAL MODE</td></tr><tr><td>Testing barrack</td><td>Enlight test barracks</td><td>Barrack</td><td>EDIT</td><td>SET FINAL MODE</td></tr><tr><td>Test barrack</td><td>Future implementation</td><td>Barrack</td><td>EDIT</td><td>SET FINAL MODE</td></tr><tr><td>Resource room in process</td><td>Future implementation</td><td>Resource room</td><td>EDIT</td><td>SET FINAL MODE</td></tr></tbody></table> <p>CREATE BARRACK CREATE WAREHOUSE CREATE RESTORATION ROOM CREATE RESOURCE ROOM</p>	Name	Description	Room type	EDIT	SET FINAL MODE	Restoration room in process	Future implementation	Restoration room	EDIT	SET FINAL MODE	Warehouse in process	Future implementation	Warehouse	EDIT	SET FINAL MODE	Testing barrack	Enlight test barracks	Barrack	EDIT	SET FINAL MODE	Test barrack	Future implementation	Barrack	EDIT	SET FINAL MODE	Resource room in process	Future implementation	Resource room	EDIT	SET FINAL MODE
Name	Description	Room type	EDIT	SET FINAL MODE																											
Restoration room in process	Future implementation	Restoration room	EDIT	SET FINAL MODE																											
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Testing barrack	Enlight test barracks	Barrack	EDIT	SET FINAL MODE																											
Test barrack	Future implementation	Barrack	EDIT	SET FINAL MODE																											
Resource room in process	Future implementation	Resource room	EDIT	SET FINAL MODE																											
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.																		
	<p style="text-align: center;">Lista de diseños de habitación</p> <p style="text-align: center;">< 1 ></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Nombre</th> <th>Descripción</th> <th>Tipo de habitación</th> </tr> </thead> <tbody> <tr> <td>Enfermería</td> <td>Sana Curiana culto de rana</td> <td>Habitación de restauración</td> </tr> <tr> <td>Pequeño almacén</td> <td>Guarda lo todo</td> <td>Almacén</td> </tr> <tr> <td>Barraca</td> <td>Cuidado no te piquen las chinches</td> <td>Cuartel</td> </tr> <tr> <td>Cama pequeña</td> <td>Que no te coman las chinches</td> <td>Cuartel</td> </tr> <tr> <td>Cama normal</td> <td>Duerme bien</td> <td>Cuartel</td> </tr> </tbody> </table>	Nombre	Descripción	Tipo de habitación	Enfermería	Sana Curiana culto de rana	Habitación de restauración	Pequeño almacén	Guarda lo todo	Almacén	Barraca	Cuidado no te piquen las chinches	Cuartel	Cama pequeña	Que no te coman las chinches	Cuartel	Cama normal	Duerme bien	Cuartel
Nombre	Descripción	Tipo de habitación																	
Enfermería	Sana Curiana culto de rana	Habitación de restauración																	
Pequeño almacén	Guarda lo todo	Almacén																	
Barraca	Cuidado no te piquen las chinches	Cuartel																	
Cama pequeña	Que no te coman las chinches	Cuartel																	
Cama normal	Duerme bien	Cuartel																	
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.																														
	 <p style="text-align: center;">Lista de diseños de habitación</p> <p style="text-align: center;">< 1 ></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Nombre</th> <th>Descripción</th> <th>Tipo de habitación</th> <th>EDITAR</th> <th>MARCAR COMO FINAL</th> </tr> </thead> <tbody> <tr> <td>Habitación de restauración en proceso</td> <td>Futura implementación</td> <td>Habitación de restauración</td> <td>EDITAR</td> <td>MARCAR COMO FINAL</td> </tr> <tr> <td>Almacén en proceso</td> <td>Futura implementación</td> <td>Almacén</td> <td>EDITAR</td> <td>MARCAR COMO FINAL</td> </tr> <tr> <td>Barracones de test</td> <td>Prueba barracones</td> <td>Cuartel</td> <td>EDITAR</td> <td>MARCAR COMO FINAL</td> </tr> <tr> <td>Prueba de barraca</td> <td>Futura implementación</td> <td>Cuartel</td> <td>EDITAR</td> <td>MARCAR COMO FINAL</td> </tr> <tr> <td>Habitacion de recursos en proceso</td> <td>Futura implementación</td> <td>Habitación de recursos</td> <td>EDITAR</td> <td>MARCAR COMO FINAL</td> </tr> </tbody> </table> <p style="text-align: center;"> CREAR CUARTEL CREAR ALMACEN CREAR HABITACION DE RESTAURACION CREAR HABITACION DE RECURSOS </p>	Nombre	Descripción	Tipo de habitación	EDITAR	MARCAR COMO FINAL	Habitación de restauración en proceso	Futura implementación	Habitación de restauración	EDITAR	MARCAR COMO FINAL	Almacén en proceso	Futura implementación	Almacén	EDITAR	MARCAR COMO FINAL	Barracones de test	Prueba barracones	Cuartel	EDITAR	MARCAR COMO FINAL	Prueba de barraca	Futura implementación	Cuartel	EDITAR	MARCAR COMO FINAL	Habitacion de recursos en proceso	Futura implementación	Habitación de recursos	EDITAR	MARCAR COMO FINAL
Nombre	Descripción	Tipo de habitación	EDITAR	MARCAR COMO FINAL																											
Habitación de restauración en proceso	Futura implementación	Habitación de restauración	EDITAR	MARCAR COMO FINAL																											
Almacén en proceso	Futura implementación	Almacén	EDITAR	MARCAR COMO FINAL																											
Barracones de test	Prueba barracones	Cuartel	EDITAR	MARCAR COMO FINAL																											
Prueba de barraca	Futura implementación	Cuartel	EDITAR	MARCAR COMO FINAL																											
Habitacion de recursos en proceso	Futura implementación	Habitación de recursos	EDITAR	MARCAR COMO FINAL																											
Outcome	The outcome is the expected																														
Notes	There is no ‘Diseño de habitaciones en borrador’ option. We choose ‘Habitaciones en borrador’ instead.																														

Use case 023 – Create/Edit/Delete room design

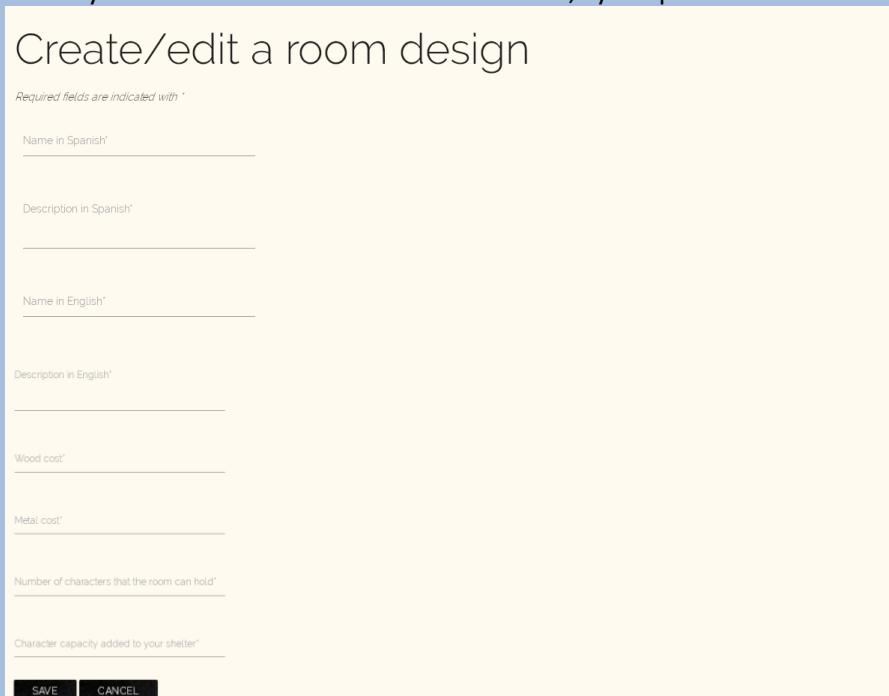
Description

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 <i>delete button and you confirm</i> .
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	

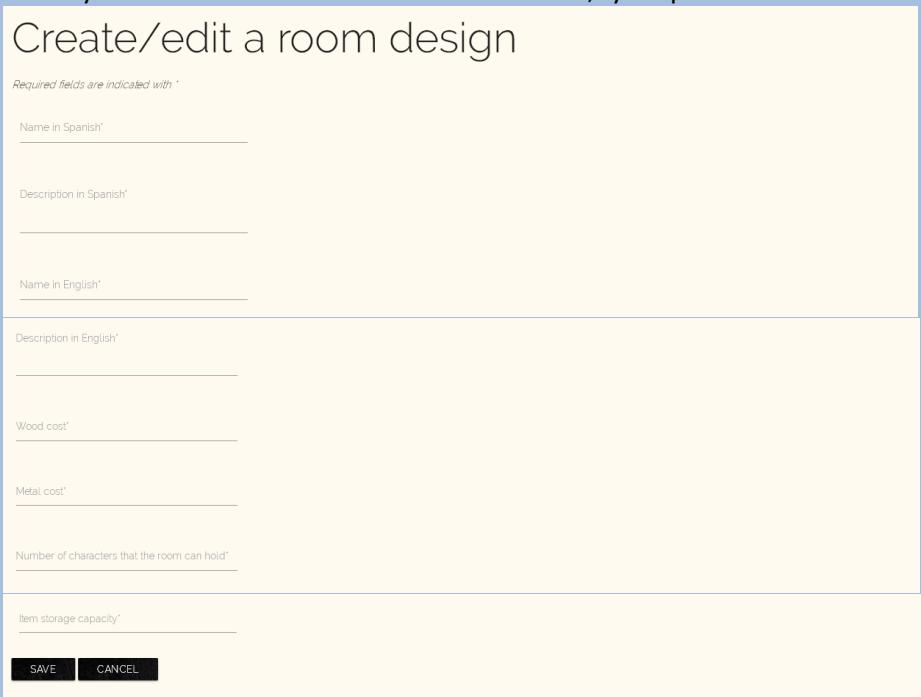
Test <#009>	
Description	Before doing any other thing, you must set the webpage language to “Spanish”, once you are in the create Barrack view, you press the save button inserting the following data: Nombre(Español) : “<script>alarm('Hacked!'); </script>”, Nombre(Ingles) : “<script>alarm('Hacked!'); </script>”, Descripción(Español) : “This is a test”, Descripción(Ingles) : “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(Ingles) : “Test name”, Descripción(Español) : “This is a test”, Descripción(Ingles) : “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 “ <i>marcar como final</i> ” 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 modifiable.
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 <i>delete button and you confirm</i> .
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(Ingles) : “<script>alarm('Hacked!'); </script>”, Descripción(Español) : “This is a test”, Descripción(Ingles) : “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(Ingles) : “Test name”, Descripción(Español) : “This is a test”, Descripción(Ingles) : “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” <i>button and you confirm</i> .
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” <i>button</i> .
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	<p>Once you are in the create Restoration room view, you press the cancel button.</p> <p>Create/edit a room design</p> <p><small>Required fields are indicated with *</small></p> <p>Name in Spanish*</p> <input type="text"/> <p>Description in Spanish*</p> <input type="text"/> <p>Name in English*</p> <input type="text"/> <p>Description in English*</p> <input type="text"/> <p>Wood cost*</p> <input type="text"/> <p>Metal cost*</p> <input type="text"/> <p>Number of characters that the room can hold*</p> <input type="text"/> <p>Recovered health per minute*</p> <input type="text"/> <p>Recovered food per minute*</p> <input type="text"/> <p>Recovered water per minute*</p> <input type="text"/> <p>SAVE CANCEL</p>
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 <u>delete button and you confirm</u> .
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	

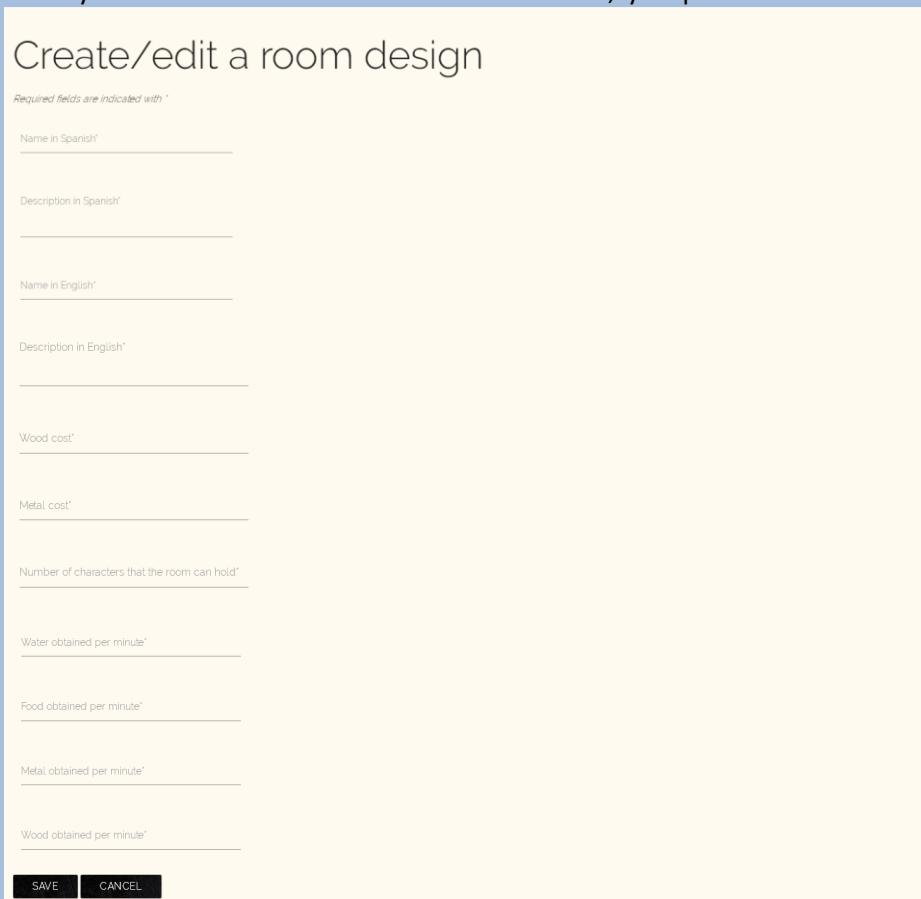
Test <#032>	
Description	Before doing any other thing, you must set the webpage language to "Spanish", then, once you are in the create Restoration room view, you press the "Guardar" button without data in any field.
Expected	The system must redirect you to the same view (create Restoration room) but 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(Ingles) : "<script>alarm('Hacked!'); </script>", Descripción(Español) : "This is a test", Descripción(Ingles) : "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(Ingles) : "Test name", Descripción(Español) : "This is a test", Descripción(Ingles) : "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, Aqua 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” <i>button and you confirm.</i>
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 “ <i>marcar como final</i> ” 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 <i>delete button and you confirm</i> .
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 process' 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(Ingles) : "<script>alarm('Hacked!'); </script>", Descripción(Español) : "This is a test", Descripción(Ingles) : "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(Ingles) : “Test name”, Descripción(Español) : “This is a test”, Descripción(Ingles) : “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” <i>button and you confirm</i> .
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” <i>button</i> .
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.

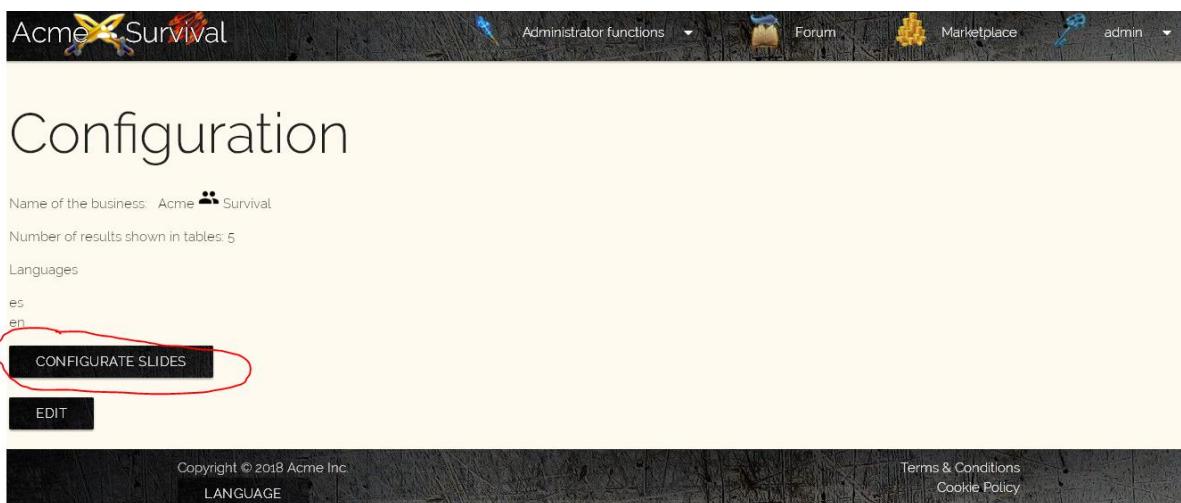
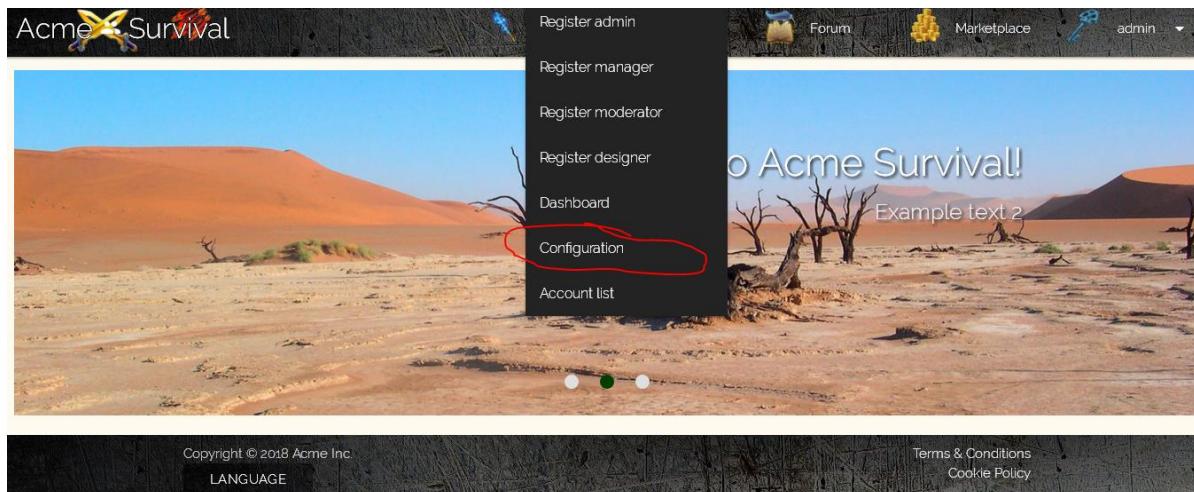
Use case 024 – List sliders, create / edit a Slider and remove a slider

Description

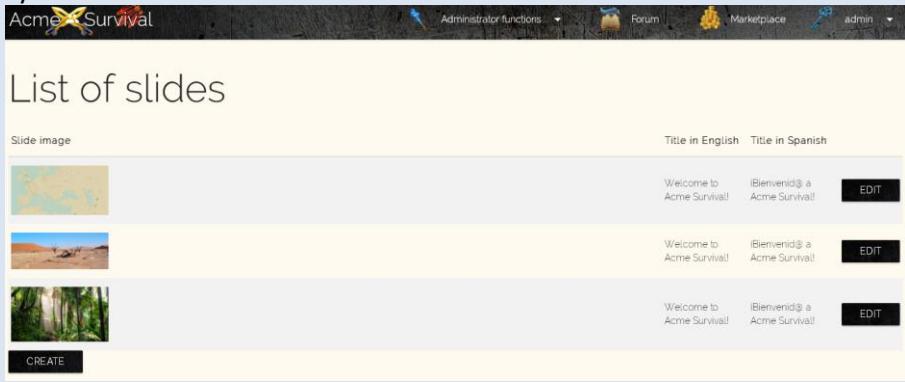
A user logged as an admin wants to create or edit one of the sliders of the front page of the system, so he or she goes to the “Administrator functions” menu and selects “Configuration”.

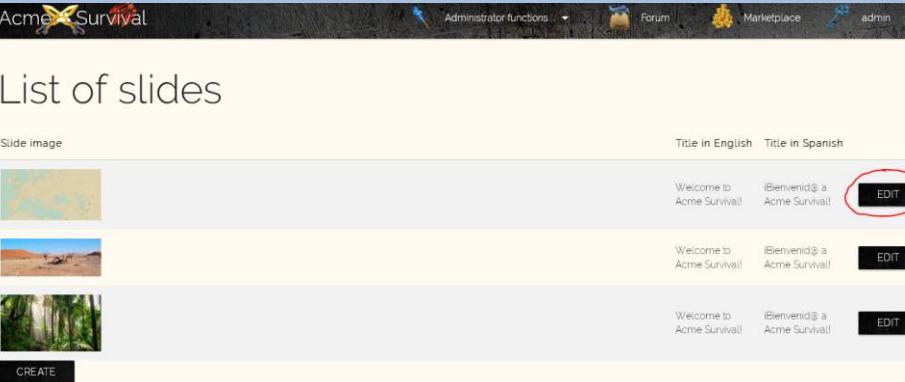
Access

Administrator functions > Configuration > Configurate sliders



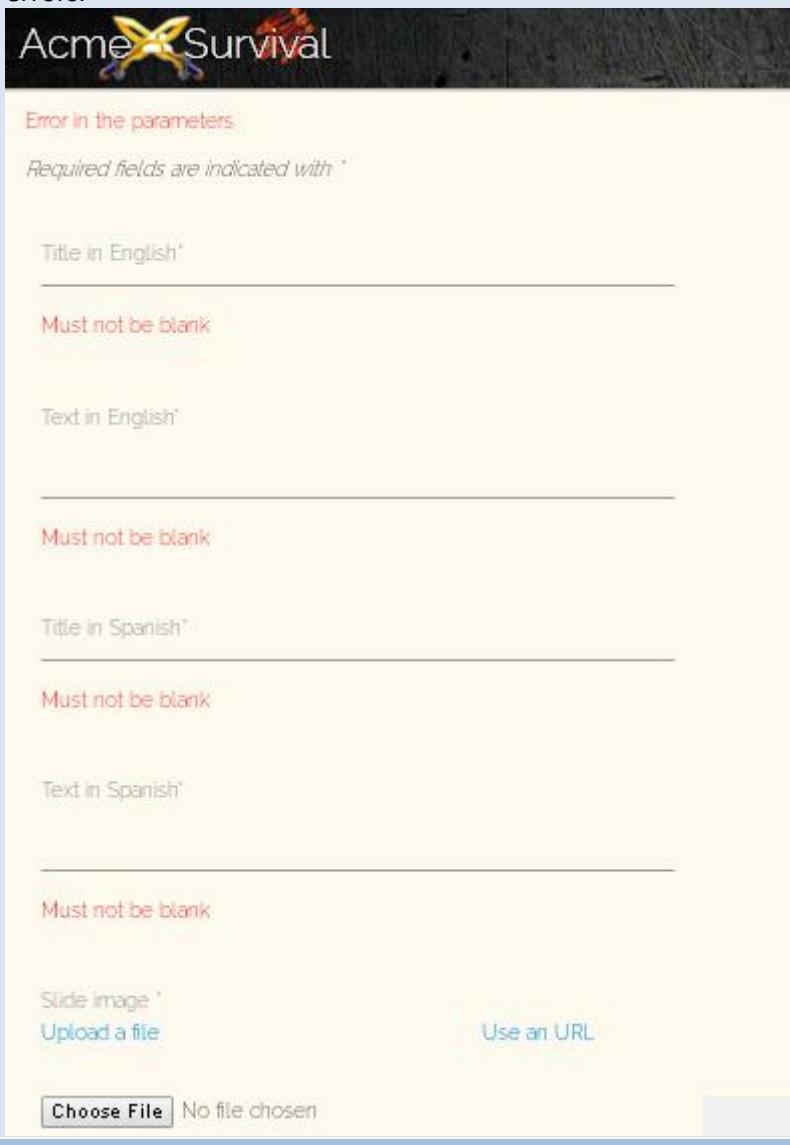
Tests

Test <#001> List slides	
Description	<i>The user logs in as "admin". He or she selects "Admin functions" > "Configuration" > "Configurate Sliders".</i>
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	

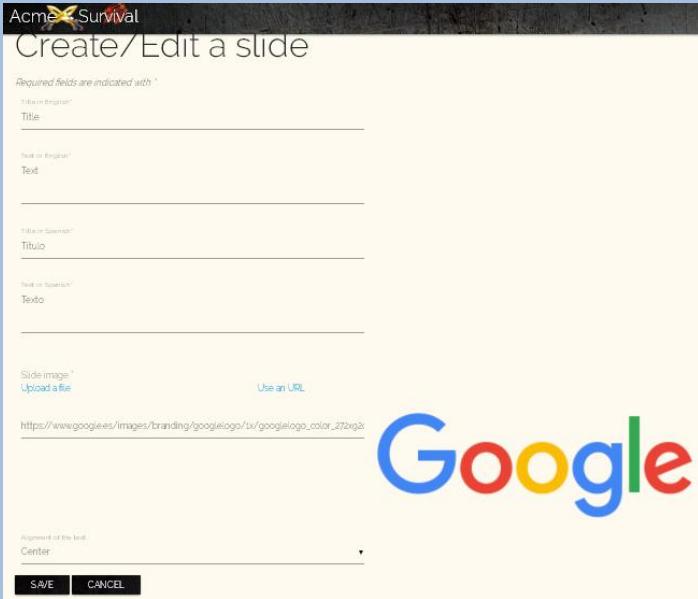
Test <#002> Create / edit slide view	
Description	<i>The user logs in as "admin". Her or she goes to the list sliders view and clicks on the "Edit" button of the first one called "Welcome to Acme Survival!".</i>
	
Expected	The system must redirect you to the "create / edit a slide" view, where you can 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	<p>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.</p>  <p>A screenshot of a slide editing interface. The title 'Create/Edit a slide' is at the top. Below it, a note says 'Required fields are indicated with *'. A text input field labeled 'Title in English*' contains a single vertical bar character ' '. A green horizontal line indicates the end of the input field.</p>
Expected	<p>The system must redirect you to the same view, showing the validation error.</p>  <p>A screenshot of a slide editing interface. The title 'Create/Edit a slide' is at the top. Below it, a note says 'Required fields are indicated with *'. A text input field labeled 'Title in English*' is empty. A red error message 'Error in the parameters' is displayed above the input field. Another red message 'Must not be blank' is displayed below the input field.</p>
Outcome	
Notes	

Test <#004> Leave all fields in blank	
Description	<p>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.</p> 
Expected	<p>The system must redirect you to the same view, showing all the validation errors.</p> 
Outcome	The result is the expected one.
Notes	

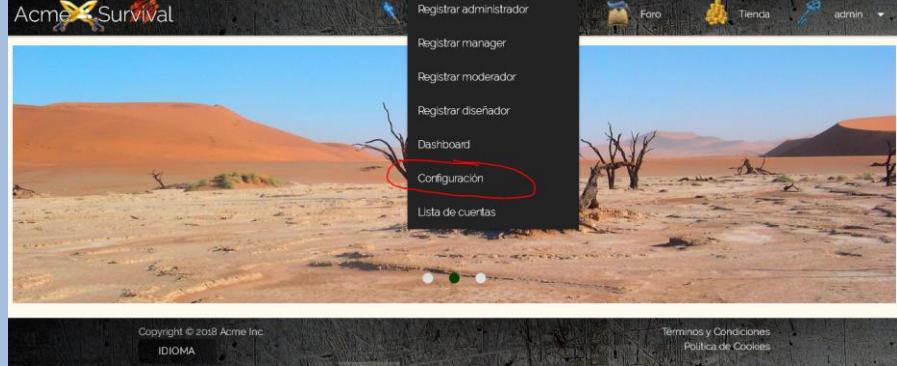
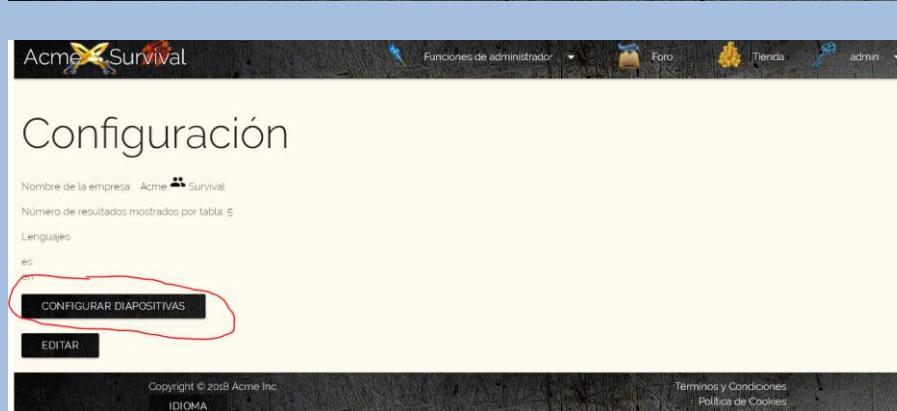
Test <#005> Create a slider

Description	<p>The user is in the "List of sliders" view and clicks on the "Create" button. Then, he or she fulfills 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; alignment: Center. Then, he or she clicks on the "Save" button.</p> 
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	

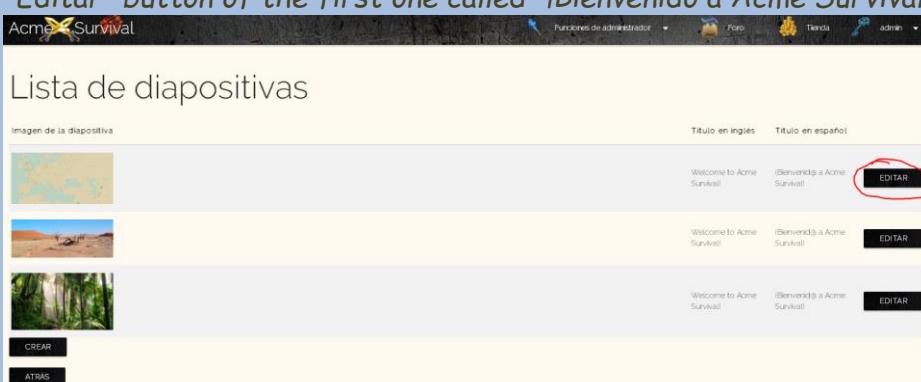
Test <#006> Remove a slider

Description	<p>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.</p>
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	<p><i>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".</i></p>
	
Expected	<p>The system must redirect you to the list of sliders that are currently in the system.</p> 
Outcome	<p>The result is the expected one.</p>
Notes	

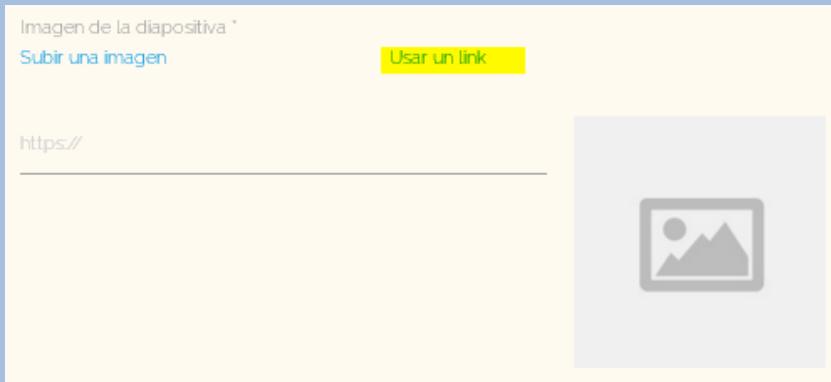
Test <#008> Create / edit slide view in Spanish

Description	<p>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!".</p> 
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	<p><i>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.</i></p>
Expected	<p>The system must redirect you to the same view, showing the validation error en español.</p>
	 <p>The screenshot shows a form titled 'Crear/Editar una diapositiva'. The 'Title' field is empty and highlighted with a red border, displaying the validation error 'No debe estar en blanco'. Below the title, there are two text input fields: 'Text in English' containing 'Welcome to Acme Survival!' and 'Text in Spanish' containing 'Texto de ejemplo 1'.</p>
Outcome	<p>The result is the expected one.</p>
Notes	

Test <#010> Leave all fields in blank in Spanish

Description	<p><i>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.</i></p>
	 <p>Imagen de la diapositiva *</p> <p>Subir una imagen</p> <p>Usar un link</p> <p>https://</p> <p>[Blank image placeholder]</p>
Expected	<p>The system must redirect you to the same view, showing all the validation errors.</p>  <p>Error en los parámetros</p> <p>Los campos obligatorios están marcados con *</p> <p>Título en inglés*</p> <p>No debe estar en blanco</p> <p>Texto en inglés*</p> <p>No debe estar en blanco</p> <p>Título en español*</p> <p>No debe estar en blanco</p> <p>Texto en español*</p> <p>No debe estar en blanco</p> <p>Imagen de la diapositiva *</p> <p>Subir una imagen</p> <p>Usar un link</p> <p>Choose FILE No file chosen</p> <p>El tamaño máximo de archivo es 5MB</p> <p>No debe estar en blanco</p> <p>[Blank image placeholder]</p>
Outcome	The result is the expected one.
Notes	

Test <#011> Create a slider in Spanish

Description	<p>The user is in the "Lista de diapositivas" view and clicks on the "Crear" button. Then, he or she fulfills 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; alineación del texto: Izquierda. Then, he or she clicks on the "Guardar" button.</p>
Expected	<p>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.</p>
Outcome	<p>The result is the expected one.</p>
Notes	

The screenshot shows a form for creating a new slider. The fields are as follows:

- Title:** Título en inglés: **New slider**; Título en español: **Nueva slider**
- Text:** Texto en inglés: **Text**; Texto en español: **Texto**
- Image URL:** https://www.google.es/images/branding/googlelogo/1x/googlelogo_color_272x92dp.png
- Text Alignment:** Alineación del texto: **Izquierda**

Test <#012> Remove a slider

Description	<p>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.</p>
Expected	<p>The system must redirect you to the slider list view, and the "Nueva slider" slider should have been removed.</p>
Outcome	<p>The result is the expected one.</p>
Notes	

Use case 025 – List thread

Description

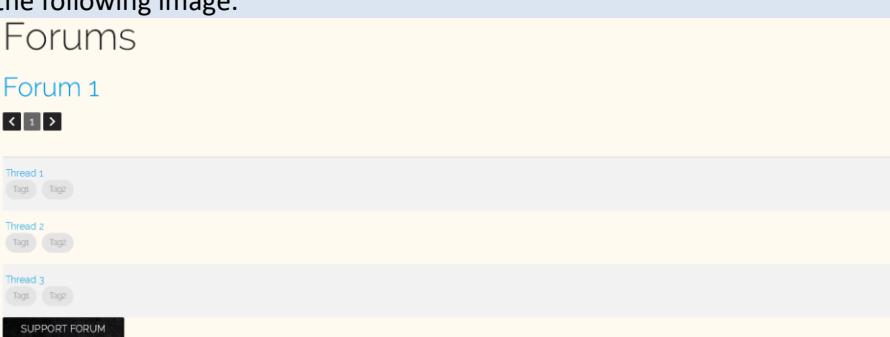
A user goes to the list forum view.

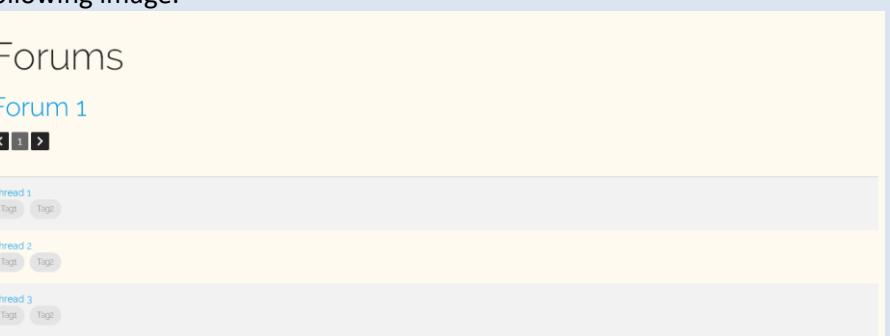
Note this use case is the same that list forum.

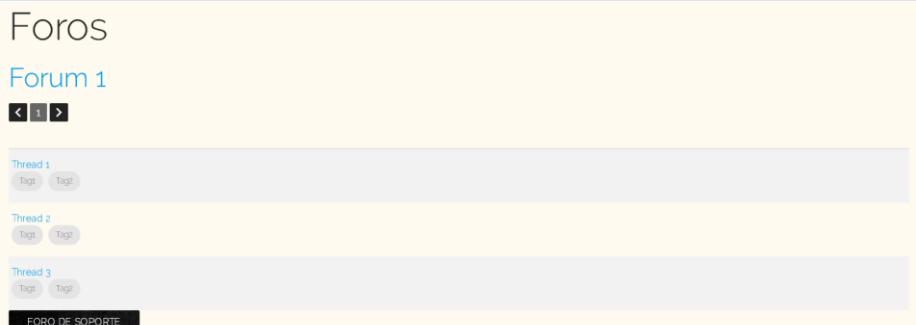
Access

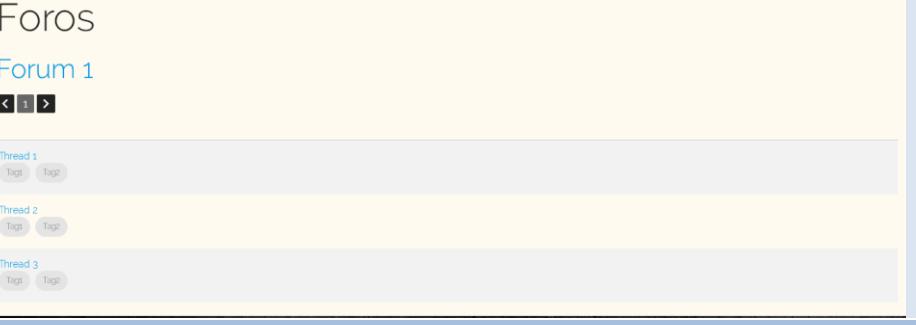
Forum.>(Select first forum)

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. Create/Edit a thread Required fields are indicated with * Name* The tags must be separated by commas Tags SAVE CANCEL
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. Create/Edit a thread Error in parameters Required fields are indicated with * Name* Length must be from 5 to 50 Must not be blank The tags must be separated by commas Tags SAVE CANCEL
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	<p>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”.</p> <p>Create/Edit a thread</p> <p>The screenshot shows a form with two error messages: 'Error in parameters' for the 'Name' field containing '<script>alarm('Hacked!'); </script>' and 'Insecure HTML' for the 'Tags' field containing 'Tag1,Tag2'. Both fields have a red border. Below the fields are 'SAVE' and 'CANCEL' buttons.</p>
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 <i>delete button and you confirm</i> .
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 <i>delete button and you confirm</i> .
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

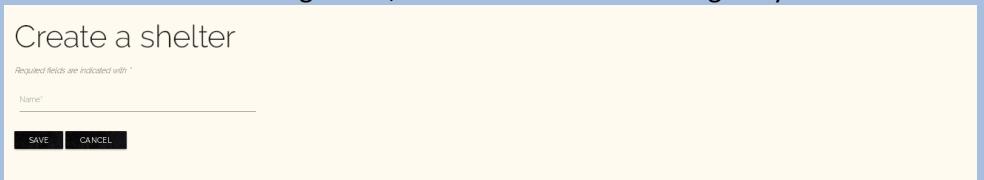
Description

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

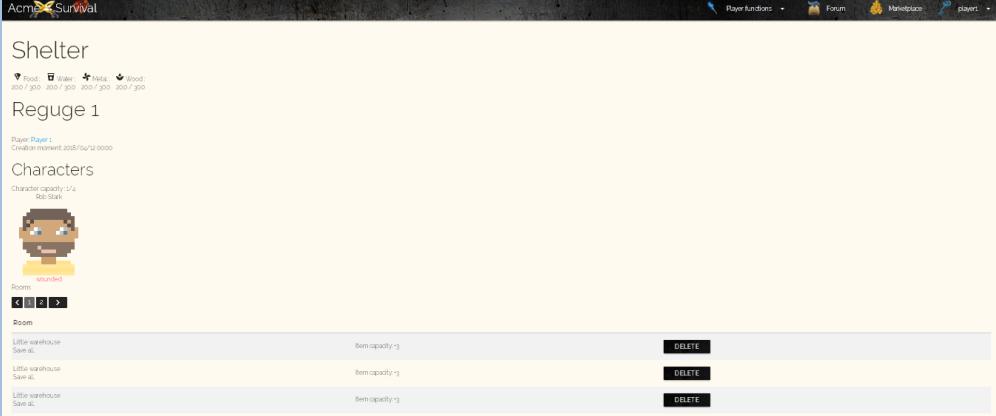
Description

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

Test <#002>	
Description	<p>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.</p> <p>Then press in main menu the option “Funciones de Jugador>Mi Refugio”, you must be redirected to create refuge view.</p> <p>Now click on one of the pictures of the characters.</p>
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	<p>You must be redirected to display character view but with the item equipped.</p> <p>Shelter items</p> <table border="1"> <thead> <tr> <th>Name</th> <th>Description</th> <th>Strength</th> <th>Luck</th> <th>Capacity</th> <th>Action</th> </tr> </thead> <tbody> <tr> <td>Helmet</td> <td>Kevlar Helmet</td> <td>5</td> <td>2</td> <td>1</td> <td>EQUIP NEW ITEM</td> </tr> <tr> <td>Helmet</td> <td>Kevlar Helmet</td> <td>5</td> <td>2</td> <td>1</td> <td>EQUIP NEW ITEM</td> </tr> <tr> <td>Common Axe</td> <td>Open your own path with an axe</td> <td>4</td> <td>0</td> <td>1</td> <td>EQUIP NEW ITEM</td> </tr> <tr> <td>Flip-flop</td> <td>My mother's flip-flop: It's better than nothing</td> <td>20</td> <td>1</td> <td>0</td> <td>EQUIP NEW ITEM</td> </tr> <tr> <td>Backpack</td> <td>With this backpack, survival will be a walk through the countryside</td> <td>0</td> <td>1</td> <td>2</td> <td>EQUIP NEW ITEM</td> </tr> </tbody> </table>	Name	Description	Strength	Luck	Capacity	Action	Helmet	Kevlar Helmet	5	2	1	EQUIP NEW ITEM	Helmet	Kevlar Helmet	5	2	1	EQUIP NEW ITEM	Common Axe	Open your own path with an axe	4	0	1	EQUIP NEW ITEM	Flip-flop	My mother's flip-flop: It's better than nothing	20	1	0	EQUIP NEW ITEM	Backpack	With this backpack, survival will be a walk through the countryside	0	1	2	EQUIP NEW ITEM
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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	

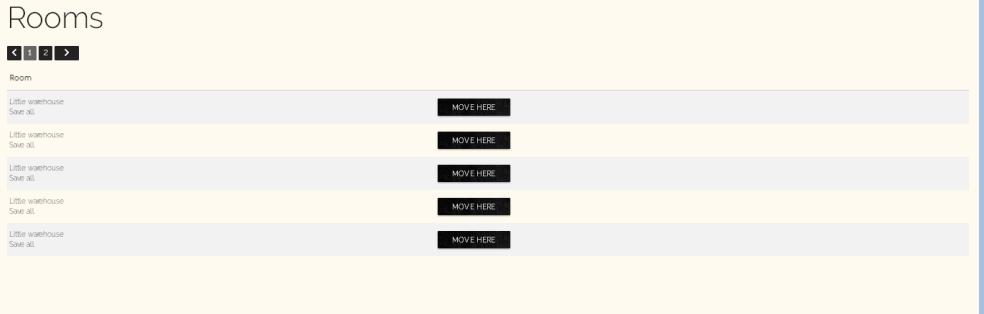
Test <#005>	
Description	To do this test, you must have been done “test4”, in character display view, you must press button “discard item” to discard item equipped and so don’t equip item.
Expected	You must be redirected to display character view but without the item equipped.
Image	
Outcome	The result 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	<p>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.</p>										
	 <p>Rooms</p> <p>< ></p> <p>Room</p> <table border="1"> <tbody> <tr> <td>Little warehouse Save all</td> <td>MOVE HERE</td> </tr> </tbody> </table>	Little warehouse Save all	MOVE HERE								
Little warehouse Save all	MOVE HERE										
Little warehouse Save all	MOVE HERE										
Little warehouse Save all	MOVE HERE										
Little warehouse Save all	MOVE HERE										
Little warehouse Save all	MOVE HERE										
Expected	<p>You must be redirected to display character view but with the room changed.</p>  <p>Guns warehouse</p> <p>MOVE TO OTHER ROOM</p> <p></p> <p>DISCARD EQUIPPED ITEM EQUIP NEW ITEM</p>										
Outcome	<p>The result appears to be the expected one. However, the list of available rooms seems to list the same room multiple times.</p>										
Notes											

Test <#010>	
Description	<p>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.</p> <p>Current health: 50 %</p> <p>Current food: 100 %</p> <p>Current water: 100 %</p> <p>Level : 1</p> <p>Experience : 325</p> <p>81.25%</p> <p>Restoration room</p> <p>MOVE TO OTHER ROOM</p>
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

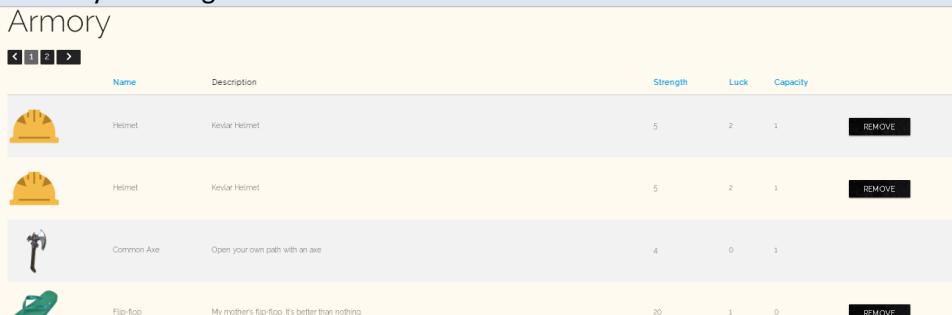
Description

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

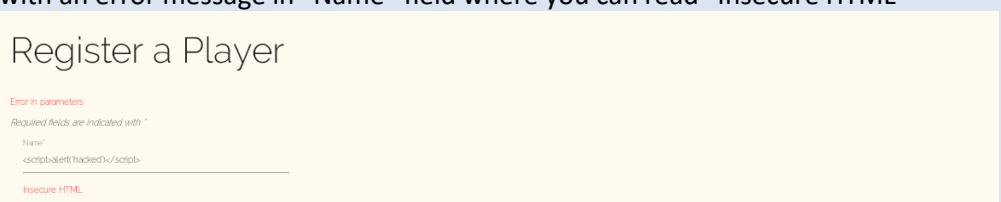
Main Menu > Register as a player

Tests

Test <#001>	
Description	<p>The form must be filled in with the following data: Name: 'Jose'; Surname: 'Delgado García'; Phone number: '650879554'; Email:'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.</p>
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	<p>The form must be blank, only the "I accept Terms & Conditions" box must be checked, otherwise the "Register" button will be inaccessible.</p>
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'; 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 <#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'; 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

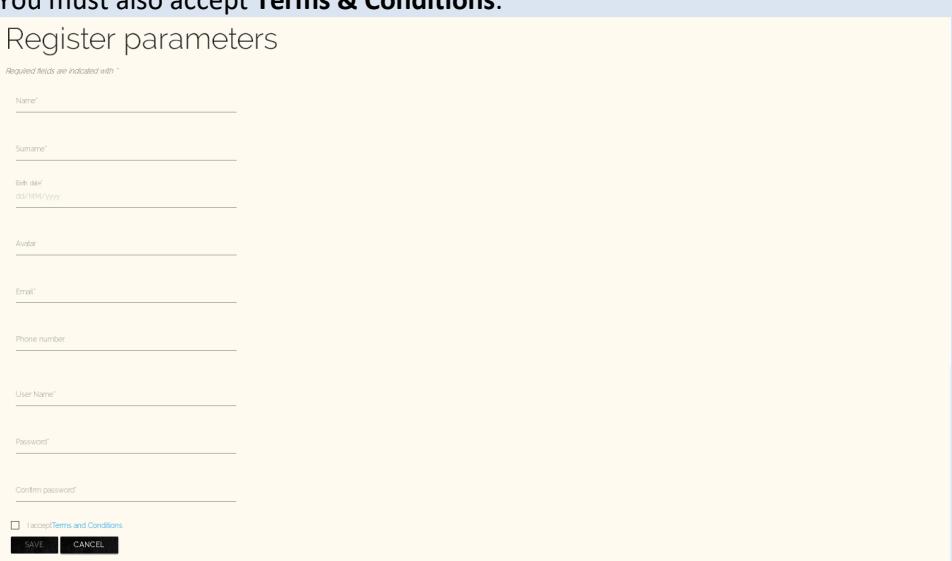
An authenticated admin goes to the register view and fills the form, once the form is filled, he or she presses the register button.

Access

Main Menu > Administrator Functions > Register admin

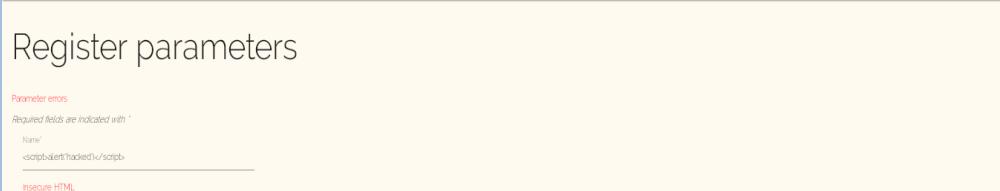
Tests

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	<p>The form must be filled in with the following data: Name: ‘Jose’; Surname: ‘Delgado García’; Phone number: ‘650879554’; Email: ‘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.</p> 
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	<p>The form must be blank, only the “I accept Terms & Conditions” box must be checked, otherwise the “Register” button will be inaccessible.</p>
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	<p>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’; 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.</p> 
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’; 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

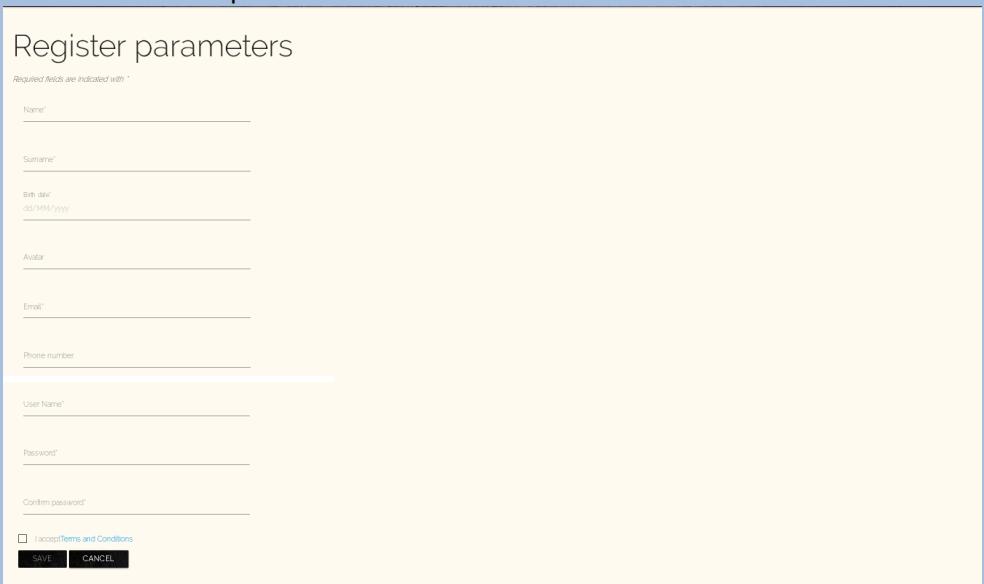
An authenticated admin goes to the register view and fills the form, once the form is filled, he or she presses the register button.

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	<p>The form must be filled in with the following data: Name: ‘Jose’; Surname: ‘Delgado García’; Phone number: ‘650879554’; Email:‘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_b2.png”. You must also accept Terms & Conditions.</p> 
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	<p>The form must be blank, only the “I accept Terms & Conditions” box must be checked, otherwise the “Register” button will be inaccessible.</p>
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	<p>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’; 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.</p> 
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	
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’; 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’; 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'; 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’; 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’; 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 designer

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’; 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'; 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_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_b2.png "; Correo electrónico : '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	
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’; 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.