# Use case 005 – List forum

Description

A user goes to the list forum view.

Access

Forum.

Tests

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| **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** |  |

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| **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** |  |

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| **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** |  |

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| **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

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| **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. |

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| **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** |  |

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

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| **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** |  |

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

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| **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”. |

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| **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** |  |

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| **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** |  |

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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 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** |  |

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

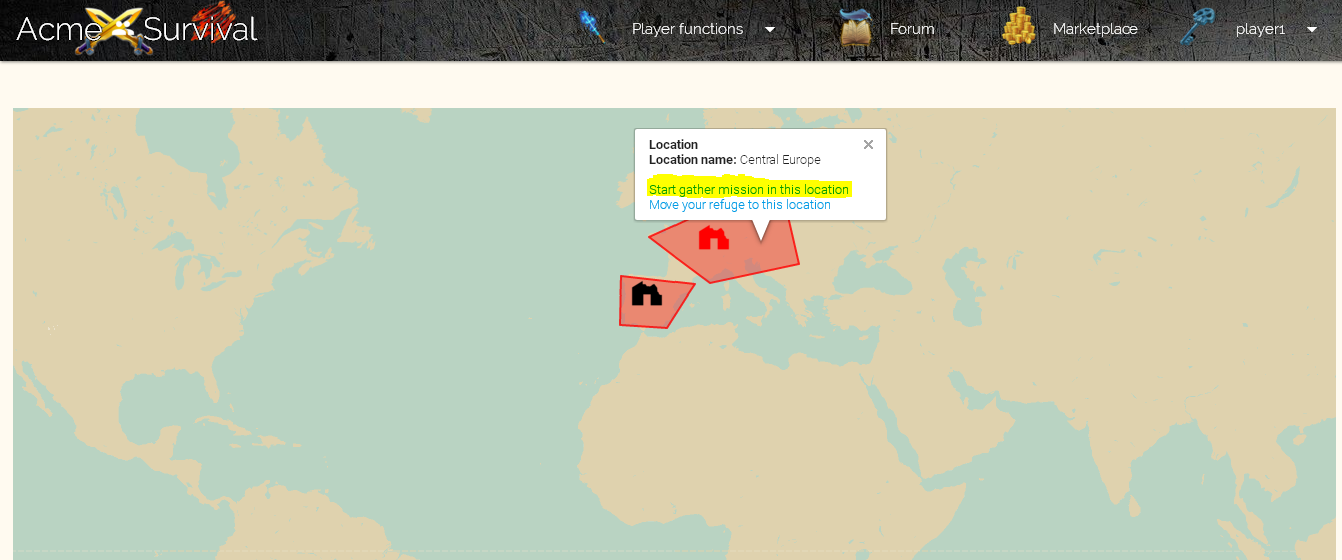
# Use case 007 – Create a Gather mission

Description

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

Access

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



Tests

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

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

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

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

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

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

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

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

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

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

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

# Use case 008 – List ItemDesign

Description

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

Access

Designer functions > Draft Mode Tools

Designer functions > Final Mode Tools

Designer functions > Draft Mode Resources

Designer functions > Final Mode Resources

Tests

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

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

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| --- | --- |
| **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” |

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| --- | --- |
| **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. |
| **Expected** | The system must redirect you to the list view of the tool. |
| **Outcome** | There isn’t any link “Create Tool” or “Create Resource” in the page “Draft Room Designs”. |
| **Notes** |  |

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

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

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

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

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

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

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

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

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

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| --- | --- |
| **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** |  |

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

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

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

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

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| **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** |  |

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

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| **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** |  |

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| **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** |  |

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| **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** |  |

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

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

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| **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** |  |

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| **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** |  |