

Test Plan

Stratify

Arshad Alikhan, Ashwin Mahesh, Richa Tenany, Turner Dunlop, Vishva Pandya

Functional Requirement 1

As a user, I would like to be able to use the application

Functional Test Cases

Test ID	1
Title	Home page
Instructions	User boots the application
Expected Result	Application appears nice and clean, with a clear understanding of what the application is supposed to do.
Severity	Critical

Functional Requirement 2

As a user, I would like to use the core functionalities of the application.

Functional Test Cases

Test ID	2
Title	Civilization set up
Instructions	Click on "Render Map" button
Expected Result	User will be shown a full size map
Severity	Critical

Test ID	3
Title	Civilization Set Up
Instructions	Click on “Civilizations” button”
Expected Result	Civilizations are shown
Severity	Critical

Test ID	4
Title	Timeline History
Instructions	Click on “Show Timeline” button
Expected Result	All timelines are shown
Severity	Critical

Test ID	5
Title	Civilization Set Up
Instructions	Click on “Re-render map”
Expected Result	Map is re-rendered with appropriate information added and deleted.
Severity	Critical

Functional Requirement 3

As a user, I would like to be able to save my map

Functional Test Cases

Test ID	6
Title	Save Map
Instructions	Click on Save Map-> Set a folder path.
Expected Result	The map should be saved locally on the computer
Severity	Critical

Test ID	7
Title	Save Map
Instructions	Click on Save Map-> Set a folder path.
Expected Result	The pop-up should close
Severity it	Workaround

Functional Requirement 4

As a user, I would like to be able to export my map.

Test ID	8
Title	Export Map
Instructions	Click on export map
Expected Result	User should be able to export their map
Severity	Critical

Functional Requirement 5

As a user I would like to be able to disable my timeline.

Test ID	9
Title	Disable timeline
Instructions	Click on Disable timeline
Expected Result	User should be able to click on it, and timeline should be disabled.
Severity	Critical

Functional Requirement 6

As a user I would like to be able to have the option to set my slider for world size.

Functional test cases

Test ID	10
Title	Set World Slider

Instructions	Move the slider left and right for set world size.
Expected Result	Slider should move
Severity	Critical

Boundary Test Cases

Test ID	11
Title	Valid Set World Input
Instructions	Move the slider all the way to the left.
Expected Result	Slider value should be > 1 at all times.
Severity	Important

Test ID	12
Title	Valid Set World Input
Instructions	Move the slider all the way to the right.
Expected Result	Slider value should be <= 100 at all times.
Severity	Important

Functional Requirement 7

As a user I would like to be able to have the option to set my slider for grassland to desert ratio slider.

Functional test cases

Test ID	13
Title	Set Slider
Instructions	Move the slider left and right for set grassland to desert ratio.
Expected Result	Slider should move
Severity	Critical

Boundary Test Cases

Test ID	14
Title	Valid Slider Input
Instructions	Move the slider all the way to the left.
Expected Result	Slider value should be > 1 at all times.
Severity	Important

Test ID	15
Title	Valid Slider Input
Instructions	Move the slider all the way to the right.
Expected Result	Slider value should be <= 100 at all times.
Severity	Important

Functional Requirement 8

As a user I would like to be able to have the option to set my slider for mountain to plain ratio slider.

Functional test cases

Test ID	16
Title	Set Slider
Instructions	Move the slider left and right for set mountain to plain ratio.
Expected Result	Slider should move
Severity	Critical

Boundary Test Cases

Test ID	17
Title	Valid Slider Input
Instructions	Move the slider all the way to the left.

Expected Result	Slider value should be > 1 at all times.
Severity	Important

Test ID	18
Title	Valid Slider Input
Instructions	Move the slider all the way to the right.
Expected Result	Slider value should be <= 100 at all times.
Severity	Important

Functional Requirement 9

As a user, I would like to be able to run this application across all platforms.

Functional Test Cases

Test ID	19
Title	Compatibility
Instructions	Run on a Mac.
Expected Result	Application loads and runs
Severity	Important

Functional Requirement 10

As a user, I would like to be to see the civilizations that are populated after changing re-rendering my map.

Functional Test Cases

Test ID	20
Title	Civilizations Populated.
Instructions	Click on re-render or render map
Expected Result	Map should be shown with the names of the civilizations.

Severity	Important
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Functional Requirement 11

As a user, I would like to be able to render the map multiple times

Functional Test Cases

Test ID	21
Title	Keep Rendering Map
Instructions	Click on re-render or render map multiple times
Expected Result	App should keep rendering map and show us new one
Severity	Important

Functional Requirement 12

As a user, I would like to see my timeline change according to my map

Functional Test Cases

Test ID	22
Title	Timeline Change
Instructions	Click on re-render or render map and then check timeline
Expected Result	Timeline should be updated according to map
Severity	Workaround

Functional Requirement 13

As a user, I would like to be able to go back to the main screen in case I decide I don't want to save my map

Functional Test Cases

Test ID	23
Title	Saving map
Instructions	Click on save map then try to exit the screen by clicking cancel
Expected Result	Save screen exits and you are redirected to home

	page
Severity	Important

Functional Requirement 14

As a user, I would like changes to grassland to desert ratio slider to be reflected in the grassland to desert ration of the map

Functional Test Cases

Test ID	24
Title	Adjust Grass to Desert Ratio: Functional
Instructions	Move slider to a random, non endpoint position.
Expected Result	Map should have a ratio of desert to grassland reflecting the position of the slider.
Severity	Workaround

Boundary Test Cases

Test ID	25
Title	Adjust Grass to Desert Ratio: All grass.
Instructions	Move slider all the way to the grass side.
Expected Result	Map should have no desert and consist of entirely grass.
Severity	Workaround

Test ID	26
Title	Adjust Grass to Desert Ratio: Desert.
Instructions	Move slider all the way to the desert side.
Expected Result	Map should have no grass and consist of entirely desert.
Severity	Workaround

Functional Requirement 15

As a user, I would like changes to mountain to plain ratio slider to be reflected in the grassland to desert ration of the map

Functional Test Cases

Test ID	27
Title	Adjust Mountain to Plain Ratio: Functional
Instructions	Move slider to a random, non endpoint position.
Expected Result	Map should have a ratio of mountain to plain reflecting the position of the slider.
Severity	Workaround

Boundary Test Cases

Test ID	28
Title	Adjust Mountain to Plain Ratio: All Mountain.
Instructions	Move slider all the way to the mountain side.
Expected Result	Map should have no plain and consist of entirely mountain.
Severity	Workaround

Test ID	29
Title	Adjust Mountain to Plain Ratio: All Plain.
Instructions	Move slider all the way to the plain side.
Expected Result	Map should have no mountain and consist of entirely plains.
Severity	Workaround

Functional Requirement 16

As a user, I would like to be able to save my map multiple times.

Functional Test Cases

Test ID	30
Title	Saving Name Works

Instructions	Render a map, click on the save button. Go to the right path, give the file a name and then click save.
Expected Result	The file should be saved to that correct location with the right file name.
Severity	Important

Functional Requirement 17

As a user, I would like to be able to load my map multiple times.

Functional Test Cases

Test ID	31
Title	Map Loads Correctly
Instructions	Click on the load map button. Find the correct file and open.
Expected Result	The map should appear, the same as before.
Severity	Important

Test ID	32
Title	Doesn't crash on loading invalid file
Instructions	Click on load map, and try to load a file that isn't the expected save file type.
Expected Result	The program shouldn't crash and the user should be notified of their mistake.
Severity	Important

Functional Requirement 18

As a user, I would like to load the map to a full scale

Functional Test Cases

Test ID	33
Title	Load Full map
Instructions	Click on load map, and check to see if the full map loads
Expected Result	The map is loaded to a full scale, and it is possible to see all locations to a scale.

Severity	Important
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Functional Requirement 19

As a user, I would like to be able to resize the application

Functional Test Cases

Test ID	34
Title	Change Size of Application
Instructions	The change the size of the application from full screen, to close to the minimum size.
Expected Result	The application should still look usable at all available sizes.
Severity	Workaround

Functional Requirement 20

As a user, I would like to export my timeline

Functional Test Cases

Test ID	35
Title	Export Timeline
Instructions	Click on export map
Expected Result	Have a map, and an exported timeline in your directory
Severity	critical.