System Testing
Online DnD
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<u>Grid System</u>
1. As a player, I want to have a grid system so that I can see the game environment.
2. As a developer, I want to refine the play area and grid so that the player can have a smooth experience.
3. Have actions in grid be persistent in multiple play sessions and between users.

<u>Steps to test:</u>
Required to register or log-in.
Enter game board page.
Game board is created as dungeon master
        (as a player)-> viewed as displayed by dungeon master
Ability to move player character
Dungeon master is able to move non-playable characters
Log-out
Log-in, board will be same as previous log-in displayed

<u>Chat room</u>
1. As a player, I want to have a built in way to communicate with other players for people playing online.
2. As a player, I don't want to leave the chat to do simple commands, like rolling dice or whispering so that I have more options during gameplay.

<u>Steps to test:</u>
Required to register or log-in.
Enter the game board page.
Chat room window appears.
Messages sent will appear in chat room window.
Messages received from other players will appear in chat room window.

<u>Different views for different roles</u>
1. As a player, I want have a server and user system so that I can be able to play online.
2. As a Dungeon Master, I want to have authority over the board.
3. As a user, I want to be able to move my character.

<u>Steps to test:</u>
Register or log-in
First user to register will be granted dungeon master access
        -> all other users will be regular players
Dungeon Master view: has forms for board size, board color and NPC coordinates
Player view: only has forms for their own player character

<u>Form and Function</u>
1. As a player, I want have a server and user system so that I can be able to play online.
2. As a player, I want to see the chat and grid side by side.
3. As a player, I want to have a character sheet, so that I can see my character's information.
4. As a developer, I want to set up the framework so that DnD can be playable.
5. As a developer, I want to refine the play area and grid so that the player can have a smooth experience.
6. As a user, I want to have a polished website application, so that there it is a nice experience for me to use the app.

<u>Steps to test:</u>
Register or log-in required
Enter game board page
->As a dungeon master: see game board, chat room window, forms for player character, game board size, color and non-playable character locations, skills and character chart
->As a regular player: see game board, chat room window, form for player character location, skills and character chart
Click create new character
-> enter character name and starting location
Board page:
-> Newly created character will be displayed on page