

Test Document – Team 904 – Master Minds

FIT5120 Industry Experience

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ABSTRACT

The following document contains the test cases we have used for the project. These test cases were carried out multiple times to ensure the stability of the functionality.

Test Cases for the web application

1.1 View Stories

Test Case and Verification Script					BUILD
1					
Functionality	Test ID	Test Description	Test Date	Tester	
View Stories	1.1	User can view all stories	25/8/15	Rocio	
Step	Step Description	Anticipated Results	Fail/pass	Actual Results	
1.1.1	Load the Stories page	Stories page is loaded	Pass		
1.1.2	All stories from the database are loaded.	Load stories from database.	Pass		
Comments				Review and Acceptance (initials)	

Fig 1.1: Table for to test if all stories load from the database

1.2 Add Story

Test Case and Verification Script					BUILD	
1						
Functionality		Test ID	Test Description	Test Date	Tester	
View Stories		1.2	User can add a story	25/8/15	Rocio	
Step	Step Description		Anticipated Results	Fail/pass		Actual Results
1.2.1	Click add story to load Add Story page.		Load page for adding new story.	Pass		
1.2.2	Enter Name and story, click add to add new story.		Story is added when both Name and Story fields are not empty.	Pass		
1.2.3	Enter story with empty name field, click add.		Story cannot be added. Empty name field.	Pass		
1.2.4	Enter name with empty story field, click add.		Story cannot be added. Empty story field.	Pass		
1.2.5	Enter name with invalid characters such as number or other symbols; along with story, then click add.		Story cannot be added. Invalid characters for name.	Pass		
Comments					Review and Acceptance (initials)	

Fig 1.2: Table for to test if stories can be added to the database

Test Cases for the mobile application

2.1 UI Elements load to the screen

Test Case and Verification Script					BUILD	
1						
Functionality		Test ID	Test Description	Test Date	Tester	
View Stories		2.1	All UI elements load to the screen correctly.	25/8/15	Rocio	
Step	Step Description		Anticipated Results	Fail/pass		Actual Results
2.1.1	Screen loads with ball in the centre, and 4 bricks at the bottom next to each other		All elements load at correct coordinates.	Pass		
2.1.2	Ball initially is not affected by gravity.		The ball initially stays static to the coordinate.	Pass		
2.1.3	Parts of the brick should not load out of the screen.		The bottom portion of the brick is expected to stay in the screen.	Pass		
Comments					Review and Acceptance (initials)	

Fig 2.1: Table to test if all UI elements load correctly

2.2 Press and drag on the screen to move ball

Test Case and Verification Script					BUILD	
1						
Functionality		Test ID	Test Description	Test Date	Tester	
View Stories		2.2	All UI elements load to the screen correctly.	25/8/15	Rocio	
Step	Step Description		Anticipated Results	Fail/pass		Actual Results
2.2.1	Press the ball on the screen and drag it horizontally to move it.		Ball is able to move when dragged horizontally.	Pass		
2.2.2	Press the ball on the screen and drag it vertically or at any angle other than 0 or 180 degrees.		Ball can only move horizontally and not vertically or at other angles.	Pass		
2.2.3	Press other parts of the screen to drag the ball.		The ball should not be able to be dragged if touched anywhere else.	Fail		The ball can be dragged if touched in other parts of the screen.
Comments					Review and Acceptance (initials)	

Fig 2.2: Table to test if ball can be dragged.

2.3 Ball makes contact with bricks

Test Case and Verification Script				BUILD 1	
Functionality		Test ID	Test Description	Test Date	Tester
View Stories		2.3	All UI elements load to the screen correctly.	25/8/15	Rocio
Step	Step Description		Anticipated Results	Fail/pass	
2.3.1	When the ball released, follows gravity to drop down.		When the ball is released, it drops vertically.	Pass	
2.3.2	Ball touches the correct answer block and plays a sound clip.		The ball should touch the correct answer brick and make a sound.	Pass	
2.3.3	Ball touches the wrong answer block and plays a failed sound clip.		The ball should touch the wrong answer brick and make a sound.	Pass	
Comments				Review and Acceptance (initials)	

Fig 2.3: Table to test if ball can be dragged.