

Group Project 2012 Test Specification

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1. INTRODUCTION

1.1 Purpose of this Document

The purpose of this document is to provide a detailed description of the testing to be carried out to ensure the production of an efficient and effective application. It should be read in the context of the Group Project 2012 taking into account the details of the Group Project assignment.

1.2 Scope

This document will present the testing required to complete the system. It will also cover the procedure for reporting test results. It will not include the procedure for fixing failed tests. The module testing involved in this project will be done using unit testing as described in the test plan.

1.3 Objectives

The objectives of this document are:

- To provide a detailed test specification that can be referred to throughout testing of the system.
- To describe the test result reporting procedure.
- To declare the format of testing and the information which must be supplied in test specifications and reports.

2. TEST SPECIFICATION

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria
	FR1	Check that a user can log in with a valid account	Valid username and password	The log in should be successful	The user can log in
	FR1	Check that a user cannot log in using an invalid account	Invalid username and password	The log in should be unsuccessful	The user is unable to log in
	FR1	Check that a user can register an account via a browser	Acceptable username and password	The account should be registered successfully	The users account has been created
	FR1	Check that a user can only register with an appropriate username and password	The username will have to consist of only alphabetical letters and numerical numbers. Anything else would be considered invalid for example adding punctuation marks such as “#”. In regards to the password anything can be inputted as it will be valid. Both username and password will have to be a minimum of 6 characters.	The account should not be created and an error message should appear stating that the inputted data is invalid.	The account is not created
	FR1	Check that both username and passwords fields must be filled	One or both Fields are left blank	The login should be unsuccessful and the user should be prompted to fill all fields	The login is unsuccessful and the user is prompted
	FR2 + FR9	Check that a friend	A friend	The request	The request

		request can be sent and received	request will be sent to another user	should appear on the other user's account	appears correctly
	FR2 + FR9	Check that a friend request can be accepted	Select the accept option on the received friend request	The users should appear on each others friends list and a confirmation message sent	The users appear on each others friends list and receive a confirmation message
	FR2 + FR9	Check that a friend request can be declined	Select the decline option	A message should appear saying the request has been declined	The users do not appear on each others friends lists and a declination message is sent
	FR3	Check that monster list is displayed correctly	The monster page will be displayed	All monsters owned by that user should be displayed	The monsters owned by that user should be displayed
	FR3	Check that monster attributes are displayed correctly	The monster page will be displayed	The attributes of each monster on the list should be displayed correctly	The monster attributes are displayed correctly
	FR3	Check that a new user is allocated a monster and an amount of virtual currency	Create a new user account	The user should be allocated a monster and a sum of virtual currency	The user is allocated a monster and the correct amount of virtual currency
	FR3	Check that the monster allocation is random	Create multiple user accounts	The basic monster allocation should not be the same for each user	The monster allocation is random
	FR4	Check that the system allocates a prize for a challenge appropriate to monster	Create a new monster and ensure that the prize is low relative to more powerful monsters	The prize for winning a challenge should scale up relative to monster level	The prize must scale relative to monster level
	FR4	Check the system puts the two correct monsters together for a battle based on user	The user selects one of their own monsters and	The two selected monsters are put together to	The two correct monsters are selected to battle

		input	one of their opponents monsters to battle	battle	
	FR4	Check that the user can accept a battle	Once challenged to a battle the user selects accept	The battle should go ahead	The battle goes ahead
	FR4	Check that the user can decline a battle	Once challenged to a battle the user selects decline	The battle should be cancelled	The battle is cancelled and does not go ahead
	FR5	Check that users from different servers can add each other as friends	A user will attempt to add a user from a different server to their friends list	The request should appear correctly on the second users requests page	The request displays correctly
	FR5	Check that users from different servers can accept requests	A user will attempt to add a user from a different server to their friends list	After accept is selected the users will appear on each others friends lists	The users appear on each others friends lists
	FR5	Check that users from different servers can decline requests	A user will attempt to add a user from a different server to their friends list	The request should be declined	The request is declined and the users do not appear on each others friends lists
	FR5	Check that users from different servers can buy monsters	One user will attempt to buy a monster from the other server	The transaction should succeed and one user should gain the monster and one gain the value in virtual currency	The transaction succeeds and the monster and the currency are exchanged
	FR5	Check that users from different servers can arrange a monster breeding	One user will send a breeding request to a user on a different server	The breeding should go ahead	The breeding goes ahead
	FR5	Check that users from different servers can	One user will send a fight	The fight should happen	The winner and prize money are

		arrange a fight	request to a user on a different server	correctly (winner chosen and prizes allocated correctly)	allocated correctly
	FR6	Check that the user can buy a monster	User selects the buy option on a monster for sale	The user should gain the monster and lost the currency value of the monster	The user gains the monster and loses the value of the monster
	FR6	Check that the user can sell a monster	The user puts a monster up for sale	The monster is correctly displayed as for sale and once the sale takes place the monster is gone and the user has gained the value of the monster	The monster is put up for sale and sold successfully
	FR6	Check that the user can remove a friend	On the friends list select the remove friend option from a friend	The friend in question should be removed from the friends list and the user removed from theirs	The friend is removed successfully
	FR6	Check that the user can offer a monster for breeding	The user will select the offer for breeding option on a monster	The monster will display as up for breeding correctly	The monster displays as up for breeding
	FR6	Check that the user can purchase breeding with a monster	The user will select the breed option on a monster available to breed	The breeding should go ahead and the cost deducted from the users bank	The breed goes ahead properly and the user is appropriately charged
	FR6	Check that the user can unregister	The user will select the unregister option	The users account should be unregistered and no longer be valid	The users account is no longer valid
	FR7	Check that on startup the options to login	The user will start up the	The options to log in or	The options to log in and

		and register are displayed	program in their browser	register should be displayed	register are displayed
	FR7	Check that once logged in the user can log out	Once logged in the user will select the log out option	The user should be logged out of the system	The user is logged out of the system
	FR8	Check that once logged in the user has a list of their monsters statuses	The user will log in and go to their monsters page	The user should see a list of their monsters (with health, diseases etc)	The user is presented with a complete list of their monsters plus their statuses
	FR8	Check that once logged in the user has a list of their friends	The user will log in and go to their friends page	The user should see a list of their friends	The user sees a correct list of their friends
	FR8	Check that once logged in the user has a list of monsters available for breeding	The user will log in and go to their friends page	The user should see a list of monsters that are available for breeding	The user sees a correct list of monsters available for breeding
	FR8	Check that once logged in the user has a list of monsters for sale	The user will log in and go to their friends page	The user should see a list monsters that are available to be bought	The user sees a correct list of monsters available for sale
	FR8	Check that once logged in the user can see a list of all their requests (breeding, challenges etc) with prize money if applicable	The user will log in and go to their friends page	The user should see a list of their requests plus prizes	The user sees a full list of their requests plus the prizes available
	FR10	Check that after a fight the users competitors monsters list is updated	Once logged in the user will take part in a battle	The monster list of all competitors should be updated	The competitors monster list is updated (losers removed from the list)
	FR10	Check that after a battle has been won the prize money is transferred to the users account	Once logged in the user will take part in a battle and win	The prize should then be in the users account and their monsters updated to account for injuries	The prize money is in the users account and their monsters updated for injuries

	FR11	Check that the user can see the wealth of all friends	Once logged in the user navigates to the friends page	All friends wealth should be displayed in order of wealth	Friends are displayed in correct order of wealth
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3. REFERENCES

[1] QA Document SE.QA.01 - Quality Assurance Plan.

[2] QA Document SE.QA.03 – General Documentation Standards.

[3] QA Document SE.QA.06 – Test Procedure Standards.

[4] QA Document SE.QA.08 – Operating Procedures and Configuration Management Standards.

4. DOCUMENT CHANGE HISTORY

Version	CCF No.	Date	Changes Made to Document	Changed By
1	N/A	14/11/12	Draft	C.Bird
2	N/A	29/01/13	Draft	I.Mungul