**\*Some of these tests are outlined here but I didn’t actually test them so there is no screenshot. Explanations for why I didn’t do them and how they would have helped are in the TestEvaluations document**

**Initialize Profile** / **Enter User Info**:

Verify success by going back to the user info page and seeing that it shows the changes expected.

Verify failure by going back to the user info page and seeing that it doesn’t show the changes expected.

1. When user chooses to save
   1. Test for success when user only inputs name: Open application -> click on value in name field to modify -> Type a value -> select “submit”
   2. Test for success when user inputs a name and \*each\* other option parameter: Open application -> click on value in name field to modify -> Type a value -> Do the same for other values -> select “submit”
      1. Repeat for each value
   3. Test for success when no changes are made:
   4. Test for error when no name is given:
   5. Test for error when username is too long to parse:
2. When user chooses not to save
   1. Test for success when user only inputs name: Open application -> click on value in name field to modify -> Type a value -> select “submit”
   2. Test for success when user inputs a name and \*each\* other option parameter: Open application -> click on value in name field to modify -> Type a value -> Do the same for other values -> select “submit”
      1. Repeat for each value
   3. Test for success when no changes are made:
   4. Test for error when no name is given:
   5. Test for error when username is too long to parse:

**Modify User Info**:

Verify success by going back to the user info page and seeing that it shows the changes expected.

Verify failure by going back to the user info page and seeing that it doesn’t show the changes expected.

1. When user chooses to save
   1. Test for success when user only changes name: Hover over username in bottom of application -> Click on username -> click on user name value -> Type a value new value -> select “submit”
   2. Test for success when user inputs a name and \*each\* other option parameter: Hover over username in bottom of application -> Click on username -> click on user name value -> Type a value new value -> select “submit”
      1. Repeat for each value
   3. Test for success when no changes are made:
   4. Test for error when no name is given:
   5. Test for error when username is too long to parse:
2. When user chooses not to save
   1. Test for success when user only inputs name: Open application -> click on value in name field to modify -> Type a value -> select “submit”
   2. Test for success when user inputs a name and \*each\* other option parameter: Open application -> click on value in name field to modify -> Type a value -> Do the same for other values -> select “submit”
      1. Repeat for each value
   3. Test for success when no changes are made:
   4. Test for error when no name is given:
   5. Test for error when username is too long to parse:

**Initialize New Antagonist / Enter Antagonist Info**: Select “New Antagonist” -> click on value in name field to modify (optional) -> Type a value (optional) -> do the same for other values (optional) -> select “submit”

1. When user chooses to save
   1. Test for success when user inputs a name and \*each\* other option parameter: Open application -> click on value in name field to modify -> Type a value -> Do the same for other values -> select “submit”
      1. Repeat for each value
   2. Test for success when no changes are made:
   3. Test for error when no name is given:
   4. Test for error when username is too long to parse:
2. When user chooses not to save
   1. Test for success when user inputs a name and \*each\* other option parameter: Open application -> click on value in name field to modify -> Type a value -> Do the same for other values -> select “submit”
      1. Repeat for each value
   2. Test for success when no changes are made:
   3. Test for error when no name is given:
   4. Test for error when username is too long to parse:

**Modify Antagonist Info**: Hover over antagonist name in bottom of application -> Click on antagonist name -> click on value in a field to modify (optional) -> Type a value (optional) -> Do the same for other values (optional) -> select “submit”

1. When user chooses to save
   1. Test for success when user inputs a name and \*each\* other option parameter: Open application -> click on value in name field to modify -> Type a value -> Do the same for other values -> select “submit”
      1. Repeat for each value
   2. Test for success when no changes are made:
   3. Test for success when user deletes antagonist and there are other antagonists:
   4. Test for success when user deletes antagonist and there are no other antagonists:
   5. Test for success when no name is given:
   6. Test for error when username is too long to parse:
2. When user chooses not to save
   1. Test for success when user inputs a name and \*each\* other option parameter: Open application -> click on value in name field to modify -> Type a value -> Do the same for other values -> select “submit”
      1. Repeat for each value
   2. Test for success when no changes are made:
   3. Test for success when no name is given:
   4. Test for error when username is too long to parse:

**Input an Insult**: Open app -> hover over field for entering insult -> type -> click “submit” -> read the output and say it to your antagonist.

1. Test for failure when no input:
2. Test for failure with input too long:
3. Test for success when user is not initialized:
4. Test for success when antagonist is not initialized:
5. Test for success when user cancels when no input:
6. Test for success when user cancels after entering input: