COMP3207/2324/Coursework/1-2-testsuite

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COMP3207 Coursework 1 Part 2 test suite

Category	No.	Description	Steps	Evidence	Mark Weighting
Registration and Login	1				Total: 15
	1.1	A user cant register with invalid username or password	1) Register as user "a" with password "a"	Screenshot showing feedback that registration failed or was invalid	3
	1.2	A user can register	1) Register as user "bbbb" with password "bbbbbbbbbb"	Screenshot showing feedback that registration succeeded	3
	1.3	A user cant register as an existing user	1) Register as user "aaaa" with password "aaaaaaaaaa"	Screenshot showing feedback that registration failed	3
	1.4	A user can successfully login	1) Login as user "aaaa" with password "aaaaaaaaaa"	Screenshot showing feedback that login was successful	3
	1.5	A user cant successfully login with the wrong password	1) Login as user "aaaa" with password "bbbbbbbbbb"	Screenshot showing feedback that login was unsuccessful	3
Game Start Up	2				Total 30
	2.1	The display shows waiting for players and the url	1) Start display	Screenshot of waiting for players	2
	2.2	The admin player can join	1) Login as "aaaa"	Screenshot showing the first user is shown as an admin. Screenshot showing the main display shows 1 user has joined	4
	2.3	A game can begin after 3 people have joined	1) Login as "bbbb" "cccc"	Screenshot showing the first user has a game start button. Screenshot showing the main display shows 3 players have joined.	5
	2.4	The admin can start the game	1) "aaaa" starts the game	Screenshot showing the main display shows the game has started	10
	2.5	Users joining after the game has started become audience members	1) Login as "dddd"	Screenshot showing the fourth user is shown as being an audience member	2
Prompt submission	2.6	A player can submit a prompt at anytime a game is running	1) Login as "aaaa" "bbbb" "cccc" 2) "aaaa" starts game	Screenshot entering prompt.	5

				3) "bbbb" creates a prompt	Screenshot of the main display showing 1 prompt has been submitted by "bbbb".	
		2.7	An audience member can submit a prompt at anytime a game is running	1) Continuing from 2.6 2) Login as "dddd" and submit a prompt	Screenshot of audience member entering prompt. The main display shows 2 prompts have been submitted by "bbbb" and "dddd"	2
Game round	3					Total 30
		3.1	Submits answers for one or more prompts	1) Login as "aaaa" "bbbb" "cccc" 2) "aaaa" starts game 3) For each player, always answer with their username to any prompt	Screenshot of submitting answers to prompts	5
		3.2	Players vote on best answer for a number of prompts but not their own	1) Continuing from 3.1 2) For each prompt always vote for the answer that is alphabetically first	Screenshot of voting	5
		3.3	Audience votes on best answer for the prompts in the round	1) Continuing from 3.2 2) For each prompt always vote for the answer that is alphabetically first	Screenshot of voting	2
		3.4	Result are shown for each prompt, answer and its votes	1) Continuing from 3.3 2) "aaaa" steps though each voting results	Screenshot of a prompt, 2 answers, who answered and the votes each answer got.	5
		3.5	Round scores are correct	1) Continuing from 3.4 2) "aaaa" steps to the round scores	Screenshot of rounds scores Calculation in report to show the scores are correct.	2
End of round		3.6	Final score table and advance to next round	1) Continuing from 3.5	Screenshot of "aaaa" with button to advance to next round	5
Further rounds		3.7	Two more rounds are played	As above	Screenshot of the final rounds scores	1
End of game		3.8	After 3 rounds show the final scores	As above	Screenshot of the final rounds scores.	5
9th player audience	4					Total 5
		4.1	A 9th player joins the audience	1) Login is 8 users, "aaaa"..."hhhh",	Screenshot of "iiii" as audience member.	5

			2) Login in as "iiiii" 3) "aaaa" starts game		
50% prompts	5				Total 5
	5.1	50% of the game prompts should be from prompts entered by players / audience	1) Login as 3 users "aaaa" .. "cccc" 2) Submit many prompts marked as new 3) Perform a round of the game	Record the prompts that are shown to the players. Show that prompts were written to the API by showing the output of the dump feature in the tester	5
4 Players	6				Total 5
	6.1	4 Players	1) login as with 4 users "aaaa".."dddd" 2) play a ground of the game	Screenshot of the round scores. Calculation in report to show the scores are correct.	5

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