

# Chat-Room Adventure

*San José State University*

*Computer Engineering 133: Software Engineering II*

*Group I*

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Group 1

# Overview

We are making a choose-your-own-adventure game that is a web application.

We will be running all functional system tests we plan to run.



Group 1

# Login Functionality

TEST CASE	PRECONDITION	TEST STEPS	TEST DATA	EXPECTED RESULTS
Check the response to a valid username and password	Username and password being tested must be in database already	1. Go to login page 2. Enter username 3. Enter password 4. Click button	Username: test_user Password: test	Login must be successful
Check the response to an invalid username and password	Username and password being tested should not exist in database	1. Go to login page 2. Enter username 3. Enter password 4. Click button	Username: stranger Password: danger	Login must not be successful
Check the response to an invalid password but valid username	Username being tested must exist in database already	1. Go to login page 2. Enter username 3. Enter password 4. Click button	Username: test_user Password: user	Login must not be successful

# Registration Functionality

TEST CASE	PRECONDITION	TEST STEPS	TEST DATA	EXPECTED RESULTS
Check the response to creating an account with new credentials	Username and password should not exist in database prior	1. Go to registration page 2. Enter username 3. Enter password 4. Click button	Username: new_user1  Password: password1	Registration must be successful
Check the response to creating an account with existing credentials	Username and password should exist in database prior	1. Go to registration page 2. Enter username 3. Enter password 4. Click button	Username: test_user  Password: test	Registration must not be successful

Note: the number after new\_user and password can be incremented so the test case can be tested multiple times.  
(i.e. new\_user2, newuser\_3)

# Play Game Functionality

TEST CASE	PRECONDITION	TEST STEPS	TEST DATA	EXPECTED RESULTS
Check to see game continues when the the player chooses the response.	Prior game options should not be visible.	<ol style="list-style-type: none"><li>1. Check current game point.</li><li>2. Choose game option prompted.</li><li>3. Wait for game respond and continue.</li><li>4. Wait for new game option to display again.</li></ol>	Using test_user game progress	Game data is updated and will continue on with game.
Check to see if game tracks options chosen.	Game options should consist of one category of answers game should be close to the ending.	<ol style="list-style-type: none"><li>1. Choose one category of game options.</li><li>2. Wait for game to respond with given ending.</li><li>3. Check counter.</li></ol>	Using test_user game progress	Game should use correct ending and show one option count is greater than the other.

# Save Game Functionality

TEST CASE	PRECONDITION	TEST STEPS	TEST DATA	EXPECTED RESULTS
Check functionality to save the game during play duration and resume gameplay again.	User is already logged in and is on a gameplay page.	<ol style="list-style-type: none"><li>1. Play game for a bit.</li><li>2. Click on options menu.</li><li>3. Click on save option.</li><li>4. Click on exit option.</li><li>5. Click on "Continue Story" option</li><li>6. Check database entry.</li></ol>	saveFile: pt022wH02wR04	User will see the gameplay page where they last saved it and database entry is updated.
Check functionality to access saved game when logged on.	Game has been previously saved and user is not logged in.	<ol style="list-style-type: none"><li>1. Successfully log in with credentials.</li><li>2. Select "Continue Story" option.</li><li>3. Compare last save with current game status.</li></ol>	username: test_user password: test saveFile: pt022wH02wR04	User will see the gameplay page where they last saved it and database entry is unchanged.

Note: the data to save the game (saveFile) is currently a String, but we may consider other options like arrays.



QUESTIONS?