

Ball'r Leagues

Test Plan

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Identification and Classification	<u>Test Case 1</u> : Create an account <u>Test Case Type</u> : Functionality <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User is presented the login form. 2. If the User does not have an account, user clicks the Create new account button below the login button. 3. New window shows up and users are able to create an username and password. 4. Firebase stores the data. 5. Login window shows up and user is able to login
Expected Behavior	<ol style="list-style-type: none"> 1. After the user submit username and password, the data is stored in Firebase.

Identification and Classification	<u>Test Case 2</u> : Create an account <u>Test Case Type</u> : Boundary value <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User tries to create account even though he/she had already created one before.
Expected Behavior	<ol style="list-style-type: none"> 1. App identifies existing user and alerts the user saying that an account for this user already exists, and asks the user to login.

Identification and Classification	<u>Test Case 3</u> : Create an account <u>Test Case Type</u> : Boundary value
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	<u>Severity:</u> 1
Test Steps	1. A user tries to create an account without writing user id/email or password
Expected Behavior	1. An error message will appear alerting of invalid value. 2. User is asked to enter text.

Identification and Classification	<u>Test Case 4:</u> Create an account <u>Test Case Type:</u> Equivalence <u>Severity:</u> 1
Test Steps	1. User is presented the login form. 2. If the User does not have an account, user clicks the Create new account button below the login button. 3. New window shows up and users are able to create an username and password. 4. User enters a password which does not meet the requirements. 5. User clicks submit.
Expected Behavior	1. After the user submits the username and password, the user gets an error message asking the user to enter a password which meets the requirements and also shows the password requirements.

Identification and Classification	<u>Test Case 5:</u> Login using email and password <u>Test Case Type:</u> Functionality <u>Severity:</u> 1
Test Steps	1. User is presented the login form 2. User enters in their username and password 3. User clicks login 4. The credentials are sent to firebase to be verified 5. Firebase sends a confirmation if the id and password match

Expected Behavior	<ol style="list-style-type: none"> 1. If the user's credentials are correct, the app should redirect to the home page 2. If the user's credentials are incorrect, the app should display an alert message indicating a failed login
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Identification and Classification	<u>Test Case 6</u> : Login using email and password <u>Test Case Type</u> : Equivalence <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User is presented the login form 2. User enters incorrect account details (either username or password or both) 3. User clicks login 4. The credentials are sent to firebase to be verified 5. Firebase sends response.
Expected Behavior	<ol style="list-style-type: none"> 1. If the user's credentials are incorrect, the app should stay in the login page 2. If the user's credentials are incorrect, the app should display an alert message indicating a failed login

Identification and Classification	<u>Test Case 7</u> : Login <u>Test Case Type</u> : Boundary value <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User tries to login when an account does not exist.
Expected Behavior	<ol style="list-style-type: none"> 1. App identifies that no such account exists and asks the user to register.

Identification and Classification	<u>Test Case 8</u> : Delete an account <u>Test Case Type</u> : Functionality <u>Severity</u> : 2
Test Steps	<ol style="list-style-type: none"> 1. User opens the settings view and clicks

	on 'Delete Account' 2. User is asked to verify his/her action by responding on the alert
Expected Behavior	1. The app alerts the user to verify account deletion action when 'Delete Account' is clicked. 2. Upon verification, the current user's account is deleted and all relevant records are deleted from the database.

Identification and Classification	<u>Test Case 9</u> : User resets password <u>Test Case Type</u> : Functionality <u>Severity</u> : 1
Test Steps	1. A user clicks reset password on the login screen with a registered account. 2. A user clicks reset password without a registered account. 3. User submits their new account password and is redirected to the home screen.
Expected Behavior	1. An email is sent to the valid user with a link to change their password. 2. User clicks on the link and is redirected to a form to change their password. 3. The password is updated for the valid user.

Identification and Classification	<u>Test Case 10</u> : User resets password <u>Test Case Type</u> : Boundary <u>Severity</u> : 1
Test Steps	1. A user clicks reset password on the login page without a registered account.
Expected Behavior	1. The user gets an error response asking to enter the required email id.

Identification and Classification	<u>Test Case 11</u> : User reset password
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	<u>Test Case Type</u> : boundary <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User tries to update password with incorrect current password. 2. User tries to update password with 'New Password' field value not matching 'Confirm New Password' field value.
Expected Behavior	<ol style="list-style-type: none"> 1. User's password is not updated and the user is alerted that their password was incorrect. 2. User's password is not updated and the user is alerted that the passwords did not match.

Identification and Classification	<u>Test Case 12</u> : Login using Facebook Sign-in <u>Test Case Type</u> : Functionality <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User is presented the login form 2. User clicks on 'Login with Facebook' 3. User enters facebook account credentials and signs in. 4. User grants You Betcha! required permissions (if doing it for the first time). 5. User exits Facebook form.
Expected Behavior	<ol style="list-style-type: none"> 1. Clicking on 'Login with Facebook' should redirect user to the Facebook login page where the user has to enter credentials. 2. Upon submitting the correct credentials to Facebook, it asks the user if they want to grant access to You Betcha! 3. Upon granting access, the user exits facebook form and is presented with the homepage of the app.

Identification and Classification	<u>Test Case 13</u> : Login using Facebook Sign-in <u>Test Case Type</u> : Boundary
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	<u>Severity: 1</u>
Test Steps	<ol style="list-style-type: none"> 1. User is presented the login form 2. User clicks on 'Login with Facebook' 3. User enters facebook account credentials and signs in. 4. User does not grant You Betcha! required permissions. 5. User exits Facebook form.
Expected Behavior	<ol style="list-style-type: none"> 1. Clicking on 'Login with Facebook' should redirect user to the Facebook login page where the user has to enter credentials. 2. Upon submitting the correct credentials to Facebook, it asks the user if they want to grant access to You Betcha! 3. Upon denying access, the user exits facebook form and is presented with the login of the app with appropriate error message.

Identification and Classification	<u>Test Case 14: Sports news</u> <u>Test Case Type: Functionality</u> <u>Severity: 2</u>
Test Steps	<ol style="list-style-type: none"> 1. Upon successful login, the user should be redirected to the home page. 2. The user should be able to view the sports news on the homepage.
Expected Behavior	<ol style="list-style-type: none"> 1. The homepage should show recent sports news to the user.

Identification and Classification	<u>Test Case 15: Update profile picture</u> <u>Test Case Type: Functionality</u> <u>Severity: 3</u>
Test Steps	<ol style="list-style-type: none"> 1. User opens his profile page. 2. User clicks on Upload Profile Picture. 3. User selects image file.
Expected Behavior	<ol style="list-style-type: none"> 1. Clicking on 'Profile' should open the user's

	<p>profile page.</p> <ol style="list-style-type: none"> 2. Clicking on 'Upload Profile Picture' should allow the user to select an image file from his computer to upload. 3. Uploading the image file should set it as the profile picture for that user.
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Identification and Classification	<p><u>Test Case 16</u>: Update profile picture</p> <p><u>Test Case Type</u>: Boundary</p> <p><u>Severity</u>: 3</p>
Test Steps	<ol style="list-style-type: none"> 1. User opens his profile page. 2. User clicks on Upload Profile Picture. 3. User selects non-image file.
Expected Behavior	<ol style="list-style-type: none"> 1. Clicking on 'Profile' should open the user's profile page. 2. Clicking on 'Upload Profile Picture' should allow the user to select an image file from his computer to upload. 3. Uploading the non-image file should show an appropriate error message to the user.

Identification and Classification	<p><u>Test Case 17</u>: Select favorite teams</p> <p><u>Test Case Type</u>: Functionality</p> <p><u>Severity</u>: 3</p>
Test Steps	<ol style="list-style-type: none"> 1. User opens his profile page. 2. User clicks on Select Favorite Teams. 3. User selects teams they like. 4. User hits submit.
Expected Behavior	<ol style="list-style-type: none"> 1. Clicking on 'Profile' should open the user's profile page. 2. Clicking on 'Select Favorite Teams' should allow the user to select teams they like. 3. Submitting should show a list of the favorite teams the user has.

Identification and Classification	<u>Test Case 18</u> : Fixtures and live scores
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	<u>Test Case Type:</u> Functionality <u>Severity:</u> 2
Test Steps	<ol style="list-style-type: none"> 1. User clicks on the 'Fixtures' tab in the navbar. 2. User checks for the games currently occurring and the scores.
Expected Behavior	<ol style="list-style-type: none"> 1. Page with live games is loaded followed by upcoming fixtures. 2. If there are no live games, upcoming fixtures is loaded with timestamps.

Identification and Classification	<u>Test Case 19:</u> Fantasy league <u>Test Case Type:</u> Functionality <u>Severity:</u> 1
Test Steps	<ol style="list-style-type: none"> 1. User clicks on the fantasy tab in the navbar.
Expected Behavior	<ol style="list-style-type: none"> 1. The fantasy league home page is displayed on the main page.

Identification and Classification	<u>Test Case 20:</u> Create team <u>Test Case Type:</u> Functionality <u>Severity:</u> 1
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks on "Create a team" button. 3. The user selects the players he wants to add.
Expected Behavior	<ol style="list-style-type: none"> 1. The page loads the link to build a team. 2. Player stats and price are displayed.

Identification and Classification	<u>Test Case 21:</u> Create team
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	<u>Test Case Type</u> : Boundary <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User clicks on create team when there already exists one.
Expected Behavior	<ol style="list-style-type: none"> 1. A pop-up window should appear, saying "Only one team per user". 2. Page with user's current team should be loaded.

Identification and Classification	<u>Test Case 22</u> : Edit team <u>Test Case Type</u> : Functionality <u>Severity</u> : 2
Test Steps	<ol style="list-style-type: none"> 1. User clicks on edit team. 2. User selects players to remove from the team. 3. User selects players to add to the team. 4. User saves team.
Expected Behavior	<ol style="list-style-type: none"> 1. User is allowed to remove players from their team. 2. User is allowed to add players to their team.

Identification and Classification	<u>Test Case 23</u> : Save Team <u>Test Case Type</u> : Functionality <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User clicks "Submit team" after building a team.
Expected Behavior	<ol style="list-style-type: none"> 1. User's team along with name is stored in the database.

Identification and Classification	<u>Test Case 24</u> : Save team <u>Test Case Type</u> : Boundary
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	<u>Severity: 1</u>
Test Steps	<ol style="list-style-type: none"> 1. User tries to save team when allocated budget is exceeded. 2. User tries to save team when it is incomplete.
Expected Behavior	<ol style="list-style-type: none"> 1. Error message saying "Team value exceeded" pops up. 2. Error message saying "Squad incomplete" pops up.

Identification and Classification	<u>Test Case 25: Create public league</u> <u>Test Case Type: Functionality</u> <u>Severity: 1</u>
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Create Public League' button.
Expected Behavior	<ol style="list-style-type: none"> 1. A new open league with no restrictions is created.

Identification and Classification	<u>Test Case 26: Create private league</u> <u>Test Case Type: Functionality</u> <u>Severity: 1</u>
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Create Private League' button.
Expected Behavior	<ol style="list-style-type: none"> 1. A new closed league with a unique code is formed (for others to join).

Identification and Classification	<u>Test Case 27: Create head-to-head league</u> <u>Test Case Type: Functionality</u>
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	<u>Severity: 1</u>
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Create Head-to-Head League' button.
Expected Behavior	<ol style="list-style-type: none"> 1. A new head-to-head league with a unique code is formed (for others to join).

Identification and Classification	<u>Test Case 28: Join public league</u> <u>Test Case Type: Functionality</u> <u>Severity: 1</u>
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Join Public League' button.
Expected Behavior	<ol style="list-style-type: none"> 1. User is added to random public league.

Identification and Classification	<u>Test Case 29: Join public league</u> <u>Test Case Type: Boundary</u> <u>Severity: 1</u>
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Join Public League' button on a league which already has the maximum number of players allowed.
Expected Behavior	<ol style="list-style-type: none"> 1. An error message is shown informing the user that the league is already full.

Identification and Classification	<u>Test Case 30: Join private league</u> <u>Test Case Type: Functionality</u> <u>Severity: 1</u>
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Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Join Private League' button.
Expected Behavior	<ol style="list-style-type: none"> 1. A textbox requesting the unique league id pops up. 2. If the user enters the right code, the user's team is added to the closed league.

Identification and Classification	<u>Test Case 31</u> : Join private league <u>Test Case Type</u> : Boundary <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Join Private League' button. 3. User enters an incorrect league id.
Expected Behavior	<ol style="list-style-type: none"> 1. A textbox requesting the unique league id pops up. 2. Since the user has entered an incorrect id, an error message is shown informing the user that a league with the specified id does not exist.

Identification and Classification	<u>Test Case 32</u> : Join private league <u>Test Case Type</u> : Boundary <u>Severity</u> : 1
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Join Private League' button on a league which already has the maximum number of players allowed.
Expected Behavior	<ol style="list-style-type: none"> 1. An error message is shown informing the user that the league is already full.

Identification and Classification	<u>Test Case 33</u> : Join head-to-head league
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	<u>Test Case Type:</u> Functionality <u>Severity:</u> 1
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Join Head-to-Head League' button.
Expected Behavior	<ol style="list-style-type: none"> 1. A textbox requesting the unique league id pops up. 2. If the user enters the right code, the user's team is added to the head-to-head league.

Identification and Classification	<u>Test Case 34:</u> Join head-to-head league <u>Test Case Type:</u> Boundary <u>Severity:</u> 1
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Join Head-to-Head League' button. 3. User enters incorrect id.
Expected Behavior	<ol style="list-style-type: none"> 1. A textbox requesting the unique league id pops up. 2. Since the user has entered an incorrect id, an error message is shown informing the user that a league with the specified id does not exist.

Identification and Classification	<u>Test Case 35:</u> Join head-to-head league <u>Test Case Type:</u> Boundary <u>Severity:</u> 1
Test Steps	<ol style="list-style-type: none"> 1. User navigates to the 'Fantasy League' part of the website. 2. User clicks the 'Join Head-to-Head League' button on a league which already has the maximum number of players

	allowed.
Expected Behavior	1. An error message is shown informing the user that the league is already full.

Identification and Classification	<u>Test Case 36</u> : View other user's teams in leagues <u>Test Case Type</u> : functionality <u>Severity</u> : 3
Test Steps	1. User clicks on 'Players' tab within the league they are part of. 2. User clicks on a specific user.
Expected Behavior	1. The 'Players' tab within a league should show the usernames of all users within that league. 2. Clicking on a particular user should show that user's team.

Identification and Classification	<u>Test Case 37</u> : Other user's teams in leagues <u>Test Case Type</u> : boundary <u>Severity</u> : 3
Test Steps	1. User clicks on 'Players' tab within the league they are part of when the league has no other users.
Expected Behavior	1. The 'Players' tab within a league which has only one player (the current user) should show only the current user's name on the list of players.

Identification and Classification	<u>Test Case 38</u> : League standings <u>Test Case Type</u> : functionality <u>Severity</u> : 2
Test Steps	1. User navigates to the "Your leagues" page and selects one of his/her leagues.

Expected Behavior	1. The league standings are displayed, updated after each gameweek.
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Identification and Classification	<u>Test Case 39</u> : League standings <u>Test Case Type</u> : boundary <u>Severity</u> : 2
Test Steps	1. User navigates to the "Your leagues" page when the user has not joined/created a league.
Expected Behavior	1. A message saying "You are not part of any league" is shown.

Identification and Classification	<u>Test Case 40</u> : Withdraw from league <u>Test Case Type</u> : Functionality <u>Severity</u> : 2
Test Steps	1. User enters the league he/she is a part of which they want to leave. 2. User clicks on the 'Leave League' button. 3. User confirms action.
Expected Behavior	1. A confirmation message is shown to the user informing them that their progress in the league will not be saved if they leave the league. 2. If the user confirms the action, they are removed from the league.

Identification and Classification	<u>Test Case 41</u> : Withdraw from league <u>Test Case Type</u> : Boundary <u>Severity</u> : 2
Test Steps	1. User enters the league he/she is a part of which they want to leave. 2. User clicks on the 'Leave League' button. 3. User denies action.

Expected Behavior	<ol style="list-style-type: none"> 1. A confirmation message is shown to the user informing them that their progress in the league will not be saved if they leave the league. 2. If the user denies the action, they are not removed from the league.
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Identification and Classification	<u>Test Case 42: Player Stats</u> <u>Test Case Type: Functionality</u> <u>Severity: 2</u>
Test Steps	<ol style="list-style-type: none"> 1. User clicks on the "Player Statistics" button on the page.
Expected Behavior	<ol style="list-style-type: none"> 1. Player statistics for different aspects is displayed going from a best-to-worst order.

Identification and Classification	<u>Test Case 43: Bugs</u> <u>Test Case Type: functionality</u> <u>Severity: 3</u>
Test Steps	<ol style="list-style-type: none"> 1. User clicks on 'Report a bug' on the main screen. 2. User completes the bug report, and hits 'submit'.
Expected Behavior	<ol style="list-style-type: none"> 1. A new pop-up should appear containing the bug-report form. 2. User should be able to enter the required information regarding the bug in the form. 1. Once the user hits 'submit', the bug report should be sent to a specific admin.