UAT Testing Plans

Team API

Test Cases:

1. Positive Test:
   - User Activity: User navigates to a specific Team ID page.
   - Test Data: Valid Team ID.
   - Test Environment: Localhost.
   - Expected Result: User is redirected to a page displaying detailed information about the team.

2. Negative Test:
   - User Activity: User navigates to a specific Team ID page.
   - Test Data: Invalid Team ID.
   - Test Environment: Localhost.
   - Expected Result: User is redirected back to the homepage.

User Acceptance Testers:
- Product manager
- Development team lead
- Quality assurance team

Live Games

Test Cases:
1. Positive Test:
   - User Activity: User visits the website during live games.
   - Test Data: Live game data from API.
   - Test Environment: Cloud.
   - Expected Result: Scoreboard and live game list are populated with accurate data.

2. Negative Test:
   - User Activity: User visits the website when no games are occurring.

- Test Data: No live game data available from API.
  - Test Environment: Cloud.
  - Expected Result: Website displays a proper notification indicating no live games.

User Acceptance Testers:
- Marketing team
- Customer support team
- End users (selected from beta testers)

Favorite Teams

Test Cases:

1. Positive Test:
   - User Activity: User adds favorite teams to their profile.
   - Test Data: Valid team IDs.
   - Test Environment: Localhost.
   - Expected Result: Favorite teams are successfully added to the user's profile.

2. Negative Test:
   - User Activity: User adds an invalid team ID to their profile.
   - Test Data: Invalid team ID.
   - Test Environment: Localhost.
   - Expected Result: User receives an error message indicating the invalid team ID.

User Acceptance Testers:
- Customer success team
- Sales team
- End users (selected from early adopters)