

Module Testing per Teammate

Wyatt Ades:

Login to app using Google Sign In: Tests:

- A Sign In button displays when navigating to app home page
- Google Sign In popup opens when Sign In button clicked
- Popup closes and page redirects to /games after entering credentials and submitting

Create new game: Tests:

- A user is redirected to /edit/:new_game_id when they navigate to /edit
- The new game has no objects, has 1 default group, and is named 'Untitled Game'

Riley Honbo:

Valid Username: Tests:

- A user will be prompted again if a username is longer than 20 characters.
- Prompt resolves when valid name is entered.

Equivalence classes: `name.len > 20`, `name.len <= 20`

Patrick Landis:

Wrote tests for particle.js functions. Tests ensure functionality of helper functions and emitter object creation.

`randomInt(min, max)` equivalence classes: `min <= max`, `min > max`.

Test cases:

`randomInt(0, 0)` returns 0,

`randomInt(1, 0)` throws an error.

Lee White:

Wrote the `createObject` tests. Tests to make sure that `create-rect` and `create-ellip` buttons work and that they add objects to the sidebar of the editor page.

Equivalence classes: adding an ellipse to the sidebar equivalent to adding a rectangle

Michael Yang:

Wrote the `play` test. Tests to see if specific game is active and can be joined. Game has max number of connections > 0 and has no current active players in it.

Equivalence classes: server should handle games in the same way, all active games should be joinable if they have less players than the max allowed connections attribute.