CS408 Project Test Plan

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Requirements and test cases:

Account Management

1.
   a. Account Management 001, Sign up, S1
   b. Input a valid email that does not exist in database. Input a non-empty username range between 4 to 16 characters. Input a non-empty password with length between 6 and 16 characters. Repeat password correctly. Click on "Sign up" button.
   c. Jump to the edit profile page.

2.
   a. Account Management 002, Sign up, S1
   b. Input an email with invalid domain. Click on "Sign up".
   c. Display error information.

3.
   a. Account Management 003, Sign up, S1
   b. Input a password with length less than 6 characters or more than 16 characters. Click on "Sign up".
   c. Display error information.

4.
   a. Account Management 004, Sign up, S1
   b. Input a valid password.But not repeat the password correctly Click on "Sign up".
   c. Display error information.

5.
   a. Account Management 005, Sign up, S1
   b. Input a username with range not between 4 to 15 characters.. Click on "Sign up".
   c. Display error information.

6.
   a. Account Management 006, Sign up, S1
   b. Input an empty or blank username. Click on "Sign up".
   c. Display error information.

7.
   a. Account Management 007, Sign up, S1
   b. Input an empty or blank password. Click on "Sign up".
   c. Display error information.

8.
   a. Account Management 008, Edit Account info, S2

b. Go to profile page, Input a new valid username with length between 4 and 16 characters. Click on "Edit"

c. Username should be updated on profile.

9.
   a. Account Management 009, Edit Account info, S2
   b. Input the old password correctly. Input a new valid password with length between 6 and 16 characters. Repeat password correctly. Click on "Edit".
   c. Update account information on the profile page.

10.
   a. Account Management 010, Edit Account info, S2
   b. Input the old password incorrectly. Click on "Edit".
   c. Display error information.

11.
   a. Account Management 011, Edit Account info, S2
   b. Input a new password with length less than 6 characters or more than 16 characters. Click on "Edit".
   c. Display error information.

12.
   a. Account Management 012, Edit Account info, S2
   b. Input a valid new password. But not repeat password correctly. Click on "Edit".
   c. Display error information

13.
   a. Account Management 013, Edit Account info, S2
   b. Input an empty or blank username. Click on "Edit".
   c. Display error information.

14.
   a. Account Management 014, Edit Account info, S2
   b. Input an empty or blank password. Click on "Edit".
   c. Display error information.

15.
   a. Account Management 015, Login, S1
   b. Input an exist email. Input matched password. Click on "Login".
   c. Jump to main page of game.

16.
   a. Account Management 016, Login, S1
   b. Input an exist email. Input a wrong password. Click on "Login".
   c. Display error infomation.

17.
   a. Account Management 017, Login, S1
   b. Input an non-exist email. Click on "Login".
   c. Display error infomation

Main page feature
1.
   a. Main page 001, Traditional Mode Button, S1

       b. Login to the main page, Click on "Traditonal Mode" button.

       c. Start the Traditional Mode Minesweeper game

2.

       a. Main page 002, New Mode Button, S1

       b. Login to the main page, Click on "New Mode" button

       c. Start the New Mode Minesweeper game

3.

       a. Main page 003, Setting Button, S3

       b. Login to the main page, Click on "Setting" Button

       c. Jump to the setting page

4.

       a. Main page 004, Ranking Button, S3

       b. Login to the main page, Click on "Ranking" Button

       c. Jump to the ranking page

5.

       a. Main page 005, Proflio Button, S2

       b. Login to the main page, Click on "Profolio" Button

       c. Jump to the profolio page

Setting page feature

1.

       a. Setting page 001, Volume, S3

       b. Go to setting page, drag the point to the left on the volume percentage bar

       c. Volume will decrease

2.

       a. Setting page 002, Volume, S3

       b. Go to setting page, drag the point to the right on the volume percentage bar

       c. Volume will increase

3.

       a. Setting page 003, Touch n's Hold Sensitivity o, S3

       b. Go to setting page, drag the point to the left on the Touch n's Hold Sensitivity n's Hold Sensitivity bar

       c. Time of touching response will decrease

4.

       a. Setting page 004, Touch n's Hold Sensitivity o, S3

       b. Go to setting page, drag the point to the right on the Touch n's Hold Sensitivity n's Hold Sensitivity bar

       c. Time of touching response will increase

5.

       a. Setting page 005, Vibration Button, S3

       b. Go to setting page, select "off".

       c. The vibration will be off for the game

6.

       a. Setting page 006, Vibration Button, S3

b. Go to setting page, select "on".

c. The vibration will be on for the game

Gameplay

1.

    a. Gameplay 001, Flag placement, S1

    b. Start the game, click the flag button at the top, click the target cell for flag placement

    c. Place a flag in the targeted cell

2. a

    a. Gameplay 002, Flag removal, S1

    b. Start the game, click the placed flag on the cell

    c. Remove a flag in the targeted cell

3.

    a. Gameplay 002, Timer, S2

    b. Start the game, compare the game timer with realtime

    c. Match the realtime

4.

    a. Gameplay 003, Celebration message, S1

    b. Start the game, complete one round of the game

    c. A celebration message should pop-up

5.

    a. Gameplay 004, Number of flag, S2

    b. Start the game, place a flag on any cell

    c. Number of flag will decrease

6.

    a. Gameplay 005, Number of flag, S2

    b. Start the game, click a cell with a flag

    c. Number of flag will increase

7.

    a. Gameplay 006, Pause, S2

    b. Start the game, click a pause button

    c. The timer will stop until resume

8.

    a. Gameplay 007, Zoom-in and -out, S3

    b. Start the game, use two fingers to zoom-in and out

    c. The game board will be zoomed in and out correspondingly

Traditional Gameplay

1.

    a. Traditional Gameplay 001, Replay Button, S2

    b. While playing the game, click on "Replay"

    c. Game restarted.

2.

    a. Traditional Gameplay 002, Status Display, S3

    b. After finishing the game.

       c. Information about percentage of completion and how many flags are missed would show.

New mode Gameplay
1.
    a. New mode Gameplay 001, Procede to next stage, S1
    b. Start the game, complete one round of the game, click next round on the celebration message
    c. Next stage will start
2.
    a. New mode Gameplay 002, Buy item, S2
    b. Start the game, click one of the item
    c. A toast will appear "Item is in effect" if user has enough coins, and decrease the amount of coins. If user does not, "You need more coins."
3.
    a. New mode Gameplay 003, In-game item 1, S2
    b. Start the game, click the item "invincible for 3-clicks," click the cell that has a mine.
    c. The game will not end, but continue
4.
    a. New mode Gameplay 004, In-game item 2, S2
    b. Start the game, click the item "+10 seconds," check the timer
    c. Timer will have bonus 10 seconds
5.
    a. New mode Gameplay 005, In-game item 3, S2
    b. Start the game, click the item "reveal one mine"
    c. One mine will be revealed to a user
6. s
    a. New mode Gameplay 006, In-game item status, S3
    b. Start the game, click the items
    c. Images of items will appear correspondingly at the bottom of the game board

Rank System
1.
    a. Rank System 001, Score History , S3
    b. Login to the main page use *user inform 1*, Select a mode, Play the game 0 times, Go to ranking page
    c. Verfy the correct scores appear on the score history .

2.
    a. Rank System 002, Score History , S3
    b. Login to the main page use *user inform 1*, , Select a mode, Play the game 1-5 times. Go to ranking page

   c. Verify the correct scores appear on the score history

3.
   a. Rank System 003, Score History , S3
   b. Login to the main page use *user inform 1*, , Select a mode, play the game 6 times. Go to main page
   c. Verify the correct top five scores appear on the score history

4.
   a. Rank System 004, Scoredboard, S3
   b. Login to the main page use *user inform 2* , Select a mode, Play the game 1-5 times. Go to ranking page
   c. Verify the correct top 10 scores appear from different users on the scoreboard

5.
   a. Rank System 005, Scoredboard, S3
   b. Login to the main page use *user inform 2* , Select a mode, Play the game 10 imes. Go to ranking page
   c. Verify the correct top 10 scores from different users appear on the scoreboard