User Story Acceptance Tests

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Project MustAske

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Table of Contents

Conventions used in this document:

"Quotation Marks": Text contained in quotation marks is the name of a user interface element

{Curly Braces}: Text contained in curly braces is test data. The actual text to be entered can be found in the Details section of the current test case

[TC] 1.1 Create Room

	As a user, I want to create a room.
Details	● Priority: 1 ● Status: Complete ● Test Data: ○ Room = Test_Room
Given	A user who wants to create a room.
When	The user clicks the "Make" button.
Then	1. The user accesses the home page of the application. 2. The user enters {Room} into the "Room Name…" text box. 3. The user clicks the "Make" button. 4. The system checks that a room with the same name does not exist already. 5. The system passes in the room name as an argument. 6. The system switches the view of the application to the Owner screen. 7. The user enters the room as the Owner.

[TC] 1.2 Delete Room

	As a user, I want to delete a room.
Details	● Priority: 1 ● Status: Complete ● Test Data: ○ Room = Test_Room
Given	A user who is the owner of {Room}.
When	The user clicks the "Room Options" menu button AND the user clicks the "Delete Room" button.
Then	1. The user clicks the "Room Options" menu Button. 2. The user clicks the "Delete Room" button. 3. The system checks whether the room to delete exists. 4. The system verifies that the user is the owner of the room; checks that the owner's id is equal to the room's owner id. 5. The system ejects all users from the room. 6. The system deletes the room from the database. 7. All users in the room are redirected to the home screen.

[TC] 1.3 Join Room

	As a user, I want to join a room.

Details	● Priority: 1
	● Status: Complete
	● Test Data:
	   ○ Room = Test_Room
	   ○ Room_ID : the unique ID can be found in the room menu in the top right corner of the screen

Given	A user who wants to join room AND that {Room} has been created.
When	The user clicks the "Join" button.
Then	1. The user accesses the home page of the application. 2. The user enters {Room_ID} into the "Room Name..." text box. 3. The user clicks the "Join" button. 4. The system checks that the {Room_ID} exists. 5. The system switches the view of the application to the Audience screen. 6. The user enters {Room} as an audience member.

[TC] 1.4 Leave Room

	As a user, I want to leave a room.
Details	● Priority: 1 ● Status: Complete ● Test Data: ○ Room = Test_Room
Given	A user who is in {Room}.
When	The user clicks the "Room Options" menu button AND the user clicks the "Leave Room" button.
Then	1. The user clicks the "Room Options" menu Button. 2. The user clicks the "Leave Room" button. 3. The system removes the user from {Room}. 4. The user is redirected to the home screen.

[TC] 2.2 Dismiss Question

	As a user, I want to dismiss a question.
Details	● Priority: 2 ● Status: Complete ● Test Data: ○ {Question} = "Test_Question"
Given	A user who wants to dismiss a question AND that user is in a room as an owner AND {Question} exists in the room AND {Question} has been upvoted.
When	The user presses the "Dismiss Question" button.
Then	1. The user presses the "Dismiss Question" button on {Question}. 2. The system removes {Question} from the "TOP QUESTIONS" and "RECENT QUESTIONS" lists. 3. The system updates the "TOP QUESTIONS" list with the new top questions. 4. The {Question} disappears AND the "TOP QUESTIONS" list is updated.

[TC] 2.3 Warn User

	As a user, I want to warn a user.
Details	● Priority: 2 ● Status: Complete ● Test Data: ○ {Question} = "Test_Question"
Given	A user who wants to warn a user AND the user is in the room as an owner AND the user to be warned is in the room as an audience member AND the audience user has asked {Question}.
When	The user presses the "Warn User" button of {Question}.
Then	1. The user clicks the "Warn User" button of {Question}. 2. The system presents the audience user with a message stating that they have been issued a warning. 3. The audience user recieves a warning message.

[TC] 2.4 Ban User

	As a user, I want to ban a user.
Details	● Priority: 2 ● Status: Complete ● Test Data: 　○ {Question} = "Test_Question"
Given	A user who wants to ban a user AND the user is in the room as an owner AND the user to be warned is in the room as an audience member AND the audience user has asked {Question} AND the audience user has been warned for {Question}.
When	The user presses the "Warn User" button of {Question}.
Then	1. The user clicks the "Warn User" button of {Question}. 2. The system removes the audience member from the room. 3. The audience user is removed from the room.

[TC] 3.1 Ask Question

	As a user, I want to ask a question
Details	● Priority: 1 ● Status: Complete ● Test Data: 　○ Question = "Test_Question"
Given	A user that wants to ask a question AND that the room is created AND the user has joined the room as an audience member.
When	The user clicks "Send" OR presses the Enter key after entering {Question}.
Then	1. The user enters {Question} in the "ask a question!" field. 2. The system transmits {Question} to all users in the room. 3. The system displays {Question} in the "RECENT QUESTIONS" section. 4. {Question} appears in the "RECENT QUESTIONS" section.

[TC] 3.2 Upvote Question

	As a user, I want to upvote a question.
Details	● Priority: 3 ● Status: Complete ● Test Data: ○ Question = "Test_Question"
Given	A user who wants to upvote a question AND the user has joined a room AND {Question} has been posted AND {Question} has a score of 0.
When	The user clicks the "thumbs up" icon.
Then	1. The user clicks the "thumbs up" icon of {Question}. 2. The system highlights the "thumbs up" icon of {Question}. 3. The system increases the score of {Question} by one. 4. The system updates the ordering of the "TOP QUESTIONS". 5. {Question} has a highlighted "thumbs up" icon, and a score of 1.

[TC] 3.3 Downvote Question

	As a user, I want to downvote a question.
Details	● Priority: 3 ● Status: Complete ● Test Data: ○ Question = "Test_Question"
Given	A user who wants to downvote a question AND the user has joined a room AND {Question} has been posted AND {Question} has a score of 0.
When	The user clicks the "thumbs down" icon.
Then	1. The user clicks the "thumbs down" icon of {Question}. 2. The system highlights the "thumbs down" icon of {Question}. 3. The system decreases the score of {Question} by one. 4. The system updates the ordering of the "TOP QUESTIONS" section. 5. {Question} has a highlighted "thumbs down" icon, and a score of -1.

[TC] 2.5 Start Poll

	As a user, I want to start a poll
Details	● Priority: 2 ● Status: Complete
Given	A user who wants to start a poll AND the user is owner of the room.
When	The user clicks the "Start Poll" button.
Then	1. The user clicks the "Start Poll" button. 2. The system presents a poll to the audience. 3. The system highlights the "Start Poll" button. 4. The text of the "Start Poll" button changes to a timer showing how long the poll has been open. 5. A poll is presented to the audience AND The "Start Poll" button is highlighted AND The text of the "Start Poll" button has changed to a timer.

[TC] 2.6 Stop Poll

	As a user, I want to stop a poll
Details	● Priority: 2 ● Status: Complete
Given	A user who wants to stop a poll AND the user is owner of the room.
When	The user clicks the "Stop Poll" button.
Then	1. The user presses the "Stop Poll" button. 2. The system closes the poll. 3. The system un-highlights the "Start Poll" button. 4. The timer on the "Start Poll" button disappears, and the text changes to "Start Poll". 5. Users in the room will no longer be able to vote in the poll.

[TC] 2.7 View Poll Results

	As a user, I want to view the results of a poll.
Details	● Priority: 2 ● Status: Complete
Given	A user who wants to view the poll results AND the user has created a room AND A poll has been posted.
When	The "Poll Results" button is pressed.
Then	1. The user clicks the "Poll Results" button. 2. The system displays the poll results for the most recent poll to the room owner. 3. The results of the most recent poll are presented to the room owner.

[TC] 3.4 Respond To Poll

	As a user, I want to respond to a poll.
Details	● Priority: 2 ● Status: Complete
Given	A user who wants to respond to a poll AND the user has joined a room as an audience member AND the Owner of the room has posted a poll.
When	The room Owner has posted a poll.
Then	1. The system presents a poll to the user. 2. The user selects a button from the "Clicker Question" screen. 3. The system records the user's choice. 4. The system changes the color of the text of the "Vote on Poll" button to green. 5. The user clicks "Close". 6. The system hides the "Clicker Question" screen. 7. The user's choice is recorded AND the "Clicker Question" screen is hidden AND the "Vote on Poll" button has green text.

[TC] 4.1 Search Questions

	As a user, I want to search for a question.

Details	● Priority: 3
	● Status: Complete
	● Test Data:
	   ○ Question = "Test_Question"
	   ○ Question2 = "Test_Question_2"
	   ○ Question3 = "Noise"
	   ○ Query = "Test_Question"

Preconditions	A user who wants to search for a question AND the user has joined a room AND {Question} has been asked AND {Question2} has been asked AND {Question3} has been asked.
Trigger	1. User enters {Query} into the "Search all questions" field and clicks the "Magnifying Glass" button
Workflow	1. The user enters {Query} in the "Search all questions" field. 2. The user clicks the "Magnifying Glass" button 3. The system executes the query. 4. The system removes {Question3} from the "TOP QUESTIONS" section, and it shall display {Question} and {Question2} in the "TOP QUESTIONS" section. 5. The desired questions are located.

[TC] 4.2 Format Question

	As a user, I want to format a question with markdown
Details	● Priority: 3 ● Status: Complete ● Test Data: ○ Question = "> **bold** _italics_ `code` ```pre```"
Given	A user who wants to format a question AND the user has joined a room as an audience member.
When	User enters {Question} into "ask a question!" Field and clicks "send".
Then	1. The user enters {Question} in the "ask a question!" field. 2. The user clicks "send". 3. The system Broadcasts {Question} to all users in the room. 4. The system formats {Question} using markdown. 5. The system displays {Question} in "RECENT QUESTIONS". 6. {Question} appears in the "RECENT QUESTIONS" section. {Question} is in a blockquote element, the word "bold" is displayed in boldface, the word "italics" is displayed in italics, the word "code" is displayed in a code block, and the word "pre" is displayed in a pre block.

	[TC] 4.3 Get Room ID	
	As a user, I want to get the room ID	
Details	● Priority: 3 ● Status: Complete	
Given	A user who wants to get the room ID AND the user is in a room.	
When	User clicks the "Room Options" button	
Then	1. The system displays a dropdown menu. 2. The system shows the Room ID in the "Room id:" area.	