

# Code Review Documentation

## Functional Tests

### Case 1: Email login form test

- ❑ Developer: Andy Park
- ❑ Preconditions: Website is running and login form page is current displayed
- ❑ *Status*: no bugs

```
class SessionsController < ApplicationController
  def new
  end

  def create
    @user = User.find_by_email(params[:session][:email].downcase)
    if @user && @user.authenticate(params[:session][:password])
      session[:user_id] = @user.id
      redirect_to '/profiles'
      flash[:success] = 'Signed in successful!'
    else
      flash[:danger] = 'Invalid email/password combo'
      render :new
    end
  end

  def destroy
    session[:user_id] = nil
    redirect_to '/'
  end
end
```

Session controller

"Welcome back, #{user.email}"

Signed in successful!

Successful Login case

	id	first_name	last_name	email	password_digest
1	8	test	test	test@test.com	\$2a\$10\$vdme4qBIKyU8za1A8kxrleuA3G/msl1zfcEuEfA9Rdri5gypIY/qi
2	9	linda	nguyen	linda@yahoo.com	\$2a\$10\$JiLey3sTr7s2cmf9SCdw6uJA.k7DuPawUA8Ik9a3C7tCqwNQQssPC

SQL user account database with email

### Case 2: Password login form test

- Developer: Andy Park
- Preconditions: Website is running and login form page is currently displayed
- Status:** no bugs

```
class SessionsController < ApplicationController
  def new
    end

  def create
    @user = User.find_by_email(params[:session][:email].downcase)
    if @user && @user.authenticate(params[:session][:password])
      session[:user_id] = @user.id
      redirect_to '/profiles'
      flash[:success] = 'Signed in successful!'
    else
      flash[:danger] = 'Invalid email/password combo'
      render :new
    end
  end

  def destroy
    session[:user_id] = nil
    redirect_to '/'
  end
end
```

Session controller

"Welcome back, #{user.email}"

Signed in successful!

Successful login case

	id	first_name	last_name	email	password_digest
1	8	test	test	test@test.com	\$2a\$10\$vdme4qBIKyU8za1A8kxrleuA3G/msl1zfcEuEfA9Rdri5gyplY/qi
2	9	linda	nguyen	linda@yahoo.com	\$2a\$10\$JiLey3sTr7s2cmf9SCdw6uJA.k7DuPawUA8Ik9a3C7tCqwNQQssPC

SQL user account database with encryption of password

**Case 3:** Search form test

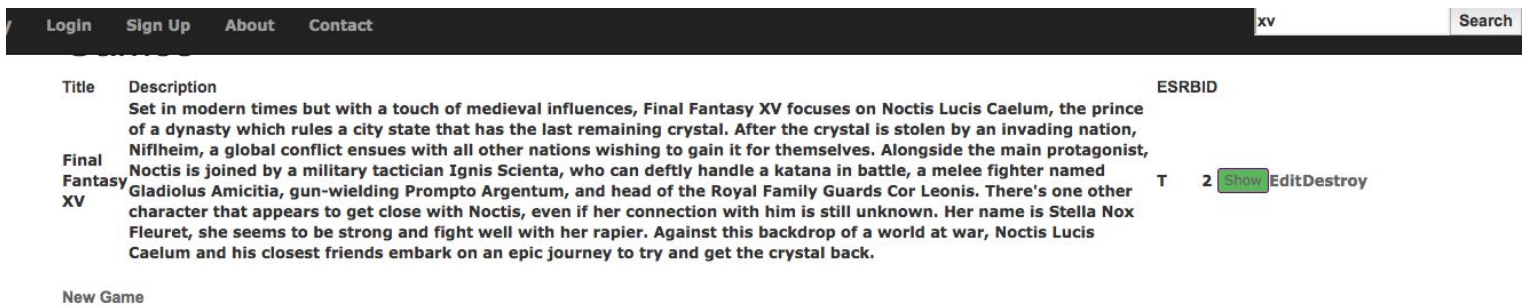
- Developer: Danny Nuch
- Preconditions: Website is running and home page is displayed with search bar in top right corner
- Status:** no bugs

```

def index
  @games = Game.all
  if params[:search]
    @games = Game.search(params[:search]).order("created_at DESC")
  else
    @games = Game.all.order("created_at DESC")
  end
end

```

Search form code



Search case screenshot

**Case 4:** "Play" shuffle button test

- Developer: Danny Nuch
- Preconditions: Website is running and home page is displayed
- Status:** in progress

**Case 5:** Game "Show" page from games directory test

- Developer: Danny Nuch
- Preconditions: Website is running and login form page is current displayed
- Status:** in progress

**Case 6:** Game “Show” page from homepage test

- Developer: Danny Nuch
- Preconditions: Website is running and login form page is current displayed
- Status:** in progress

**Case 7:** Description of game shown as pop-up when hovered over test

- Developer: Linda Nguyen
- Preconditions: Website is running and login form page is current displayed
- Status:** no bugs

```
</div>
<div class="col-md-3 portfolio-item">

The Elder Scrolls V: Skyrim
</a>
```

Pop-up code

---

### Top Rated Games



Final Fantasy XV



Elder Scrolls V: Skyrim



Pokemon Sun



Fallout 4



Pokemon X



Tales of Berseria

© Powerplay

Screenshot of case

**Case 8:** User comment test

- Developer: Linda Nguyen
- Preconditions: Website is running and a game’s view page is displayed and user is signed in
- Status:** no bugs

```

1 <p id="notice"><%= notice %></p>
2 <br><br><br>
3 <h1>Comments</h1>
4 <br>
5 <table>
6   <thead>
7     <tr>
8       <th>Text</th>
9       <th colspan="15"></th>
10      <th>Action</th>
11      <th colspan="15"></th>
12    </tr>
13  </thead>
14
15  <tbody>
16    <%= @comments.each do |comment| %>
17      <tr>
18        <th colspan="15"></th>
19        <td><%= comment.text %></td>
20        <td><%= link_to 'Show', comment %></td>
21        <td><%= link_to 'Edit', edit_comment_path(comment) %></td>
22        <td><%= link_to 'Destroy', comment, method: :delete, data: { confirm: 'Are you sure?' } %></td>
23      </tr>
24    <%= end %>
25  </tbody>
26 </table>
27
28 <br>
29
30 <%= link_to 'New Comment', new_comment_path %>
31

```

Comment code in view/comments/index.html.erb



```

0 # GET /comments/1/edit
1 def edit
2   end
3
4 # POST /comments
5 # POST /comments.json
6 def create
7   @comment = Comment.new(comment_params)
8
9   respond_to do |format|
10    if @comment.save
11      format.html { redirect_to @comment, notice: 'Comment was successfully created.' }
12      format.json { render :show, status: :created, location: @comment }
13    else
14      format.html { render :new }
15      format.json { render json: @comment.errors, status: :unprocessable_entity }
16    end
17  end
18 end
19
20 # PATCH/PUT /comments/1
21 # PATCH/PUT /comments/1.json
22 def update
23   respond_to do |format|
24     if @comment.update(comment_params)
25       format.html { redirect_to @comment, notice: 'Comment was successfully updated.' }
26       format.json { render :show, status: :ok, location: @comment }
27     else
28       format.html { render :edit }
29       format.json { render json: @comment.errors, status: :unprocessable_entity }
30     end
31   end
32 end
33
34 # DELETE /comments/1
35 # DELETE /comments/1.json
36 def destroy
37   @comment.destroy
38   respond_to do |format|
39     format.html { redirect_to comments_url, notice: 'Comment was successfully destroyed.' }
40     format.json { head :no_content }
41   end
42 end

```

Comments controller

# Comments

Text	Action
hello world!!!	Show Edit Destroy
happy saturday!!	Show Edit Destroy

New Comment

Comment page layout on webpage

	id	text	game_id	created_at	updated_at
1	1	hello world!!!	2	2017-04-13 23:06:11.963044	2017-04-13 23:08:36.265032
2	2	happy saturday!!	0	2017-04-23 04:34:36.161330	2017-04-23 04:34:36.161330

SQL: Comment database

## Case 9: User rate game test

- Developer: Andy Park
- Preconditions: Website is running and a game's view page is displayed and user is signed in
- Status:** in progress

## Case 10: User write review test

- Developer: Linda Nguyen
- Preconditions: Website is running and a game's view page is displayed and user is signed in
- Status:** in progress