

Fortress GB v2 - Test scenarios

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Test data needed

M1: match handled by Fortress (the following mappings have been defined for that match: XXX, YYY, ZZZ). Test match in FFC data: <TO be completed by Dan>

M2: match NOT handled by Fortress (the mappings above have NOT been defined). Test match in FFC data: <TO be completed by Dan>

ST1: season ticket handled by Fortress (the following mappings have been defined for that season ticket: AAA, BBB, CCC). Test season ticket in FFC data: <TO be completed by Dan>

ST2: season ticket NOT handled by Fortress (the mappings above have NOT been defined). Test season ticket in FFC data: <TO be completed by Dan>

Barcode test cases

1. Buy a single match ticket on match M1 and print the ticket, the ticket has a Fortress barcode.
 - a. To validate that last point, send (by email) the barcode to Fortress and check with them that they can decrypt the barcode.
2. Buy a single match ticket on match M1 on SecuTix while Fortress Access Control System is down, the ticket has a Fortress barcode.
 - a. To validate that last point, send (by email) the barcode to Fortress and check with them that they can decrypt the barcode.
3. Change 'Access Control Type' to 'Dated(Standard Mode)' in Organization/Initialisation/Characteristics.
 - a. Buy a single match ticket on match M1, send (by email) the barcode to Fortress and check with them that they can not decrypt the barcode.
 - b. Buy a single match ticket on match M2, send (by email) the barcode to Fortress and check with them that they can not decrypt the barcode.
 - c. Change 'Access Control Type' to 'Fortress' in Organization/Initialisation/Characteristics

Access control test cases

Single ticket

After each purchase (or after all of them), on those tests, if not specified, you must **sync all Access Data to Fortress**.

1. Buy a single match ticket on match M1, **sync all Access Data to Fortress**, and pass the Fortress Access Control System with this match ticket.
 - a. To validate that last point, check with Fortress, sending the ticket by email, that this ticket can pass the access control and that the ticket is known in Fortress Access control system.
2. Reprint a single match ticket on match M1, **sync all Access Data to Fortress** and pass the Fortress Access Control System with this reprinted match ticket.
 - a. To validate that last point, check with Fortress, sending the reprinted ticket by email, that this ticket can pass the access control.

3. Reprint a single match ticket on match M1, **sync all Access Data to Fortress**, it's not possible to pass the Fortress Access Control System with the invalidated match ticket (old ticket, before reprint).
 - a. To validate that last point, check with Fortress, sending the original ticket by email, that this ticket cannot pass the access control.
4. Exchange a single match ticket on match M1 and pass the Fortress Access Control System with this new match ticket.
 - a. To validate that last point, check with Fortress, sending the new ticket by email, that this ticket can pass the access control.
5. Exchange a single match ticket on match M1, it's not possible to pass the Fortress Access Control System with the old match ticket (ticket before exchange).
 - a. To validate that last point, check with Fortress, sending the exchanged ticket by email, that this ticket cannot pass the access control.
6. Refund a single match ticket on match M1, it's not possible to pass the Fortress Access Control System with this refunded match ticket.
 - a. To validate that last point, check with Fortress, sending the refunded ticket by email, that this ticket cannot pass the access control.
7. Buy a match ticket on match M1 on the resale platform and pass the Fortress Access Control System with this match ticket.
 - a. To validate that last point, check with Fortress, sending the ticket by email, that this ticket can pass the access control.
8. After a resale of a match ticket on match M1, it's not possible to pass the Fortress Access Control System with the old ticket.
 - a. To validate that last point, check with Fortress, sending the resale ticket by email, that this ticket cannot pass the access control.
9. Buy a single match ticket on match M1 for a child, with a child tariff and pass the Fortress Access Control System, a notice will be issued at the access control to check the child tariff.
 - a. To validate that last point, check with Fortress, sending the child ticket by email, that this ticket produces a notification when passing access control.

Season ticket

1. Buy a season ticket ST1 and pass the Fortress Access Control System with a match ticket that belongs to the season ticket ST1.
 - a. To validate the last point, check with Fortress, sending the season ticket by email, that this season ticket can pass the access control for a match belongs this season ticket.
2. Buy a season ticket ST2, the system give an error because this match is not recognized by Fortress.
3. Cancel a match ticket inside a season ticket ST1, it's not possible to pass the Fortress Access Control System for this match with the season ticket ST1.
 - a. To validate the last point, check with Fortress, sending the season ticket by email, that this season ticket cannot pass the access control for the canceled match.
4. Add a match to the season ticket ST1 and pass the Fortress Access Control System for this match.
 - a. To validate the last point, check with Fortress, sending the season ticket by email, that this season ticket can pass the access control for a match that is added to this season ticket.
5. Refund the season ticket ST1, it's not possible to pass the Fortress Access Control System for any match with this season ticket ST1.
 - a. To validate the last point, check with Fortress, sending the season ticket by email, that this season ticket cannot pass the access control.
6. Resell a match ticket belongs to the season ticket ST1, it's not possible to pass the Fortress Access Control System for this match with this season ticket ST1.
 - a. To validate the last point, check with Fortress, sending the season ticket by email, that this season ticket can pass the access control for a resell match.

Global comparison

1. For match M1, extract the list of tickets in SecuTix along with their status and compare it with the list of tickets extracted from Fortress. Both lists must **exactly** match.
2. For season ticket ST1, extract the list of tickets in SecuTix along with their status and compare it with the list of tickets extracted from Fortress. Both lists must exactly match.

External Printing

1. Buy a season ticket on SecuTix and print it on a Fortress printer.
 - a. To validate the last point, check with Fortress that the season ticket is received in their system printing.
2. Buy a single ticket on SecuTix, it's not possible to print this type of ticket on a Fortress printer.
 - a. To validate the last point, check that the interface of external printing Fortress doesn't process this type of ticket.
3. Reprint a season ticket sold in SecuTix on a Fortress printer.
 - a. To validate the last point, check with Fortress that the reprinted season ticket is received in their system printing.

Renew season ticket

1. Buy a season ticket on SecuTix and print it on a Fortress printer.
 - a. To validate the last point, check with Fortress that the season ticket is received in their system printing.
2. Renew the season ticket purchased in the step 1 for next season with the same tariff, area, block, seat row and seat number, and the same cultural contact and print it.
 - a. The ticket have not been printed. The ticket has been renewed.
3. Renew the season ticket purchased in the step 1 for next season with a different area and print it on a Fortress printer.
 - a. Renewal isn't possible, a new season ticket has been created.
4. Renew the season ticket purchased in the step 1 for next season with a different block and print it on a Fortress printer.
 - a. Renewal isn't possible, a new season ticket has been created.
5. Renew the season ticket purchased in the step 1 for next season with a different seat row and print it on a Fortress printer.
 - a. Renewal isn't possible, a new season ticket has been created.
6. Renew the season ticket purchased in the step 1 for next season with a different seat number and print it on a Fortress printer.
 - a. Renewal isn't possible, a new season ticket has been created.
7. Renew the season ticket purchased in the step 1 for next season with a different cultural contact and print it on a Fortress printer.

- a. Renewal isn't possible, a new season ticket has been created.
- 8. Buy 5 season tickets and print them on a Fortress Printer.
 - a. The 5 season tickets has been printed.
- 9. Renew 2season tickets purchased in step 8 and print them on a Fortress Printer.
 - a. Only 2 of the 5 tickets purchased have been renewed.