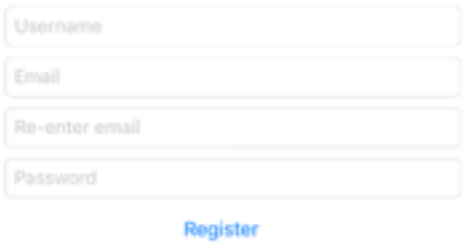
Unit Testing for iPhone App side

KittyWar Card Game App

November 22 2016

A. iPhone App Register:



Test case 1

The “re-enter email” looks for the same email as first entered email.

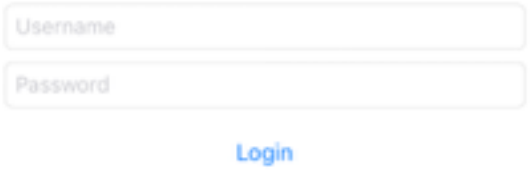
success	user can successfully register
fail	an alert will throw: two emails does not match

Test case 2

The “username” looks for different usernames for different users.

success	user can successfully register
fail	an alert will throw: Username is taken

B. iPhone App Login:



Test case 1

Pressing “Login” looks for registered username and its password.

success	user can successfully login
fail	an alert will throw: username or password is wrong

C. iPhone App GameTabBar Controller:

It looks for user default key (token).

success	print user token in Xcode console
fail	show “Welcome Nav Controller”

D. iPhone App Find Match view controller:

It looks for a user opponent.

success	go to game view controller
fail	an alert will throw: find match failed