

Deep Space Game

GUI Event Tests

Group-17

Test Case Description		Test the Sign Up functionality in the Game				
Tester's Name		Abdülkadir ÖZER & Bilal Akin				
				Test Result	Pass	
S#	Prerequisites:			S#	Test Data	
1	Open the game			1	username = "user1"	
2				2	password="password1"	
3				3		
				4		
Test Scenario		Verify on registering valid username and password,the user can register.				
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available		
1	Open the game	Game runs.	Game runs.	Pass		
2	Click Sign Up	Dialog Pane open.	Dialog Pane open	Pass		
3	Enter username & password	Textfield are set.	Textfield are set.	Pass		
4	Click ok button	Dialog Pane close.	Dialog Pane close.	Pass		
5		New user Created	New user Created	Pass		

Figure 1: Valid Signup Scenario

Test Case Description		Test the Login functionality in the Game			
Tester's Name		Abdülkadir ÖZER & Bilal Akin			
				Test Result	Pass
S#	Prerequisites:		S#	Test Data	
1	Open the game		1	username = "test"	
2			2	password="test"	
3			3		
			4		
Test Scenario		Verify on entering valid username and password,the user can login.			
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available	
1	Open the game	Game runs.	Game runs.	Pass	
2	Enter username & password	Textfield are set.	Textfield are set.	Pass	
3	Click Login	Main page loads.	Main page loads.	Pass	
4					

Figure 2: Valid Login Scenario

Test Case Description		Test the Login functionality in the Game				
Tester's Name		Abdülkadir ÖZER & Bilal Akın				
				Test Result	Pass	
S#	Prerequisites:		S#	Test Data		
1	Open the game		1	username "invalid"		
2			2	password="invalid"		
3			3			
			4			
Test Scenario		Verify on entering invalid username and password,the user can not login.				
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available		
1	Open the game	Game runs.	Game runs.	Pass		
2	Enter username & password	Textfield are set.	Textfield are set.	Pass		
3	Click Login	Alert raise.	Alert raise.	Pass		
4						

Figure 3 : Invalid Login Scenario

Test Case Description		Test the Sign Up functionality in the Game			
Tester's Name		Abdülkadir ÖZER & Bilal Akın			
				Test Result	Pass
S#	Prerequisites:			S#	Test Data
1	Open the game			1	username "test"
2				2	password="password1"
3				3	
				4	
Test Scenario		Verify on registering username that has already taken,the user can not register.			
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available	
1	Open the game	Game runs.	Game runs.	Pass	
2	Click Sign Up	Dialog Pane open.	Dialog Pane open	Pass	
3	Enter username & password	Textfield are set.	Textfield are set.	Pass	
4	Click ok button	Alert raise	Alert raise.	Pass	
5		Dialog Pane close.	Dialog Pane close.	Pass	

Figure 4: Invalid SignUp Scenario

Test Case Description		Test the update User functionality in the Game			
Tester's Name		Abdülkadir ÖZER & Bilal Akin			
				Test Result	Pass
S#	Prerequisites:		S#	Test Data	
1	Open the game		1	username = "test"	
2	Login the game		2	password="test"	
3			4	session_of_different_user= "session #2"	
Test Scenario		Verify on updating user information, if the user doesn't have authentication.			

Figure 5: Successful update user scenario

Test Case Description		Test the leaderBoard functionality in the Game							
Tester's Name		Abdülkadir ÖZER & Bilal Akin							
							Test Result	Pass	
S#	Prerequisites:				S#	Test Data			
1	Open the game				1				
2	Login the game				2				
3					4				
Test Scenario		Verify on getting current leaderboard from the leaderboard page.							
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available					
1	Open the game	Game runs.	Game runs.	Pass					
2	Enter username & password	Textfield are set.	Textfield are set.	Pass					
3	Click login button	Main menu open	Main menu open.	Pass					
4	Click leaderboard button	leaderboard page open	leaderboard page open	Pass					
5	Click get all button	Max scores of users are shown	Max scores of users	Pass					
6		on the table.	are shown on the table.						

Figure 6: Get leaderboard scenario

Test Case Description		Test the deleting user functionality in the Game		
Tester's Name		Abdülkadir ÖZER & Bilal Akin		
				Test Result
				Pass
S#	Prerequisites:		S#	Test Data
1	Open the game		1	username="test"
2	Login the game		2	password="test"
3			4	
Test Scenario		Deleting the user and its scores if the user has authentication.		
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available
1	Open the game	Game runs.	Game runs.	Pass
2	Enter username & password	Textfield are set.	Textfield are set.	Pass
3	Click login button	Main menu open	Main menu open.	Pass
4	Click updateUser button	update page open	update page open	Pass
5	Click delete user button	user is deleted & login page opens	user is deleted & login page opens	Pass
6				
7				

Figure 7: Delete User Scenario

Test Case Description		Test the ability to move in the Game				
Tester's Name		Abdülkadir ÖZER & Bilal Akin				
					Test Result	Pass
S#	Prerequisites:			S#	Test Data	
1	Open the game			1	username="test"	
2	Login the game			2	password="test"	
3	Click Play button			4		
Test Scenario		User's ship moves to the location of the mouse				
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available		
1	Open the game	Game runs.	Game runs.	Pass		
2	Enter username & password	Textfield are set.	Textfield are set.	Pass		
3	Click login button	Main menu open	Main menu open.	Pass		
4	Click Play Button	Game Scene starts.	Game Scene starts.	Pass		
		Spaceship starts to move to the location of the mouse	Spaceship starts to move to the location of the mouse			
5	Move mouse in the game screen			Pass		

Figure 8 Move Mouse Scenario

Test Case Description		Test the changing levels in the Game				
Tester's Name		Abdülkadir ÖZER & Bilal Akin				
				Test Result	Pass	
S#	Prerequisites:			S#	Test Data	
1	Open the game			1	username="test"	
2	Login the game			2	password="test"	
3	Click Play button			4		
Test Scenario		User destroys all aliens in the current level and the current level is updated.				
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available		
1	Open the game	Game runs.	Game runs.	Pass		
2	Enter username & password	Textfield are set.	Textfield are set.	Pass		
3	Click login button	Main menu open	Main menu open.	Pass		
4	Click Play Button	Game Scene starts.	Game Scene starts.	Pass		
5	User shoots all aliens in the current level.	All aliens are dead and current level is updated.	All aliens are dead and current level is updated.	Pass		
6		If current level is not multiplayer level, new aliens are created.	If current level is not multiplayer level, new aliens are created.	Pass		
7		Else, Game is ended ,and user's score are displayed	Else, Game is ended ,and user's score are displayed	Pass		

Figure 9 Change Level Scenario

Test Case Description		Test the Matchmaking in the Game				
Tester's Name		Abdülkadir ÖZER & Bilal Akin				
				Test Result	Pass	
S#	Prerequisites:			S#	Test Data Client#1	
1	Open the game			1	username="test"	
2	Login the game			2	password="test"	
3	Click Play button					
4	Pass 4 levels			S#	Test Data Client#2	
				1	username= "yeni"	
				2	password = "12"	
Test Scenario		Client#1 and Client#2 are matched after completing 4 levels.				
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available		
1	Open the game	Game runs.	Game runs.	Pass		
2	Enter username & password	Textfield are set.	Textfield are set.	Pass		
3	Click login button	Main menu open	Main menu open.	Pass		
4	Click Play Button	Game Scene starts.	Game Scene starts.	Pass		
	Pass 4 levels destroying aliens or using Cheat Code	Match making screen is displayed.Starts to waiting an other player.	Match making screen is displayed.Starts to waiting an other player.			
5	(CTRL+SHIFT + 9)			Pass		
		Game Server matched them,and	Game Server matched them,and			
6	Other player finished 4th level.	Multiplayer level is started.	Multiplayer level is started.			

Figure 10 Match Making Scenario

Test Case Description		Test the Completing Multiplayer Level in the Game				
Tester's Name		Abdülkadir ÖZER & Bilal Akin				
				Test Result	Pass	
S#	Prerequisites:			S#	Test Data Client#1	
1	Open the game			1	username="test"	
2	Login the game			2	password="test"	
3	Click Play button					
4	Pass 4 levels			S#	Test Data Client#2	
5	Two users matched for the Multiplayer Level			1	username= "yeni"	
				2	password = "12"	
Test Scenario		Client#1 and Client#2 are matched after completing 4 levels.				
Step No.	Step Details	Expected Results	Actual Results	Pass/Fail/Not Available		
1	Open the game	Game runs.	Game runs.	Pass		
2	Enter username & password	Textfield are set.	Textfield are set.	Pass		
3	Click login button	Main menu open	Main menu open.	Pass		
4	Click Play Button	Game Scene starts.	Game Scene starts.	Pass		
	Pass 4 levels destroying aliens or using Cheat Code	Match making screen is displayed.Starts to waiting an other player.	Match making screen is displayed.Starts to waiting an other player.			
5	(CTRL+SHIFT + 9)			Pass		
6	Client#1 and Client#2 is matched.	Multiplayer level is started.	Multiplayer level is started.	Pass		
7	Boss Alien is shot by Client#1	Client #1 gets last shot reward	Client #1 gets last shot reward	Pass		
8		Game calculates each player's total score	Game calculates each player's total score	Pass		
9		Game announce the winner and looser.	Game announce the winner and looser.	Pass		

Figure 11 Completing Game Scenario

Gameplay tests

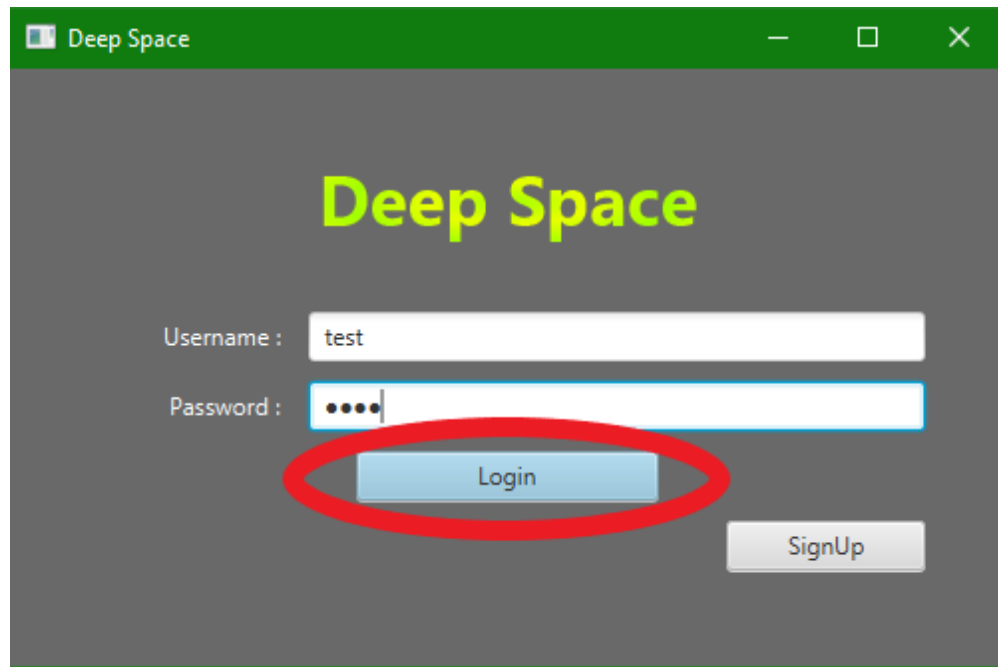


Figure 12 Login Screen

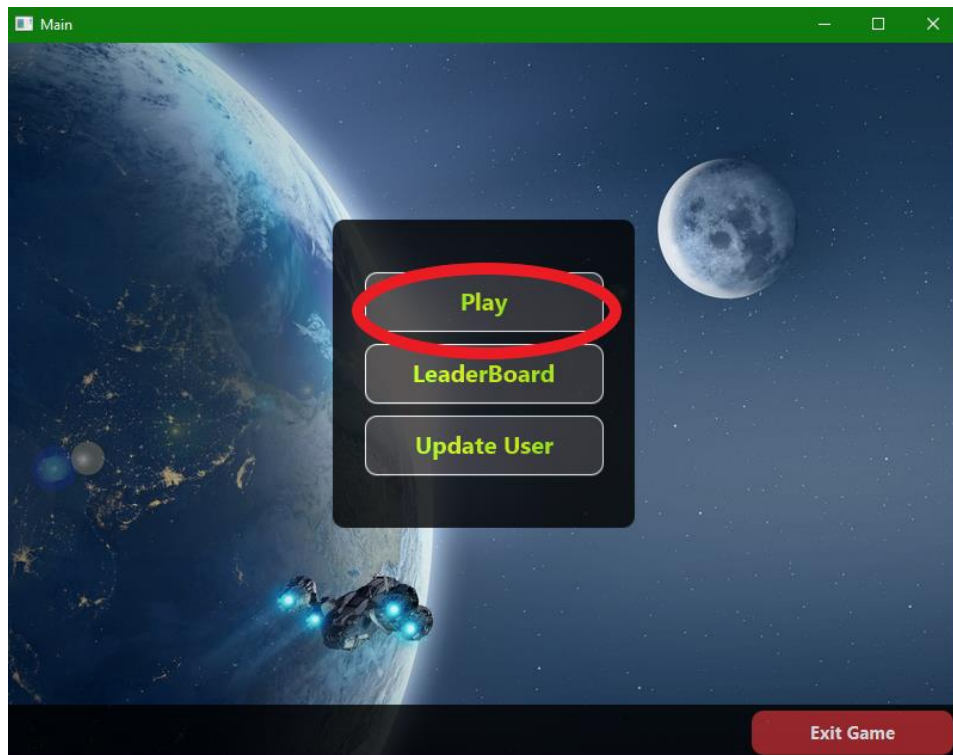


Figure 13 Main Page

1. Gain point by shooting alien

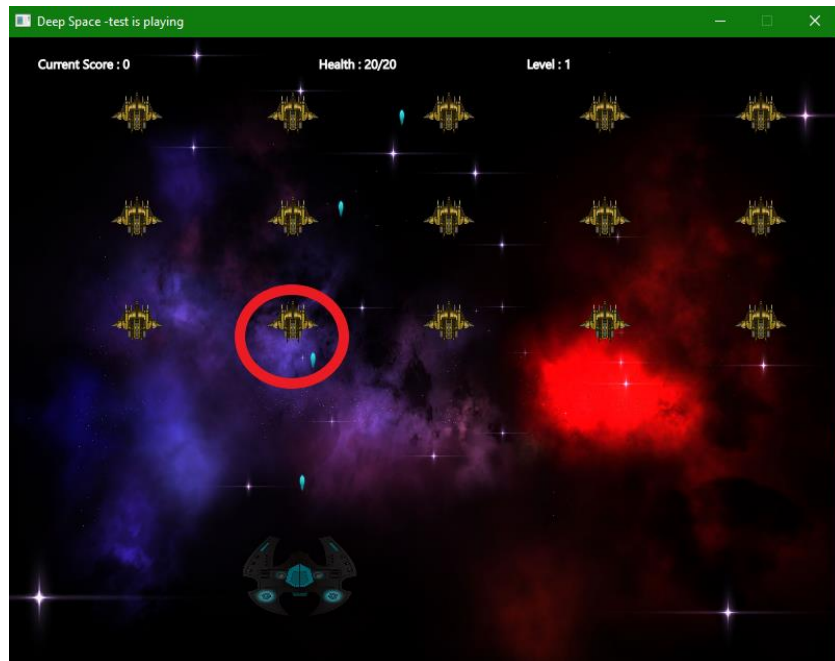


Figure 14 Game Scene

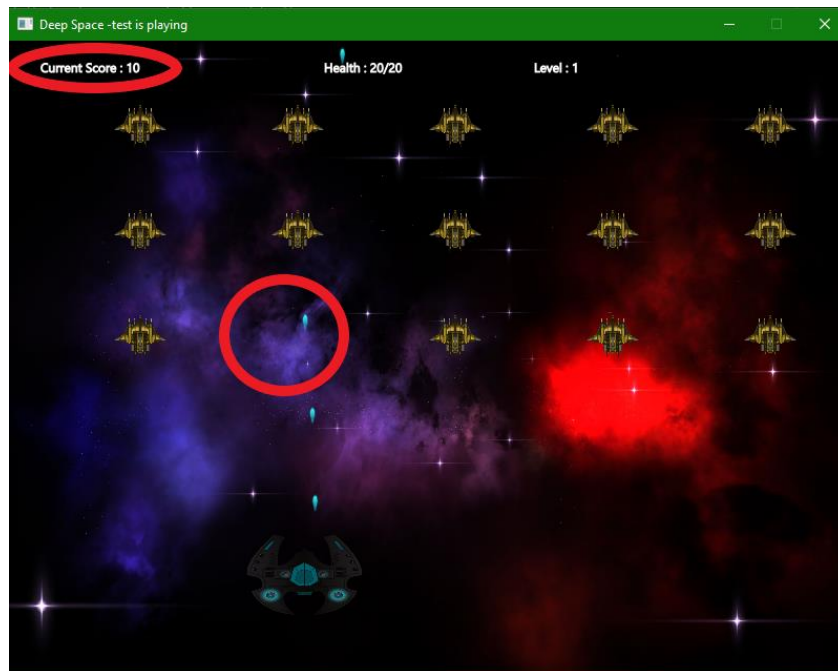


Figure 15

Easy Alien shots by Spaceship and the Spaceship gets reward as seen on the Figure 11.(10 point for Easy Alien)

2. Game over due to collision

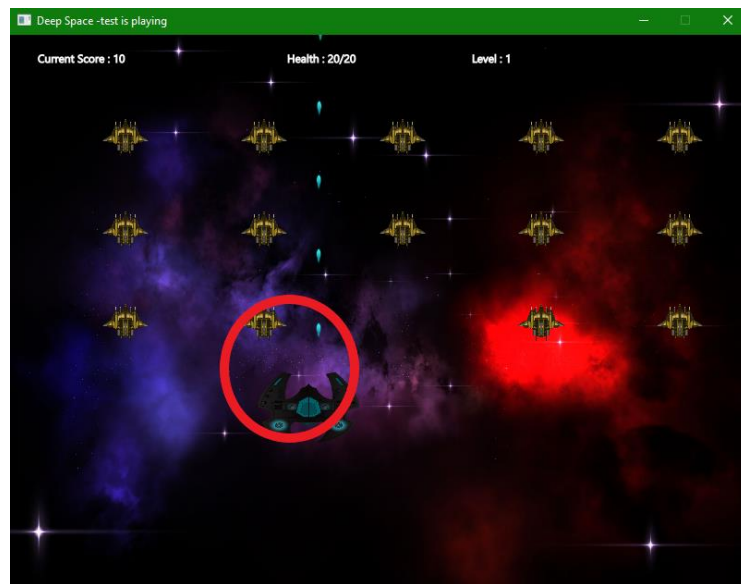


Figure 16



Figure 17 Game Over Screen

The Spaceship collides with an alien, and the game is over regardless of the spaceship's current health, and Game over Screen is displayed as shown on Figure 15.

