Test Cases

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| TEST CASE 1: Login case | |
| Input | Legit user |
| Legit password |
| Output | Welcome message and players option |

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| TEST CASE 2: Fail login case | |
| Input | Legit user name |
| Wrong password |
| Output | Wrong user name or password |

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| TEST CASE 3: Failed login with wrong user | |
| Input | Incorrect user |
| Wright password |
| Output | Wrong username or password |

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| TEST CASE 4: Pre case after login | |
| Input | Players VS player chosen |
| Output | Player tile style of stone chosen |

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| TEST CASE 5: Pre case after successful login | |
| Input | Player VS AI |
| Output | Difficulty level shows |

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| TEST CASE 6: Pre case after Successful login | |
| Input | Player choose X or O |
| Output | Option to go first or last |

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| TEST CASE 7: Pre case after successful login | |
| Input | Player chooses easy mode, medium or hard |
| Tile option is presented for player as X or O |
| Output |  |

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| TEST CASE 8: When the player decide to go first | |
| Input | Player chooses to go first |
| Output | Game board initiates and player goes as tittle option |

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| TEST CASE 9: Player chooses to go last | |
| Input | Player decide to go last |
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| Output | Game board initiates and player goes first |

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| TEST CASE 10: Forgot password | |
| Input | Username |
| Firstname |
| Lastname |
| Output | Security question asked |
| Answer provided and |
| Input box to reset password and confirm it |

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| TEST CASE 11: Pressing Help button | |
| Input | Press event “Help” |
| Output | Message display to it content |

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| TEST CASE 12: Registration | |
| Input | Firstname, lastname, username, password |
| Re-type password, security question |
| Answer, re-type answer. |
| Output | Query the database and display either successful |
| If user is not repeated or password are matched |

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| TEST CASE 13: Press Guest Button | |
| Input | Press Guest button |
| Output | Show the game Board and |
| * Player vs Guest |
| * Player vs AI |

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| TEST CASE 14: Pre-case Guest vs Player | |
| Input | Guest vs Player |
| Output | Ask user to login and choose tile |
|  | Then game starts based on turns and player goes first |

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| TEST CASE 15: Guest vs AI | |
| Input | Guest vs AI |
| Output | Shows difficult level based on selected terms: easy, medium, and hard |

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| TEST CASE 16: Guest vs AI “Easy” | |
| Input | Choose easy mode and play |
| Output | Game Starts |
| * Plays first turn |
| * Guest play turns |
| * End game called after 36 turns |
| * Update players score |

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| TEST CASE 17: Guest vs AI “Medium” | |
| Input | Choose medium mode and play |
| Output | Game Starts |
| * Plays first turn |
| * Guest play turns |
| * End game called after 36 turns |
| * Update players score |

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| TEST CASE 18: Guest vs AI “Hard” | |
| Input | Choose hard mode and play |
| Output | Game Starts |
| * Plays first turn |
| * Guest play turns |
| * End game called after 36 turns |
| * Update players score |

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| TEST CASE 19: Player 1 vs Player 2 | |
| Input | During game mode, players take turns |
| Output | Game ends after 36 squares are filled |
| * Determine winner between P1 and P2 |
| * Display winner message |
| * Update database |
| * Return to main menu |

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| TEST CASE 20: Draw game Player 1 vs Player 2 | |
| Input | End game player 1 vs Player 2 |
| Output | Option presented to start a new game |
| Or quit |

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| TEST CASE 21: Draw game Player 1 vs Guest | |
| Input | End game as draw Player 1 vs Guest |
| Output | Choose New Game or Quit |

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| TEST CASE 22: Player vs AI Draw Game | |
| Input | Game ends in a draw |
| Output | Choose New Game or Quit |

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| TEST CASE 23: End Game Follow-Up | |
| Input | New game after game is ended |
| Output | Destroy old game point |
| Initiate new game |

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| TEST CASE 24: Quitting Game | |
| Input | Quit game |
| Output | Clean up memory uses |
| Game closes |