Beta Tester assigned : Eddie

Date : 4/27/16

Testing all use cases

All of the failed test cases are reported in bug report document

Completed use cases:

Use case : Status:

1. Register new account - PASS
2. Log in - PASS
3. Play as Guest - PASS
4. Reset Password - PASS
5. Display Player Statistics - N/A
6. Player vs. Player - PASS
7. Player vs. AI - PASS
8. Difficulty Level - PASS
9. Select tile - PASS
10. Select First Player - PASS
11. Exit - N/A
12. Taken Username - FAIL

13) Incorrect Log in information - PASS

14) Forgotten Username - N/A

15) Incorrect Answer to Security Question - FAIL

16) Statistics for New User - N/A