Functional Testing

By using glass box testing along with pathway

Steps taken:

mainTicTacToe

A

LoginScene ForgotPassword Register Help Guest

F

E

D

C

B

Main

A

Login: Can go from main to login scene. One imitated can call the event to show

* User input and password

B

* Query the database and print the success message or failure
* Back to main menu

Main forgotPassword

C

A

* Can go from main to forgot password
* Once initiated, event applies by asking the following:
  + Enter first name, last name, and username.
  + Query by database and asks for the security answer of the question.
  + If the answer is right, then request new password.
  + Else, if wrong answer, ask to input answer until successful then back to main.

Main Register

A

D

Even starts:

1. Ask for fist name, last name, username, password, repeated password, see question and answer, and repeated answer.
2. Query input into database then log if all inputs are right, go back to the registration form if not successful.

E

A

Press help button: initiate even handler to imitate and states: login or sign in as a user or play as a guest.

Guest

A

F

Press the guest button and events,

1. Propose to play as guest player as X or O
2. Choose method, then game event trigger
3. Game starts:

F

A

E

D

C

B

I

G

H

Game option Play as X or O Game board

J

Difficulty level

G. allows to call Game Option

* Choose player vs player or player vs AI
  + Choose one option
  + Then go to tile option as X or O
  + Then game statistics

F. Chooses AI as Game Option

* Initiate difficulty level as easy, medium, or hard
* Game calls for difficulty level
  + Once initiated, chooses to go as X or O.
  + Then either you or AI play first.
  + Game start depends on the level.

A

K

K

M

Player Vs Player

I

J

H

G

F

E

D

C

B

This is the complete integration test by using glass box with pathway

