# Correctness: Test Cases

The resume of test cases for correctness are the following with their respective results:

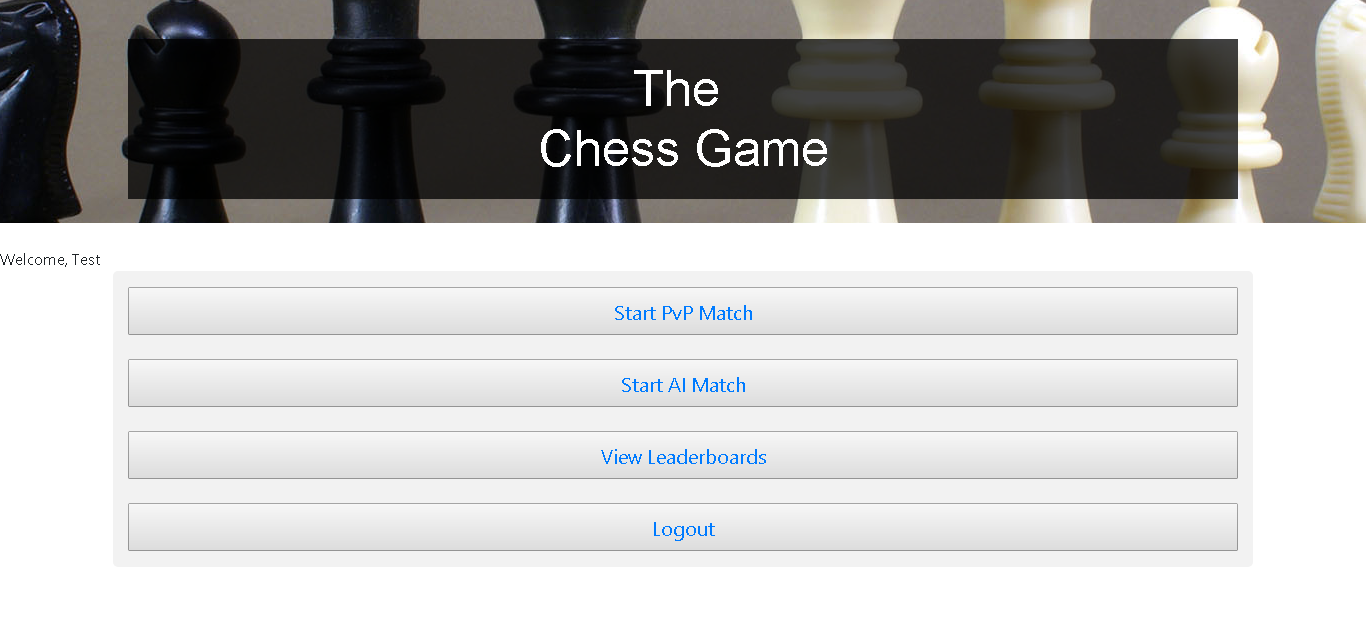
|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Control number** | **Action** | **objective or Explanation** | **Expected results** | **Pass** | **Fail** |
| 1 | User sign up and login | The user must be able to create an account and be able to enter the game with the same account created | Account correctly created and used to access the game | X |  |
| 2 | Player enter an online room and play against another player | The player joins online games against other players | online players playing with each other | X |  |
| 3 | Real time chess | The movement of the game should be able to be viewed in real time in online games | chess online with real-time movements | X |  |
| 4 | Player plays against the CPU | The player can play against a computer | Computer plays against the player according to the difficulty | X |  |
| 5 | Leaderboard correctly updates with each win | According to the player's wins, the leaderboard is updated | Leaderboard correctly update | X |  |

## User sign up and login Test case

**Objective:** The user must be able to create an account and be able to enter the game with the same account created.

Test steps:

1. Enter the webpage: <http://chess372.azurewebsites.net/Chess_LoginPage.php>
2. Select the option “New around here? Sign up”
3. Fill all the text boxes with the user data:
   1. First Name: Test
   2. Last Name: Case
   3. Email: testcase@uregina.ca
   4. Password:12345678
   5. Re-enter Password:12345678
4. Click button submit
5. Enter email and password
6. The welcome page will show up with the name Test:



**Expected results**: Account correctly created and used to access the game

Player enter an online room and play against another player

**Objective:** The player joins online games against other players

Test steps:

1. Login to the webpage: <http://chess372.azurewebsites.net/Chess_LoginPage.php>
2. open a new incognito tab and login with another account
3. Click Start Pvp Match in both Tabs
4. Click in find opponent in both tabs
5. Select in one tab the user from the other tab.
6. The board will then be see in both tabs:



**Expected results**: online players playing with each other

## Real time chess

**Objective:** The movement of the game should be able to be viewed in real time in online games

Test steps:

1. Login to the webpage: <http://chess372.azurewebsites.net/Chess_LoginPage.php>
2. open a new incognito tab and login with another account
3. Click Start Pvp Match in both Tabs
4. Click in find opponent in both tabs
5. Select in one tab the user from the other tab.
6. Star playing in both tabs and the pieces will move in real time.



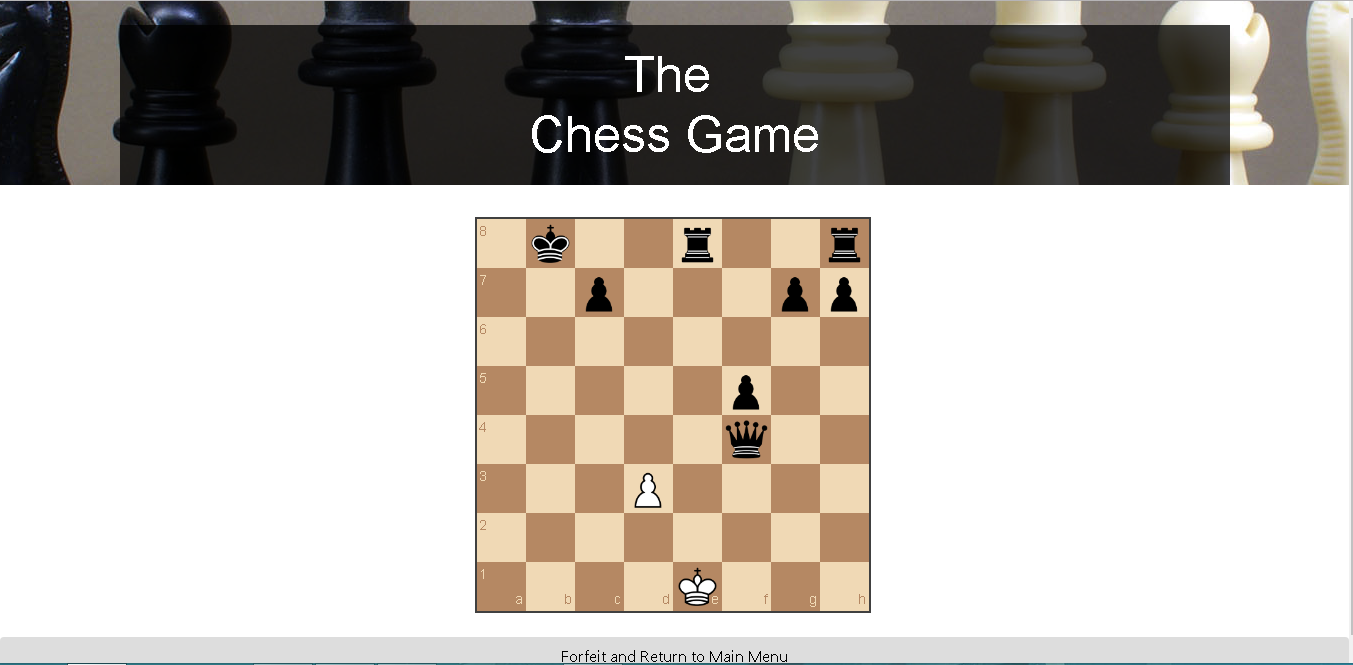
**Expected results**: chess online with real-time movements

## Player plays against the CPU

**Objective:** The movement of the game should be able to be viewed in real time in online games

Test steps:

1. Login to the webpage: <http://chess372.azurewebsites.net/Chess_LoginPage.php>
2. Click Start AI Match
3. Start playing



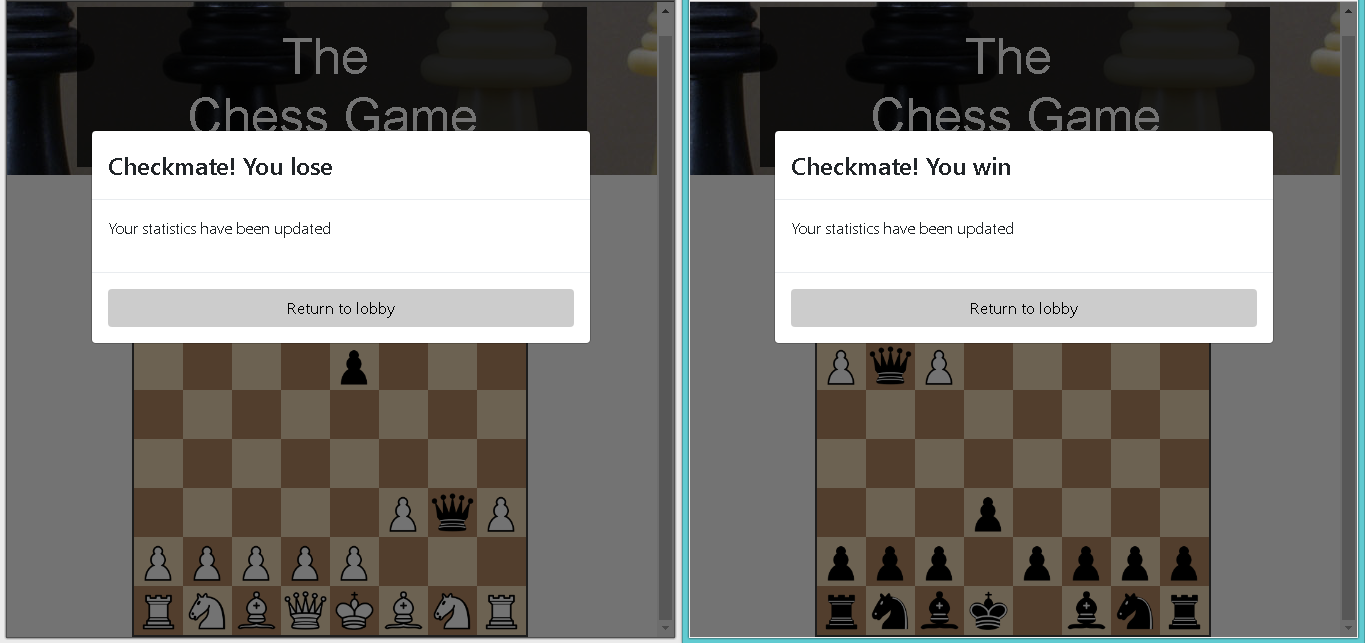
**Expected Results**: Computer plays against the player according to the difficulty

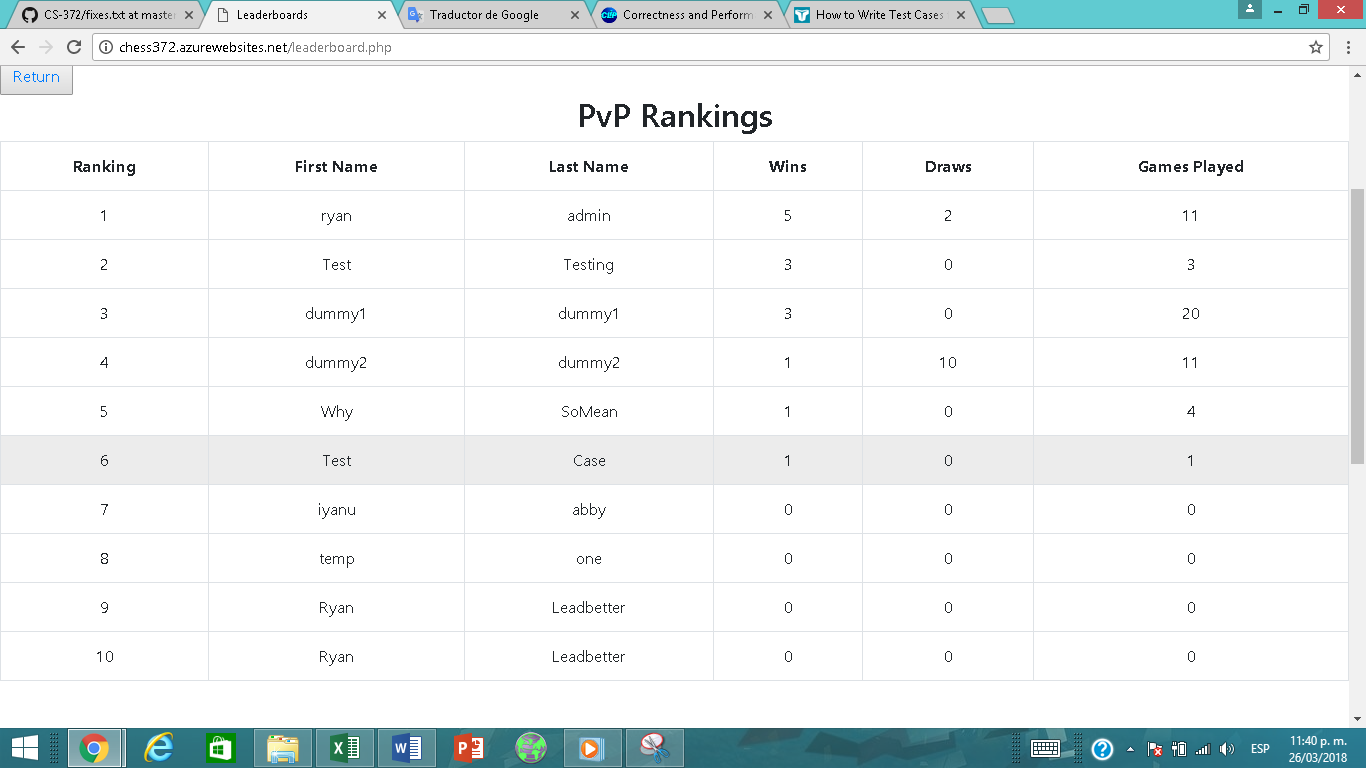
## Leaderboard correctly updates with each win

**Objective:** The movement of the game should be able to be viewed in real time in online games

Test steps:

1. Login to the webpage: <http://chess372.azurewebsites.net/Chess_LoginPage.php>
2. Click on leaderboard and see the score of the user in PvP Ranking
3. open a new incognito tab and login with another account
4. Click Start Pvp Match in both Tabs
5. Click in find opponent in both tabs
6. Select in one tab the user from the other tab.
7. Star playing in both tabs
8. Win the match with the first user
9. Go back to the leaderboard and see the wins column of the user:





**Expected results:** Leaderboard correctly update