

## Phase #1

### Login (Mirisan)

Test Cases	Descriptions
T1 (Successful Login)	This test verifies a successful login scenario where a user provides a valid username, allowing the system to read current user accounts and available games.
T2 (Invalid Username Format)	It checks if the system handles an attempt to login with an invalid username format (e.g., containing special characters), providing an appropriate error message.
T3 (Logout Followed by Login)	Ensures that the system allows a user to log in after properly logging out without encountering any issues
T4 ( Standard User Attempting Privileged Transaction)	Checks whether the system prevents a standard user from performing a privileged transaction, generating an error message accordingly
T5 (Non-admin Login Followed by Admin Login)	Verifies that the system allows a non-admin user to log in, log out, and then allows an admin to log in without any issues
T6 (Multiple Logins)	Ensures that the system handles multiple login attempts correctly, preventing subsequent logins until a proper logout has occurred.
T7 (Empty Username)	Checks if the system handles an attempt to login with an empty username, providing an appropriate error message
T8 (Nonexistent User Login)	Verifies that the system correctly handles a login attempt with a username that doesn't exist, providing an error message
T9 (Admin Attempting Unprivileged Transaction)	Checks if the system prevents an admin user from performing an unprivileged transaction, generating an error message accordingly
T10 (Admin Login Followed by Standard User Login)	Ensures that the system allows an admin to log in, log out, and then allows a standard user to log in without any issues

T11 (Attempting Transaction After Logout)	Checks whether the system correctly prevents users from performing transactions after logging out, providing an appropriate error message.
T12 (Admin Logging in After Logout)	Verifies that the system allows an admin user to log in again after properly logging out
T13 (Consecutive Failed Logins)	After a certain number of consecutive failed attempts, the system should temporarily lock the account or implement a delay to prevent brute-force attacks.
T14 (Login During Another Active Session)	The system should prevent concurrent logins and notify the user that another session is already active
T15 (Login After System Reset)	The system should handle the login correctly after a system reset, initializing necessary components for the new session
T16 (Unauthorized Access After Logout)	Try to perform a transaction after logging out.

#### Logout (Mirisan)

T17 (Successful Logout)	User logs out after a successful login
T18 (Logout After Failed Transaction)	User attempts to logout after a failed transaction
T19 (Logout After Multiple Transactions)	User performs multiple transactions and then logs out
T20 (Logout Without Performing Any Transactions)	User logs in but decides to logout without performing any transactions
T21 (Logout After Add Credit Transaction)	User logs out after adding credit to the account
T22 (Logout After Game Transactions)	User logs out after buying/selling games
T23 (Logout After Refund Transaction)	User logs out after processing a refund
T24 (Logout After Admin Operations)	Admin user logs out after performing admin operations
T25 (Logout During Transaction Processing)	User attempts to logout while a transaction is being processed

T26 (Logout After Failed Transaction)	User logs in, attempts a transaction that fails, and then tries to logout
T27 (Logout After Deletion of User Account)	Admin user logs in, deletes a user account, and then tries to logout
T28 (Logout During File Write Error)	User logs in, performs transactions, and encounters an error during the file write process when logging out

create (haider)

T1 (Username unique)	Username must be unique from all other users
T2 (Creation of user with max credits)	An admin creates a user with the maximum credit to see if it works
T3 (Creation of user with invalid credits)	Verify the system rejects creation of a user with invalid credit amount
T4 (Non admin tries to create a user)	Confirm that a non-admin user cannot access user creation features.
T5 (Space-Free Username Validation)	Username with spaces should not be allowed
T6 (Alphanumeric Username Compliance)	Test that usernames are limited to alphanumeric characters, rejecting any special characters.
T7 (Username Case Sensitivity Analysis)	Determine whether the system distinguishes usernames based on capitalization.
T8 (Buyer Privilege Assignment)	Check the system's capability to assign 'buy-standard' privileges during user creation.
T9 (Seller Privilege Assignment)	Verify the system's ability to create users with 'sell-standard' privileges.
T10 (Mandatory Username Submission)	Validate that the system mandates the entry of a username for user creation.
T11 (One-Character Username Acceptance)	The system only allows the creation of users with a minimum of one character in their username.
T12 (Non-Decimal Credit Limit Adherence)	Assess if the system strictly enforces non-decimal credit values, particularly at the upper limit.
T13 (Unauthorized Creation Prevention)	Ensure that user creation is not possible when the admin is not logged in.
T14 (Specific Credit Initialization)	Test the system's ability to set a precise initial credit amount for new users.

T15 (Fifteen-Character Username Limit)	Confirm the system's acceptance of usernames that are exactly 15 characters long.
T16 (Admin Account Creation)	Assess the process of creating a new user with administrative privileges.
T17 (Complete Privilege User Setup)	Examine the creation process for users with 'full-standard' privileges.
T18 (Long Username Rejection)	Validate that the system rejects usernames exceeding 15 characters.
T19 (User Creation Recordkeeping)	Ensure that all user creations are accurately logged in the daily transaction file.
T20 (User Type Specification)	Test the system's handling of user type selection during the account creation process.

delete ( haider)

T1 (Admin Privilege Verification)	Ensure that delete actions are only accepted when performed by an admin user.
T2 (User Existence Check)	Confirm that the user exists in the system and is not the current logged-in user before deletion.
T3 (Post-Deletion Transaction Block)	Verify that once a user is deleted, no further transactions can occur on their available inventory of games.
T4 (Deletion Confirmation)	Test if the system asks for confirmation before deleting a user.
T5 (Transaction File Update)	Check if the deletion of a user is correctly logged in the daily transaction file.
T6 (Inventory Clearance Check)	Confirm that all games for sale by the user are canceled upon deletion.
T7 (User Re-creation Check)	Verify if the system allows creating a new user with the same username after deletion.
T8 (Multi-User Deletion Handling)	Test system behavior when multiple user deletions are requested in sequence.
T9 (User Deletion Audit Trail)	Ensure there's a proper audit trail for user

	deletion actions.
T10 (Username input validate)	Test to see if the system correctly prompts for and accepts a valid username for deleting.
T11 (Non-Existence User Deletion Attempt)	Test the system's response when an attempt is made to delete a non-existent user.
T12 (Current User Deletion Attempt)	Verify the system prevents an admin from deleting their own account while logged in.
T13 (Deletion Impact on Active Sessions)	Assess whether active sessions of a deleted user are terminated immediately upon account deletion.
T14 (Deletion with Pending Transactions)	Test how the system handles deletion when there are pending transactions associated with the user.

#### sell (Azan)

T63 (Sell/List Game ( Buy Standard User))	Test if an error is given when a standard user tries to sell a game
T64 (Check ASCII )	Game's name must be in ASCII letters only.
T65 (Sell from list)	Sell from list command
T66 (Test Same Name as other game)	If game being sold has the same name (capitalization does not matter) as a another game, it cannot be listed and is considered the same game
T67 (Sell/List Game (Admin))	Test the successful listing of a game by an admin user
T68 (Sell Game (Full-Standard User))	Test the successful listing of a game by a Full-standard user
T69 (Sell game without logging in)	Test if system prompts the user to log in before the selling screen
T70 (Sell game a game with Max Length of game name)	Test selling a game with the maximum allowed length of the game name

T71 (Sell a game with more than the Max Length of game name)	Test selling a game with a name that is above the maximum allowed length of the game name and see if error
T72 (Sell/list game (Sell Standard))	Test the successful listing of a game by an sell standard
T73(Sell Game - Exceed Maximum Price)	Test attempting to sell a game with a price exceeding the maximum allowed and display an error
T74 (Sell Game - Maximum Price)	Test successfully attempting to sell a game right on the maximum price.
T75 ( Sell Game - Not Numbers)	Attempt to sell a game with anything but a number and display an error
T76 (More than 2 point decimal)	Display error if user attempts to sell a game with more than 2 points of a decimal (43.221)
T77 (Sell game with price of PPPP)	Successfully sell a game with the price of P.PP (2.63)
T78 (Sell a game with price of PPPPP)	Successfully sell a game with the price of PP.PP (31.53)
T79 (Sell a game with price of P)	Successfully sell a game with the price of P(4)
T80 (Choose Game name)	Successfully input the game's name when system prompts you to
T81 (Choose game price)	Successfully input game price when system prompts you to
T82 (Saved to daily transaction file(admin))	Check if game is saved to daily transaction file after inputting the game name, game price
T83 (Sell during login)	Attempt to sell from the login stage and ensure it does not allow so
T84 (Log in, then log out and then sell from login stage)	Login, Logout, then sell from the login stage and ensure it does not allow so
T85 (Input a empty game name)	Attempt to sell a game with no name and display and error
T86 (Successfully set the game's name with ASCII letters)	Successfully sell a game with ASCII letters only
T87(Sell a game with the same name but	Sell a game with the same name as another

different capitalization)	game but the only difference is a capital and display an error as not unique
T88 (Game name is special letter)	Fail to sell a game with letters other than ASCII
T89 (No Price entered)	Attempt to sell a game with no price entered
T90 (Sell a game with price of PPPPPP)	Successfully sell a game with the price of PPP.PP (901.53)
T91 (Test for appending of .00 on games of P)	Test to see if the transaction file is updated with an additional .00 on games with just P, PP, or PPP (10-> 10.00)
T92 Test for unused numbers)	Test to see if unused numbers of a price are replaced with 0s ((e.g. 0000 for free game)
T93 (Free game)	Attempt to sell a free game

buy (Azan)

T94 (Buy Game (Sell-Standard User))	Test for an error to be given if a Sell-Standard user attempts to purchase a game
T95 (Test if message is displayed to logout after buying a game)	Users should be told to logout to refresh the backend to display their game in their library.
T96 (Test if Buyer is the Seller (Full-Standard))	Check for if the User is the Seller of the said game they are buying and display error.
T97 ( Buy Game (Admin user))	Test the successful purchase of a game by an admin user
T98 ( Buy Game (Buy-Standard User))	Test the successful purchase of a game by a buy-standard user
T99 ( Buy game with not enough credit)	Verify the system does not allow the purchase of a game if the user does not have enough credits and it displays the appropriate error message
T100 (Buy game with enough credits - Buy-Standard User )	Successfully purchase a game with the correct amount of credits needed to purchase the game
T101 (Buy game with enough credits Admin User)	Successfully purchase a game with the correct amount of credits needed to purchase the game



T102 (Buy game with enough credits Sell-Standard User)	Verify the system does not allow for a sell-standard user to purchase the game even with the correct amount of credits
T103 (Buy game with enough credits Full-Standard User)	Successfully purchase a game with the correct amount of credits needed to purchase the game
T104 (Buy Game - Non Existing Game)	Test attempting to buy a game that does not exist
T105 Buy Game with Maximum price)	Test buying a game that is at the maximum price
T106 (Buy game from Full-Standard user)	Test buying a game from a Full-Standard user
T107 (Buy game from Sell-Standard user)	Test buying a game from a Sell-Standard user
T108 (Buy game from Admin user)	Test buying a game from a Admin user
T109 (Buy a game with Maximum characters)	Test buying a game successfully that has the maximum character limit
T110 (Buy game with price of X.XX)	Successfully buy a game with the price of X.XX (2.63)
T111 (Buy a game with price of XX.XX)	Successfully buy a game with the price of XX.XX (31.53)
T112 (Buy a game with price of X)	Successfully buy a game with the price of X (4)
T113 (Buy game without logging in)	Attempt to use the buy command from the login screen
T114 (Buy game with not enough credits - Buy-Standard User )	Display error for not having enough credits to purchase game
T115 (Buy game with not enough credits Admin User)	Display error for not having enough credits to purchase game
T116 (Buy game with not enough credits Sell-Standard User)	Display error telling the user they are a Sell-Standard user and may not purchase any games.
T117 (Buy game with not enough credits Full-Standard User)	Display error for not having enough credits to purchase game
T118 (Test if Buyer is the Seller (Admin)	Check for if the Admin is the Seller of the said game they are buying and display error

T119 (Buy game that does exist with different capitalization)	Successfully purchase a game by inputting the correct game name but the capitalization is different.
T120 (Buy game with game not in collection)	Successfully purchase a game with game not already being in the library of the user
T121 (Buy a game on one user, then try it on another user)	Successfully purchase a game that has been purchased by another user already in the past.
T122(Buy a game that exists in collection)	Fail to purchase a game as it is already in the collection
T123 (Purchase the same game again in the same session)	Attempt to purchase the same game in the same session
T124 (Purchase a game again in the same session)	Purchase one game, then purchase another game. In the same session
T125 (Daily transaction file update)	Check if the daily transaction file has been updated correctly after the purchase of a game
T126 (Purchase a free game (Admin))	Successfully purchase a game and make sure no credits are taken away
T127 (Purchase a free game (Full-Standard))	Successfully purchase a game and make sure no credits are taken away
T128 (Purchase a free game (Buy-Standard))	Successfully purchase a game and make sure no credits are taken away
T129 (Purchase a free game (Sell-Standard))	Display error that you may not purchase a video game as a Sell-Standard account
T130 (Purchase from list command)	Input list command and then input buy command and successfully purchase a game

refund (Andres)

Test Cases	Descriptions
T200 (Admin refunds game)	Credit is issued to buyers account from seller's account
T201 (Buyer requests refund within 24 hours)	Declines request to refund, due to the 24 hour window where it is not refundable.

T202 (Buyer requests refund after 24 hours)	Accepts request and asks for username of the seller and buyer.
T203 (Buyer types invalid username)	Error is issued stating that buyer's username doesn't exist, request failed.
T204 (Buyer types invalid seller username)	Error is issued stating that seller's username doesn't exist, request failed.
T205 (Buyer types seller's username but seller isn't currently selling game)	Request fails and informs the buyer that game isn't currently in their library
T206 (Buyer types incorrect amount of credit)	Request fails and informs the buyer that an incorrect amount of credit was put in.
T207 (Seller doesn't have the necessary amount of credit)	Request fails and informs the buyer that game can't be refunded due to lack of credits from the seller
T208 (buyer types seller's username but account was deleted)	Error is issued stating that seller's account has been deleted.
T209 (Multiple refund requests)	Ensures that the system handles multiple refund attempts, preventing subsequent refund until previous transaction has been completed.
T210 (User enters an empty username for buyer)	Task fails and asks user to type in a valid buyer username
T211 (User enters an empty username for seller)	Task fails and asks user to type in a username
T212 (User enters an empty amount of credits)	Transaction fails and asks user to type in a username
T213 (Buyer types in an incorrect amount of credits)	System tells user that incorrect amount of credits was entered
T214	

add credit (Andres)

T215 (Admin adds credit to user account)	add credit into the system for the purchase of accounts
T216 (Admin exceeds \$1000 in current session)	An error occurs and tells admin that maximum transaction been reached for current session.
T217 (Admin types invalid username)	Error occurs stating that username does not

	exist
T218 (Admin types invalid amount of credits for user account)	Transaction fails and tells admin that invalid amount of credits have been entered
T219 (Admin types invalid amount of credits for admin account)	Transaction fails and tells admin that invalid amount of credits have been entered
T220 (Admin types credits with decimal)	Transaction is accepted and credits are entered
T221 (User types the amount of credit)	Transaction is accepted
T222 (User exceeds maximum amount of credit)	Transaction fails and tells user that they exceed maximum amount of credit permitted
T223 (User types credit with decimal)	Transaction is accepted and credits are entered
T224 (Empty amount of credits have been entered)	Transaction fails and asks user to type in a valid amount of credits

#### List (All)

T225 (Test List (Admin))	Test successfully listing all game names with price as an admin user.
T226 (Test List (Full-Standard))	Test successfully listing all game name with price as a Full-Standard user
T227 (Test List (Sell-Standard))	Test successfully listing all game name with price as a Sell-Standard user
T228 (Test List (Buy-Standard))	Test successfully listing all game name with price as an Buy-Standard user
T229 (Test List After Game Transactions)	Verifies that the system can successfully list all available games, including those that have been bought or listed for sale, after user transactions such as purchasing and selling games.
T230 (Test List After Refund Transaction)	This test checks if the system correctly lists all available games after processing a refund transaction. It ensures that the game list remains accurate and up-to-date even after financial transactions.
T231 (Test List After Admin Operations)	This test verifies if the system lists all

	available games successfully after various administrative operations (creating a new user, deleting a user, and adding credit). It ensures that admin operations do not affect the accuracy of the game list.
T232 (Test List After Concurrent Transactions)	This test evaluates the system's ability to provide an accurate game list for a user after other users have performed concurrent transactions. It checks if the list is consistent and unaffected by simultaneous activities.
T233 (Test List After Session End)	This test examines the system's behavior when listing games after a session has ended. It involves logging in, performing multiple transactions, logging out, logging in again, and checking if the game list is correctly displayed.