# Test Cases: BIG BAD GAME USER STORIES

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| **Purpose:**  Verify the user story U1 (Gameplay). | |
| **Test Run Information:**  **Test Name:** Gameplay  **Tester Name:** Jeremy Dahms  **Test Designed by:** Jeremy Dahms  **Test Executed by:** Jeremy Dahms  **Date(s) of Test:** November 11, 2015 | **Pre-conditions for this test:** Game is running |
| **NOTES and RESULTS:** | |

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| **Purpose:**  Verify the user story U2 (Website). | |
| **Test Run Information:**  **Test Name:** Website  **Tester Name:** Elias Ortiz  **Test Designed by:** Elias Ortiz  **Test Executed by:** Elias Ortiz  **Date(s) of Test:** November 11, 2015 | **Pre-conditions for this test: SQL Server is running** |
| **NOTES and RESULTS:** | |

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| **Purpose:**  Verify the user story U3 (Server?). | |
| **Test Run Information:**  **Test Name:** Server?  **Tester Name:** Cody Constine  **Test Designed by:** \_Cody Constine  **Test Executed by:** \_Cody Constine  **Date(s) of Test:** November 11, 2015 | **Pre-conditions for this test: Server is Running** |
| **NOTES and RESULTS:** | |

U1

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| **STEP** | **TEST STEP/INPUT** | **EXPECTED RESULTS** | **ACTUAL RESULTS** | **Pass/Fail** |
|  | Using arrow keys to move player | Player moves in correct direction when each key is press | As expected | Pass |
|  | Move player into a hazard | Player dies, is put back at beginning of level, and death counter in incremented by one | As expected | Pass |
|  | Player falls down hole | Player dies, is put back at beginning of level, and death counter in incremented by one | As expected | Pass |
|  | Move player into princess to complete level | Level is completed and game exits | As expected | Pass |

U2

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| **STEP** | **TEST STEP/INPUT** | **EXPECTED RESULTS** | **ACTUAL RESULTS** | **Pass/Fail** |
| **1.** | Website displays data from SQL server | Website displays player names and scores from SQL database | As expected | Pass |
| **2.** | Website displays data from highest score down | Highest score to be displayed on top with respective player name | As expected | Pass |
| **3.** | Website only displays the highest score for a single player (no multiple scores from same player) | Only show each player once instead of having multiples of one. | As expected | Pass |

U3

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| **STEP** | **TEST STEP/INPUT** | **EXPECTED RESULTS** | **ACTUAL RESULTS** | **Pass/Fail** |
| **1.** | Server accepts User Names | Game asks player for User Name | Code does not ask for user name | Fail |
| **2.** | Server accepts User Score | Game sends user score to server | As expected | Pass |
| **3.** | Server Creates Unique Code for each Player | Automated generation by server | As expected | Pass |

Automated Test Cases:

https://drive.google.com/open?id=0B7S6mQr82HOSRmNUWDN1SW9MT0k