**Acceptance tests:**

1.

1. Use case: User Registration

2. Good:

2.1. Success register: The unknown individual enters legit username and password and registrate to the system.

3. Bad:

3.1. Illegal characters for username or password: The unknown individual uses illegal name or password. AF INPUT VALIDATION is activated.

4. Sad:

4.1 Duplicate user name: The unknown individual uses a name of an existing

username. BF CHECK USERNAME AND PASSWORD is activated.

2.1

1.Use case: Login

2. Good:

2.1 Success Login: The user enters his username and password correctly and the user logged in the system.

3. Bad:

3.1. Illegal characters for username or password: The user uses illegal name or password. AF INVALID INPUT is activated.

3.2 Username doesn’t match password: The user enters wrong password or wrong username . BF CHECK USERNAME AND PASSWORD is activated.

2.2.

1.Use case: Logout

2. Good:

2.1 Success Logout: the user press the logout button and the user is logout from the system.

3. Sad:

3.1 The user is in an active game. AF USER IN GAME is activated.

3.

1.Use case: Edit user profile

2. Good:

2.1 Success Edit: The user edits his profile info and able to upload an image that

meets the system policy.

3. Bad:

3.1 Wrong image: The user uploads an images that isn’t match the system policy (too

big or a doc that isn’t a .png, .jpg or jpeg) AF IMAGE CHECK is activated.

4. Sad:

4.1 User name taken: The user changes it’s name to a username already in

the system. AF USERNAME TAKEN is activated.

4.2 Email taken: The user changes it’s email to an email address which is already

taken the system. AF EMAIL TAKEN is activated.

4.

1.Use case: Create Texas Hold’em games

2. Good:

2.1 Success Creation: The user creates a new game that can be join into.

3. Bad:

3.1 Illegal game definitions: The user tries to create a game with illegal preferences.

AF ILLEGAL GAME PREFERNCES is activated.

4. Sad:

4.1 Game definitions not completed: The user forgets to fill all definitions. AF

ILLEGAL GAME PREFERNCES is activated.

5.

1. Use case: Join existing games

2. Good:

2.1 Success: The user is joined to the chosen game.

3. Bad:

3.1: There is no existing games: There is no existing games that the user can join.

AF NOT EXISTING GAMES is activated

3.2: There is no available seats: There is no available seats in the chosen game.

AF NOT AVAILABLE SEATS IN THE CHOSEN GAME is activated

6.

1.Use case: Spectate active game

2. Good:

2.1 Succes: The user will spectate an existing game.

3. Bad:

3.1. There is no existing game to spectate. AF NOT EXISTING GAMES is activated.

7.

1.Use case: Leave a game

2. Good:

2.1 Succes: The user exits a game.

8.

1.Use case: Replay games that are no longer active

2. Good:

2.1 Success: The user watches the replay sucessfully.

3. Bad:

3.1. There are no finished games. AF NON FINISHED GAME is activated.

9.

1.Use case: Find all active games which the user can join

2. Good:

2.1 Success: There are 2 active and available games for the user to join, and they

are shown to the user.

10.

1.Use case: Filter all active games by criteria

2. Good:

2.1 Success: There are active games that are matching the criteria which the user

entered, and they are shown to the user.

3. Bad:

3.1 The user filters all the active games. the correct message is shown to the user.

11.

1.Use case: Store all the information from a game

2. Good:

2.1 Success: saves the game log.

12.

1. Use case: Support playing a Texas Hold'em game.

2. Good:

2.1 Success: User play Texas Hold’em game.

3. Bad:

3.1: All the players fold except one:

All the players fold except one player that takes all the bets money.

AF PLAYERS FOLD is activated.

3.2: All the players left the game except one: All the players left the game except

one.

AF PLAYERS LEFT THE GAME EXCEPT ONE is activated.

3.3: All the players left the game: All the players left the game.

AF PLAYERS LEFT THE GAME is activated.

4. Sad:

4.1 One user tries to bet negative number of money.

4.2 One user tries to bet more money than he have.

4.3 One user tries to bet some money that is under the minimum bet according to

game rules.

4.4 One user tries to bet not on his turn.

4.5 One user tries to do an action when he is not in the specific round (fold).

4.6 Cards are dealt before the bets are made according to game rules.

13. 1. Use case: Perferneces.

2. Good:

2.1. Success: List of games is presented to the user according to the preferences.

3. Bad:

3.1The user chooses incorrect perferneces. AF XERO BET is activated.