Category	Test Cases	Test Intention
login TSLI1 -Valid Username Test	Valid: Check that username Exists in Database	Make sure there is an account
login TSLI2- Invalid Username Test	Invalid: Check that username Exists in Database	Make sure there is an account
login TSLI3 -Valid Game Inventory Test	Valid:Check as to what games that the user owns, and display them correctly	Check that the library can sync, users will need to know that what they purchased shows up on their inventory
login TSLI4 - Invalid Game Inventory Test	Invalid:Check as to what games that the user owns, and display them correctly	Check that the library can sync, users will need to know that what they purchased shows up on their inventory
login TSLI5- Valid Account Login Transaction Test	Valid:Check that Account has been Logged in before allowing any transactions	This ensures that transactions cannot be conducted
login TSLI6- Invalid Account Login Transaction Test	Invalid:Check that Account has been Logged in before allowing any transactions	This ensures that transactions cannot be conducted
login TSLI7 - Valid Admin Status Test	Valid:Check if account has Admin Status	If account has admin status allow all transactions
login TSLI8 - Invalid Admin Status Test	Invalid:Check if account has Admin Status	If account has admin status allow all transactions
login TSLI9- Valid Transaction Completed Test	Valid:Login Transaction must be completed before allowing any other transactions	If login transaction has not passed, it does not allow any other transactions
login TSLI10- Invalid Transaction Completed Test	Invalid:Login Transaction must be completed before allowing any other transactions	If login transaction has not passed, it does not allow any other transactions
login TSLI11- Invalid Two or More Username Test	Two username Check	Makes sure that two usernames submitted act as an incorrect username
logout TCLO1 - Checking if User is Logged In (fail)	Check if user fails to logout	Let the user know that they cannot log out cause they are not logged in

logout TCLO2 - Checking if User is Logged In (success)	Check if user successfully logs out	Show that the user has successfully logged out of their account
logout TCLO3 - Ensuring User Can Only Login After Logout	Check if user has entered an invalid transaction code	Ensure that the user can only login or create an account before accessing any other features
logout TCLO4 - Creating Transaction File Post Logout	Check creation of daily transaction file after log out	Ensure that the logout procedure correctly writes a daily transaction file depicting all user transactions made
logout TCLO5 - Checking Transaction Code Input	Check transaction command from the user	Ensure that the user has entered the proper command to commence the logout procedure
create TCCR1 - user selling validity check	Check to see if user can sell games	Ensure that user can sell games through a privileged transaction only if they are an admin user
create TCCR2 - username threshold character check	Check that username has upto 15 characters	Ensure that username is limited to a maximum of 15 characters to be accepted
create TCCR3 - username exceeded character check	Check if username exceeds 15 characters	Ensure that if username exceeds 15 characters, then an error appears
create TCCR4 - username existence check	Check if username already exists	Ensure that new user name is not the same as an exiting username
create TCCR5 - user max credit limit	Check that new user is given maximum credit of 999,999	Ensure that when a new user is created they get a maximum credit of 999,999 for buying
create TCCR6 - user balance initial check	Check that user balance does not go over 999,999 if they sell but do not buy	Ensure that a user who starts with a credit of 999,999 is prevented from selling if they already have an unused credit of 999,999
create TCCR7 - user type selection prompt	Ask user for the type of user they would like to select at creation	Ensure that user is asked at the creation of a username what type of user they are

		(admin or full-standard, buy-standard, sell-standard)
create TCCR8 - admin user type selection	Check if user has selected admin user type	Ensure that if user has selected admin user type then to provide them with admin privileges (privileged transaction) and record type in daily transaction file
create TCCR9 - full-standard user type selection	Check if user has selected full-standard user type	Ensure that if user has selected full-standard user type then provide them with buying and selling privileges and record user type in daily transaction file
create TCCR10 - buy-standard user type selection	Check if user has selected buy-standard user type	Ensure that if user has selected buyl-standard user type then provide them with buying only privileges and record user type in daily transaction file
create TCCR11 - sell-standard user type selection	Check if user has selected sell-standard user type	Ensure that if user has selected sell-standard user type then provide them with selling only privileges and record user type in daily transaction file
create TCCR12 - Valid creation, Daily Transaction file	Check daily transaction file for correct formatting and recording of information	Ensure that new user information is correctly and accurately recorded in the daily transaction file only if the username creation is valid
create TCCR13 - valid username creation	Check that when prompted to create a username, the user has correctly created a valid text input for it	Ensure that new user has inputted a valid text input for their username when prompted to create a username
create TCCR14 - empty username submission	Check if the user has inputted an empty username or no username when prompted to do so in a text line	Ensure that if the user has submitted an empty response or no username when prompted to create a

		username and input it on text line, they are prompted to input a valid username
create TCCR15 - create user with a credit exceeding 999,999	Check for user who creates new username but their credit exceeds 999,999 limit	If new user limit exceeds 999,999, do not allow them to create this new user
create TCCR16 - create user without specifying user type	Check when new user is being created, if the user does not specify user type	If new user does not specify user type, do not allow creation of new user name, show a warning or error
create TCCR17 - create user with a invalid user type selection	Check that when new user is being created, the user chooses a valid user type (either admin, full-standard, buy-standard or sell-standard)	If new user chooses a user type that does not exist, provide a warning and do not let the creation of username proceed
create TCCR18 - username creation of exactly 15 characters	Check that the username being created by user has exactly 15 characters	If new user has exactly 15 characters, then the username is valid and user can be created
create TCCR19 - Transaction Code Validity	Check transaction command input from user	Ensure that the user has entered the proper command to create user
sell TCSE1 - Valid Game Price Test	Valid:Check for game price from the system	This ensures an accurate game price will be shown
sell TCSE2 - Invalid Game Price Test	Invalid:Check for game price from the system	This ensures an accurate game price will be shown
sell TCSE3 - Valid Threshold Game Price Test	Valid:Check that maximum game price is under 999.9 dollars	This ensures that none of the games can be overpriced
sell TCSE4 - Invalid Threshold Game Price Test	Invalid:Check that maximum game price is under 999.9 dollars	This ensures that none of the games can be overpriced
sell TCSE5- Valid Game Name Character Test	Valid:Check that the maximum character length for a game is 25	Ensures that the games coincides with the programs rules for a title

sell TCSE6-Invalid Game Name Character Test	Invalid:Check that the maximum character length for a game is 25	Ensures that the games coincides with the programs rules for a title
sell TCSE7-Valid Session End Test	Valid:Check that the current session has ended before allowing another game to be purchased	This ensures that only one game can be purchased per second
sell TSCE8 - Invalid Session End Test	Invalid:Check that the current session has ended before allowing another game to be purchased	This ensures that only one game can be purchased per second
sell TSCE9 - Valid Unique Name Test	Valid:Check that each game has a unique name and that there are no duplicates	This ensures that no confusion for a user can occur from two games having the same name
sell TSCE10-Invalid Unique Name Test	Invalid:Check that each game has a unique name and that there are no duplicates	This ensures that no confusion for a user can occur from two games having the same name
refund TCR1 - Username Validity (Buyer) (fail)	Check for buyer username validity	Ensure that the buyer exists and can receive a refund
refund TCR2 - Username Validity (Seller) (fail)	Check for seller username validity	Ensure that the seller of the game exists in the system and can process the refund
refund TCR3 - Credit Transfer Validity	Check for valid credit transfer amount for refund	Ensure that the intended credit transfer amount is equal to the game being refunded
refund TCR4 - Seller Refund Balance Decrease	Check for proper deduction from seller credit balance	Ensure that the credit transfer will withdraw funds from seller account
refund TCR5 - Buyer Refund Balance Increase	Check for proper addition to buyer credit balance	Ensure that the credit transfer will deposit funds into buyer account
refund TCR6 - Seller Admin Privileges Check	Check for admin privileges for seller account	Ensure that the seller account has elevated admin privileges to handle a privileged transaction

refund TCR7 - Transaction File Update	Check for proper saving/creation of the daily transaction file	Ensure that the refund is logged and added to the daily transaction file
refund TCR8 - Game Removal Post Refund	Check for removal of game from buyer library	Ensure that, upon refund completion, the user does not have access to the purchased game in their collection
refund TCR9 - Buyer Game Availability (fail)	Check that game being refunded is in buyer account	Ensure that the seller can actually refund a game in the buyer's library
refund TCR10 - Transaction Code Validity (fail)	Check transaction command input from user	Ensure that the user has entered the proper command to commence a refund (refund)
refund TCR11 - Username Validity (Buyer) (success)	Check for buyer username validity	If username for buyer exists, ask for seller name
refund TCR12 - Username Validity (Seller) (success)	Check for seller username validity	If username for seller exists, ask for the name of the game to be refunded
refund TCR13 - Buyer Game Availability (success)	Check that game being refunded is in buyer account	If the game is in the buyer's library, ask for refund value
refund TCR14 - Transaction Code Validity (success)	Check transaction command input from user	Ensure that the user has entered the proper command to commence the refund procedure (refund)
add credit TCAC1 - Add Credit Before Login	Check user logs in before trying to "add credit"	Ensure that when admin enters "add credit", they are logged in
add credit TCAC2 - Check Username Exists (Fail)	Username does not exist when admin account tries entering a user	Ensure admin knows that account they are trying to add credit doesn't exist
add credit TCAC3 - Check Username Exists (Success)	Username exists when admin account tries entering a user	Inform admin the username they have entered exists
add credit TCAC4 - Admin - Credit Amount < 1000 (Fail)	Admin tries adding credit to users account but the amount exceeds $1000	Inform the admin how much remaining credit they can deposit into users account,

		for that session
add credit TCAC5 - Admin - Credit Amount < 1000 (Fail 2)	Admin tries adding credit to users account but doesn't enter a valid value	Inform admin they must enter a numerical value
add credit TCAC6 - Admin - Credit Amount < 1000 (Success)	Admin successfully adds credit to users account	Inform admin the credit has been deposited, how much is remaining for that session, and details saved to transaction file
add credit TCAC7 - Credit Amount < 1000 (Fail)	Standard account tries adding credit to their own account, exceeds $1000 limit	Inform standard account user that they have exceeded $1000 limit for that session
add credit TCAC8 - Credit Amount < 1000 (Fail 2)	Standard account tries adding credit to their account but doesn't enter a valid value	Inform standard account user they must enter a numerical value
add credit TCAC9 - Credit Amount < 1000 (Success)	Standard account successfully adds credit to their account	Inform standard user the credit has been deposited, how much is remaining for that session, and details saved to transaction file
buy TCBU1 - Buy Before Login	User tries to "buy" before logging in	Inform user they must login before trying to buy a game
buy TCBU2 - Standard-Sell Account	Standard-sell user tries to buy a game	Inform this type of user they do not have privileges to buy a game.
buy TCBU3 - Check User Exists (Fail)	Username specified where person is trying to buy game does not exist	Inform user, username they entered does not exist
buy TCBU4 - Check User Exists (Success)	Username specified where person is trying to buy game exists	Inform user, username they entered exists
buy TCBU5 - Check Game Exists (Fail)	Game specified by user does not exist	Inform user the game they specified does not exist
buy TCBU6 - Check Game Exists (Success)	Game specified by user exists	Inform user the game they specified exists

buy TCBU7 - Check Credit Amount (Fail)	User does not have enough funds to purchase the game	Inform the user they cannot purchase the game because they do not have enough funds to buy the game.
buy TCBU8 - Check Credit Amount (Success)	User has enough funds to purchase the game	Inform user they have sufficient funds to buy the game.
buy TCBU9 - Check Duplicates (Fail)	User already has a copy of the game in their collection	Inform user they cannot buy a duplicate game.
buy TCBU10 - Check Duplicates (Success)	User does not have a copy of the game in their collection	Inform user no duplicates found
buy TCBU11 - Final Purchase (No)	User says No to purchasing the game	Inform user game has not been purchased.
buy TCBU12 - Final Purchase (Yes)	User says Yes to purchasing the game	Inform user game has been purchased, added to their collection, funds transferred from buyer to seller, and transaction file saved.
buy TCBU13 - Final Purchase (Fail)	User enters invalid string instead of Y or N when prompted with purchasing game	Tell user to enter either a Y or N for Yes or No
delete TCD1- check for empty username field	Check that a username is empty field	Ensure that username is provided before cancellation of games on sale
delete TCD2 - valid admin username	Check if valid admin username is provided	Ensures that if valid username is provided, then can proceed for cancellation of game sale
delete TCD3 - invalid admin username	Check for invalid admin username	Ensure if invalid username(does not fit the constraints and is not admin), ask user for username again and do not proceed for cancellation of game sale
delete TCD4 - daily transaction file information	Check correct information saved for the daily transaction file	Ensure that the correct details are stored and saved within the daily transaction

		file
delete TCD5 - check admin login	Check that user is logged in as admin	Ensure that if logged in as admin game for sale are canceled and user account removed if user logged in as admin
delete TCD6 - check non-admin login	Check that user is not logged is as admin	If user is not logged in as admin even with valid username then deletion process cannot occur and user cannot enter username
delete TCD7 - username existence check	Check if username exists	Ensure that only if username exists then deletion process should occur
delete TCD8 - username non existence check	Check if username does not exist	Ensure that if username does not exist, an error is shown and therefore deletion process cannot happen
delete TCD9 - username deletion confirmation (current user)	Check if current user is being deleted	Ensure that if current user is being deleted, the process does not occur as current user cannot be deleted
delete TCD10 - username deletion and game deletion check	Check that when username is deleted associated games are also deleted and relevant information is added to the daily transaction file.	Ensure successful username deletion then games associated with that username for sale are also deleted, add to transaction file and no further transactions should occur under that username
delete TCD11 - username deletion and game non-deletion check	Check for a deleted username which does not have deleted games	Ensure that if username is deleted but the games associated with that username are not deleted, are promptly deleted and details added to daily transaction file and no further transactions should occur
delete TCD12 - empty login information or user-type provided	Check that for login command before deletion that user has inputted a user-type and not empty	Ensure that if user does not input anything for login type then cannot proceed to input username

delete TCD13 - Transaction Code Validity	Check transaction command input from user	Ensure that the user has entered the proper command to delete user
delete TCD14 - username deletion confirmation (non-current user)	Check if non-current user is being deleted	Ensure that if non-current user is being deleted, the process does occur as non-current user can be deleted
list TCLS1 - Checking If Games Are In List	Check game library for games to list	Upon entering the list command, ensure that there are games to list
list TCLS2 - Displaying Games	Check to see if list command works as expected	Upon entering the list command, display all relevant information regarding the user's games including price name and so on
list TCLS3 - Transaction Code Validity	Check transaction command input from user	Ensure that the user has entered the proper command to view their game list