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| Test Case | Test Steps | Expected Result |
| Application should allow user to navigate with the navigation bar | 1. Click navigation link 2. Verify the URL is correct 3. Repeat for all links | Each navigation link redirects to its respective page successfully |
| Application should allow user to navigate with the home page game logo links | 1. Click game logo link 2. Verify the URL is correct 3. Repeat for all links | Each game logo link on the home page redirect to its respective page successfully |
| Application should allow user to navigate to the home page with the logo link in the navbar | 1. Click the first navbar link to navigate away from the home page 2. Click the logo link in the navbar 3. Verify the URL is correct | Upon navigating to another page, clicking the logo located on the left side of the navbar returns the user to the homepage |
| Application should allow the user to expand the new game form | 1. Navigate to the game page 2. Click the expand button of the game form 3. Verify the game form is visible | The expand button of the new game form allows the user to display the form |
| Application should allow the user to collapse the new game form | 1. Navigate to the game page 2. Click the expand button of the game form twice 3. Verify the game form is not visible | The expand button of the new game form allows the user to collapse the form when the form is already displayed |
| Application should allow users to select a game board within the new game form | 1. Navigate to the game page 2. Expand the new game form 3. for each game board: 4. Click the game board selection 5. Verify the game board is selected | The game board selection allows the user to select one game board for the game being created |
| Application should allow users to select characters within the new game form | 1. Navigate to the game page 2. Expand the new game form 3. For each player: 4. Select Mario as the character 5. Verify the selected option matches ‘Mario’ | The character selection allows the user to select a character for each player |
| Application should prevent the entry of non-numbers in the stars field | 1. Navigate to the game page 2. Expand the new game form 3. For each player: 4. Input text into the star field 5. Verify the star field remains blank 6. Input symbols into the star field 7. Verify the star field remains blank | The star field of each player in the new game form remains empty when letters and symbols are typed |
| Application should prevent the entry of non-numbers in the coins field | 1. Navigate to the game page 2. Expand the new game form 3. For each player: 4. Input text into the coin field 5. Verify the coin field remains blank 6. Input symbols into the coin field 7. Verify the coin field remains blank | The coin field of each player in the new game form remains empty when letters and symbols are typed |
| Application should prevent the entry of negative numbers in the coins field | 1. Navigate to the game page 2. Expand the new game form 3. For each player: 4. Input a negative number into the star field 5. Verify the coin field remains blank | The coin field of each player in the new game form remains empty when negative numbers are typed |
| Application should prevent the entry of negative numbers in the stars field | 1. Navigate to the game page 2. Expand the new game form 3. For each player: 4. Input a negative number into the coin field 5. Verify the coin field remains blank | The star field of each player in the new game form remains empty when negative numbers are typed |
| Application can prevent the submission of an empty form | 1. Navigate to the game page 2. Expand the new game form 3. Submit form 4. Verify the missing fields alert is displayed | Upon submitting a blank form, an alert dialog informing the user of missing fields is displayed |
| Application can prevent the submission of a form without a character selection | 1. Navigate to the game page 2. Expand the new game form 3. Complete the form aside from one character selection, leave this default 4. Submit form 5. Verify the missing fields alert is displayed | Upon submitting a form missing a character selection, an alert dialog informing the user of missing fields is displayed |
| Application can prevent the submission of a form without a board selection | 1. Navigate to the game page 2. Expand the new game form 3. Complete the form aside from the board selection 4. Submit form 5. Verify the missing fields alert is displayed | Upon submitting a form without a board selection, an alert dialog informing the user of missing fields is displayed |
| Application allows the user to add new games | 1. Navigate to the game page 2. Expand the new game form 3. Complete the form 4. Submit the form by clicking ‘Create new game’ 5. Verify the new game was created | Upon completing the new game form and submitting, a new game is displayed with the information from the form |
| Application allows the user to cancel an edit game action | 1. Navigate to the game page 2. Click the edit icon button of a game 3. Make a change to the game 4. Click the ‘Cancel’ button 5. Verify no changes were saved | Upon editing a game, the changes are not saved if the user cancels the action |
| Application allows the user to cancel a delete game operation | 1. Navigate to the game page 2. Click the delete icon button for the game 3. In the confirmation alert, click ‘No’ 4. Verify the game has not been deleted | Upon deleting a game, the game is not removed if the action is canceled |
| Application allows the user to delete games | 1. Navigate to the game page 2. Click the delete icon button for the game 3. In the confirmation alert, click ‘Yes’ 4. Verify the game has been deleted | Upon deleting a game, the game is removed from the page |
| Application allows users to edit a game and save their changes | 1. Navigate to the game page 2. Click the edit button icon of the game 3. Make changes to the game fields 4. Click the ‘Save Changes’ button 5. Verify the changes are displayed in the game | Upon editing a game, the changes made in the edit game dialog are reflected in the game after the changes are saved |