Acceptance Tests

Verify Invalid Login

Given an invalid username

When user presses the login button

Then display an error message stating that the username is invalid

Verify Valid Login

Given a valid username

When user presses the login button

Then the user is authenticated

And the game setup menu is opened

Verify Create New User

Given a username with twelve or fewer characters

When user presses the confirm button

Then a user is created in the system with the entered username

And the user is authenticated

And the game setup menu is opened

Verify Create New User Failure

Given a username with thirteen or more characters

When user presses the confirm button

Then an error message is displayed

Verify Correct Sequence

Given a valid user

And an active memory game

When the user selects the next object in the indicated sequence

Then the game progresses to the next round

And the computer indicated sequence is increased by one

Verify Incorrect Sequence (High Score)

Given a valid user

And an active memory game

When the user selects an object other than the next in the indicated sequence

Then the game ends

And the user’s score is displayed

And the user’s score is saved in the high scores list

Verify Incorrect Sequence (Not High Score)

Given a valid user

And an active memory game

When the user selects an object other than the next in the indicated sequence

Then the game ends

And the user’s score is displayed

Verify Game Start

Given a valid user

And a valid selection of options

When the user presses play

Then the game opens

And the timer starts

And the system indicates the sequence

Verify Game Options Set Up Game (Number of objects)

Given a valid user

And a valid selection of options

When user presses play

Then the game opens

And the game contains the selected number of objects

Verify Game Options Set Up Game (Layout)

Given a valid user

And a valid selection of options

When user presses play

Then the game opens

And the objects are in the selected layout

Verify Game Options Set Up Game (Size)

Given a valid user

And a valid selection of options

When user presses play

Then the game opens

And the objects are the selected size

Verify Game Options Set Up Game (Colors)

Given a valid user

And a valid selection of options

When user presses play

Then the game opens

And some of the objects are in each of the selected colors

Verify Error When Invalid Game Options

Given a valid user

And no shapes selected

Or no colors selected

When the user presses play

Then an error displays prompting the user to select the omitted options