

Acceptance Test

1. Start the application

1.1 Run the .apk file

2. Register

2.1 Press the register button.

2.2 Press register when the password field is blank

2.3 Type in a username but have the password be different and press register

2.4 Enter valid information and press register (with unused username)

2.5 Press the register/ button.

3. Check the statistics

3.1 Press the statistics icon in the top left corner

3.2 Look at the view and see if it looks realistic.

3.3 Press the back button to go back to the game overview.

4. Check the settings

4.1 Press the settings icon in the top right corner

4.2 Look at the settings are right

4.3 See that your avatar is displayed

4.4 Change the settings a bit

4.5 Press back to get to the previous view

4.6 Press settings again, and see if the change is applied

4.7 Click the logout button

5. Log in

5.1 Try enter a valid username but the wrong password and try to log in

5.2 Type in your username and password and click the log in button (this can be the newly created account or another one if you already have one)

6. Check the Game Overview

6.1 Check that your games are here and that they look right.

6.2 Try to create a game with another test account

6.3 Try to create another game with the 6.2 account

6.4 Try to create a game against a selected opponent

6.5 Refresh the view and see that only one new game appeared.

6.6 See that the game has one turn

6.7 Check that the other games (if any) have the right information

7. Check a game

7.1 Click on one of the ongoing games in the list

7.1.1 Long press on a game and quit the game if you want

7.2 Make sure that the chess board looks visually good

7.3 Make sure that the pieces are in the right place

7.4 Make sure that the text above the board is right, the state is right

7.5 Make sure that the taken pieces are right

- 7.6 Make sure you can see the latest move
- 7.7 Click on some pieces and see that where it can move
- 7.8 Make a move

8. After a game

- 8.1 Get a message if you win/loses/draw
- 8.2 Select rematch or quit