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Annexure I

Micro Project Proposal.

Perform Test Cases for Carrom-Game

1. Aims/Benefits of the Micro-Project:

1. Focus on various factors such as code errors, bugs, completeness, bottlenecks, coherence, and inconsistencies.
2. Game testing also allows the developers to know about the possible risks that will be brought into the market.

2. Course Outcome Addressed:

1. Apply various software testing methods.
2. Prepare test cases for different types and levels of testing.
3. Prepare test plan for an application.
4. Identify bugs to create defect report of given application.

3. Proposed Methodology:

In the above project I created, a chart table of test cases. In which I included some attributes like Test case id, Test case name, Prerequisites, Input data, Steps, Actual result, Expected result, Result.

In the Test case id I have given Id to the test report. After the test case name I have included prerequisites in which what are required terms of test module is provided. In input data I wrote the input to the test. Also written some steps about test case name. And then what is the actual result is written. After that included the expected result. After all the result is pass or fail is given. The test cases we create are not only the point of reference for the QA phase but also to the UAT. Internally test cases are Peer-reviewed within the team.

When a certain situation is not addressed by a test case – the rule of thumb is, it is not going to get tested. So, this is a good place to check whether the test suite we created achieves the 100% test coverage goal or not. To do so, a traceability matrix can be created. Check out all there is to know about the Traceability matrix here.

Tools – Test management tools like QC, Test help us with the test case creation activity. For an example of how test cases can be dealt with using Quality Center, check out this Quality Center tutorial.

Automation tools can be used to create test cases- in which case, they are referred to as, Test scripts.

4.Action Plan

Sr. No.	Details of Activity	Planned Start date	Planned Finish date	Name of Responsible Team Members
1	Search the topic	26/08/2022 3:30 PM-5:30 PM	02/09/2022 3:30 PM-5:30 PM	More Ganesh Vishwanath
2	Search the information	02/09/2022 3:30 PM-5:30 PM	09/09/2022 3:30 PM-5:30 PM	
3	Find the course out comes.	26/10/2022 3:30 PM-5:30 PM	30/09/2022 3:30 PM-5:30 PM	
4	Search Literature Review.	07/10/2022 3:30 PM-5:30 PM	21/10/2022 3:30 PM-5:30 PM	
5	Performed actual methodology.	01/11/2022 3:30 PM-5:30 PM	15/11/2022 3:30 PM-5:30 PM	
6	Perform the test cases and defect report.	22/11/2022 3:30 PM-5:30 PM	29/11/2022 3:30 PM-5:30 PM	
7	Search the Applications.	29/11/2022 3:30 PM-5:30 PM	06/12/2022 3:30 PM-5:30 PM	
8	Finalizing Project with its report	13/12/2022 3:30 PM-5:30 PM	13/12/2022 3:30 PM-5:30 PM	

5.Resources Required:

Sr. No.	Name of resource / material	Specification	Quantity	Remarks
1	Computer	WINDOWS 7,2GB RAM, 160GB HDD	1	
2	Operating System	WINDOWS 7	1	
3	Browser	Chrome	1	

6. Name of Team Member with Roll No.:

Sr. No.	Enrollment No.	Name of Team Member	Roll No.
1	2010950104	More Ganesh Vishwanath	27

Ms. Kachare S.M.
Name and Signature of the Teacher

Annexure – II

Micro-Project Report

Perform test case for Carrom-game.

1. Rationale:

In today's software environment writing bug-free code is challenging task, which make software testing important tool to get the quality software. Testing techniques include the process of executing a program or application with the intent of finding software bugs and verifying that the software product is fit for use. Students will learn the way to find bugs by applying types, levels and methods of software testing on applications with effective test planning approach. It also covers manual testing.

2. Aims/Benefits of the Micro-Project:

1. Focus on various factors such as code errors, bugs, completeness, bottlenecks, coherence, and inconsistencies.
2. Game testing also allows the developers to know about the possible risks that will be brought into the market.

3. Course Outcomes Achieved:

1. Apply various software testing methods.
2. Prepare test cases for different types and levels of testing.
3. Prepare test plan for an application.
4. Identify bugs to create defect report of given application.

4.Literature Review:

This paper presents a literature review on Carrom-test driven development. Our findings suggest that there are many lessons learned papers that provide anecdotal evidence about the benefits and issues related to the story test driven development. We categorized these findings into seven themes: cost, time, people, code design, testing tools, what to test and test automation. We analyzed research papers on story test driven development to find out how many of these anecdotal findings were critically examined by researchers and analyzed the gaps in between. The analysis can be used by researchers as a ground for further empirical investigation.

5.Actual Methodologies Followed:

Carrom is an interesting game similar to Billiards or Table Shuffleboard. However, instead of pool cues, you use your fingers and a striker. The game can be played by either two people (singles) or four people (doubles). The game is also known by other names around the world, including carrom, couronne, carum, karam, karom, karum, and finger billiards.

- **Performed test cases are given below:-**

Unit I (Login):-

Test Cas e ID	Test Cas e Na me	Prerequisites	Input Data	Test step	Expected Results	Actual Results	Result
TC-001	Login	1) User can create an account. 2) Create password	Ganesh More Ganesh#111	1) Enter username 2) Enter Password 3) Select login button	Valid Result	Valid Result	PASS

TC-002	Login	1) User can create an account. 2) Create password	Ganesh More ganesh111	1) Enter username 2) Enter user ID. 3) Select login button	Valid Result	Invalid Result	FAIL
TC-003	Login	1) User can create an account. 2) Create password	Ganesh More Ganesh#111	1) Enter Phone Number 2) Enter user ID. 3) Select login button	Valid Result	Invalid Result	FAIL
TC-004	Login	1) User can create an account. 2) Create password	Ganesh More 98193838089	1) Enter username 2) Enter Password 3) Select login button	Valid Result	Invalid Result	FAIL

UNIT II : Profile Page

Test Case ID	Test Case Name	Prerequisites	Input Data	Test Steps	Expected Results	Actual Results	Result
TC-005	Profile Page	user have an account	Ganesh More	1) Open Settings. 2)Select profile option.	Valid Result	Valid Result	PASS

TC-006	Profile Page	user have an account	99223344	1) Open Settings. 2)Select profile option.	Valid Result	Invali d Result	FAIL
TC-007	Profile Page	user Don't have an account	Ganesh More	1) Open Settings. 2)Select profile option.	Valid Result	Invalid Result	FAIL
TC-008	Profile Page	user have an account	Ganesh More	1) Open Settings. 2)Select profile option.	Valid Result	Invalid Result	FAIL

UNIT III: Friends

Test Case ID	Test Case Name	Prerequisites	Input Data	Test Steps	Expected Results	Actual Results	Result
TC-009	Friends.	1) User should send the request. 2) Users friend should accept the request.	Accept	1)Open friend list. 2)Accept friend request.	Valid Result	Valid Connection	PASS

TC-010	Friends.	1) User should send the request. 2) Users friend should accept the request.	Accept	1)Open friend list. 2)Accept friend request.	Valid Result	Invalid Result	PASS
TC-011	Friends.	User request denied.	Denied	1)Open friend list. 2)Deny friend request.	Valid Result	Invalid Result	FAIL
TC-012	Friends.	1) User should not send the request. 2) User should not accept the request.	Denied	1)Open friend list. 2)Deny friend request.	Valid Result	Invalid Result	FAIL

UNIT IV: Language

Test Case ID	Test Case Name	Prerequisites	Input Data	Test Steps	Expected Results	Actual Results	Result
TC-013	language	User should select any language.	1)English 2)Hindi 3)Marathi 4)Tamil	1)User should select language 2)click on Language Button	Valid Result	Valid Result	PASS
TC-014	language	User should select any language.	1)English 2)Hindi 3)Marathi 4)Tamil	1)User should select any Play Mode 2)click on Language Button	Valid Result	Invalid Result	FAIL
TC-015	language	User should select any language.	**8750389609 6**	1)User should select language 2)click on Language Button	Valid Result	Invalid Result	FAIL
TC-016	language	User should Not select any language.	1)English 2)Hindi 3)Marathi 4)Tamil	1)User should select language 2)click on Language Button	Valid Result	Invalid Result	FAIL

UNIT V: Online play

Test Case ID	Test Case Name	Prerequisites	Input Data	Test Steps	Expected Results	Actual Results	Result
TC-017	Online play	1) User should have network connection. 2) Two or more player should join at the same Slot	Click on Online play button	1) Select online play mode. 2)Click on the Play button 3) Select server you have to enter.	Valid Result	Valid Result	PASS
TC-018	Online play	1) User **Don't** have network connection 2) Two or more player should join at the same time.	. Click on Online play button	1) Select online play mode. 2) Click on the Play button 3) Select server you have to enter.	Valid Result	Invalid Result	FAIL
TC-019	Online play	1) User have network connection 2) **Only one** player should join at the same time.	. Click on Online play button	1) Select online play mode. 2)Click on the Play button 3) Select server you have to enter.	Valid Result	Invalid Result	FAIL
TC-020	Online play	1) User have network connection 2) Two or more player should join at the same time.	Click on Online play button	1) Select online play mode. 2)Click on the **Exit** button 3) Select server you have to enter.	Valid Result	Invalid Result	FAIL

UNIT VI: Play with Friends

Test Case ID	Test Case Name	Prerequisites	Input Data	Test Steps	Expected Results	Actual Results	Result
TC-021	Play With friends.	1) User have an account 2) Friend should be online	Click on Play with friends.	1) Send request to play. 2) Request should accept.	Valid Result	Valid Result	PASS
TC-022	Play With friends.	1) user have an account 2) Friend should be online.	Click on Play with friends.	1) Send request to exit 2) Request Accepted.	Valid Result	Invalid Result	FAIL
TC-023	Play With friends.	1) user don't have an account 2) Friend should be online	Click on Play with friends.	1) Send request to play. 2) Request should deny.	Valid Result	Invalid Result	FAIL
TC-024	Play With friends.	1) user have an account 2) Friend should be offline	Click on Play with friends.	1) Send request to play. 2) Request should Accept.	Valid Result	Invalid Result	FAIL

UNIT VII: Play You vs Computer

Test Case ID	Test Case Name	Prerequisites	Input Data	Test Steps	Expected Results	Actual Results	Result
TC-025	Play vs computer.	1)User should have an Account	Click on Play vs computer	1) Select computer mode. 2) Press play button. 3) Select game mode classic or rush.	Valid Result	Valid Result	PASS
TC-026	Play vs computer.	1)User **don't** have an Account	Click on Play vs computer	1) Select computer mode. 2) Press play button. 3) Select game mode classic or rush.	Valid Result	Invalid Result	FAIL
TC-027	Play vs computer.	1)User should have an Account	Click on Play vs computer	1) Select manual mode. 2) Press play button. 3) Select game mode classic or rush.	Valid Result	Invalid Result	FAIL
TC-028	Play vs computer.	1)User should have an Account	Click on Play vs computer	1) Select computer mode. 2) Press EXIT button.3)Select game mode classic or rush.	Valid Result	Invalid Result	FAIL

UNIT VIII: Pass and play

Test Case ID	Test Case Name	Prerequisites	Input Data	Test Steps	Expected Results	Actual Results	Result
TC-029	Pass an play.	User Should Play with friends on single device .	Select on Pass an play mode.	1) Two or more player should play. 2) select pass and play mode.	Valid Result	Valid Result	PASS
TC-030	Pass an play.	User Should Play with friends on Multi device .	Select on Pass an play mode.	1) Two or more player should play. 2) select pass and play mode.	Valid Result	Invalid Result	FAIL
TC-031	Pass an play.	User Should Play with friends on single device .	Select on Pass an play mode.	1) Only one player should play. 2) select pass and play mode.	Valid Result	Invalid Result	FAIL
TC-032	Pass an play.	User Should Play with friends on single device .	Select on Pass an play mode	1) Two or more player should play. 2) select pass and play Rush	Valid Result	Invalid Result	FAIL

UNIT IX : Daily BONUS

Test Case ID	Test Case Name	Prerequisites	Input Data	Test Steps	Expected Results	Actual Results	Result
TC-033	Daily bonus.	1) User should online. 2) User should login daily.	Collect the daily bonus.	1) Login daily. 2) collect bonus in respective days	Valid Result	Valid Result	PASS
TC-034	Daily bonus.	1) User should offline 2) User should login daily.	Collect the daily bonus.	1) Login daily. 2) collect bonus in respective days	Valid Result	Invalid Result	FAIL
TC-035	Daily bonus.	1) User should online. 2) User should login daily.	Collect the daily bonus.	1) Login daily. 2) collect bonus in respective days	Valid Result	Valid Result	PASS
TC-036	Daily bonus.	1) User should online. 2) User should login daily.	Collect the daily bonus.	1) Logout daily. 2) collect bonus in respective days	Valid Result	Invalid Result	FAIL

UNIT X: Store

Test Case ID	Test Case Name	Prerequisites	Input Data	Test Steps	Expected Results	Actual Results	Result
TC-037	Store.	1) User should online. 2) User can buy or purchase items.	Purchase the item	1)Open The Store. 2)Select item to buy. 3)Buy the item.	Valid Result	Valid Result	PASS
TC-038	Store.	**1)** User should offline **2)** User can buy or purchase Items.	Purchase the item	1)Open The Store. 2)Select item to buy. 3)Buy the item.	Valid Result	Invalid Result	FAIL
TC-039	Store.	1) User should be online. 2) User can Sell items.	Purchase the item	1)Open The Store. 2)Select item to buy. 3)Buy the item.	Valid Result	Invalid Result	FAIL
TC-040	Store.	1) User should online. 2) User can buy or purchase items.	Purchase the item	1)Open The Store. 2)Select item to Sell. 3)Sell the item.	Valid Result	Invalid Result	FAIL

Defect report :-

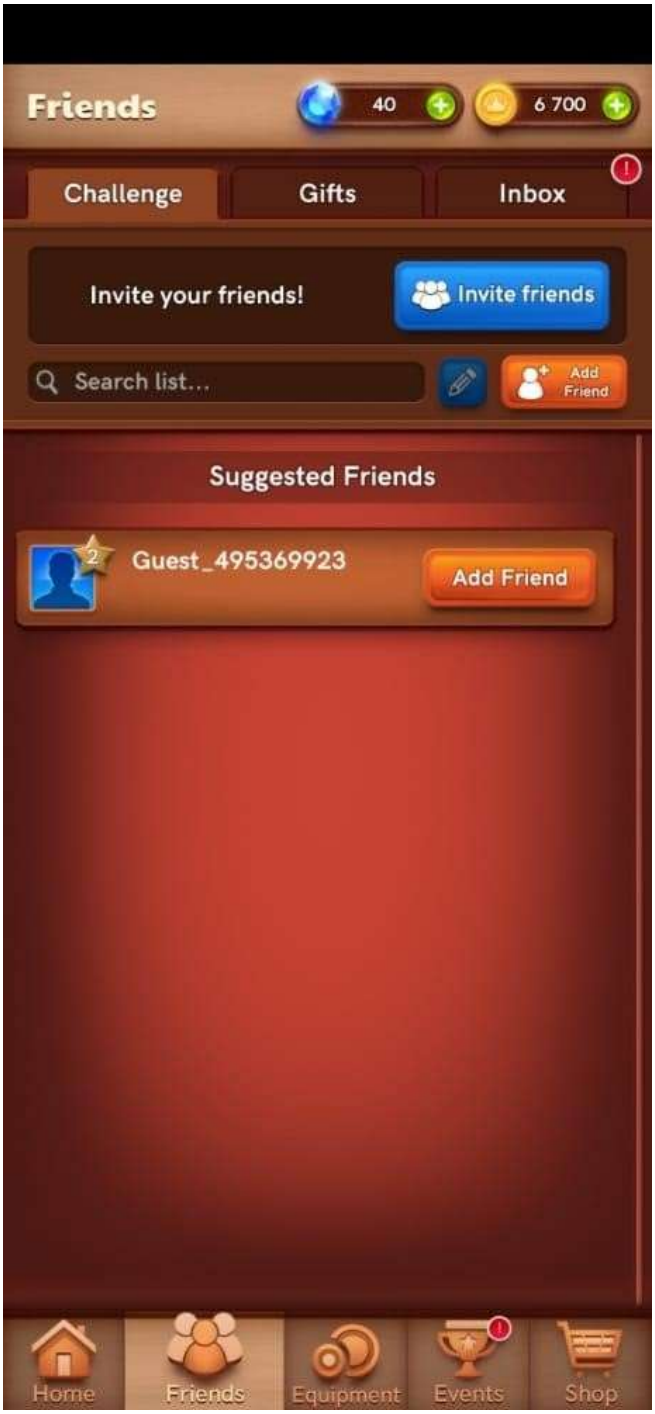
1]ID Unique:	Tc-002
2]Project:-	Software Testing
3]Product:-	Carrom Disc Pool.
4]Release Version:-	1.7
5]Module	Login Page
6]Detected Build Version	1.01.23
7]Summary	Input data of username & Password is Wrong
8]Description Detailed	There is a criteria behind a input Data that user name should contain at least one capital letter and password should contain at least 8 Character.
9]Steps to Replicate	1) Input Data and prerequisites is replicated.
10]Actual Result	Login Failed Due to Wrong Username & Password
11]Expected Result	Login Successfully
12]Attachments	Screenshot of login page +
13]Remarks	Invalid result
14]Defect Probability	If User name & Password is wrong in test case get Invalid. **It's a high Probability.**
15]Defect Severity	The impact of wrong Username & password is that login page will not appear **It's a critical type Severity.**
16]Defect Priority	The bug visibility in the case is that login page is not opening. **Its urgent type of Priority.**
17]Reported By	More Ganesh Vishwanath
18]Assigned To	Ms. Kachare S.M.
19]Status	Fail.
20]Fixed Build Version	1.01.2

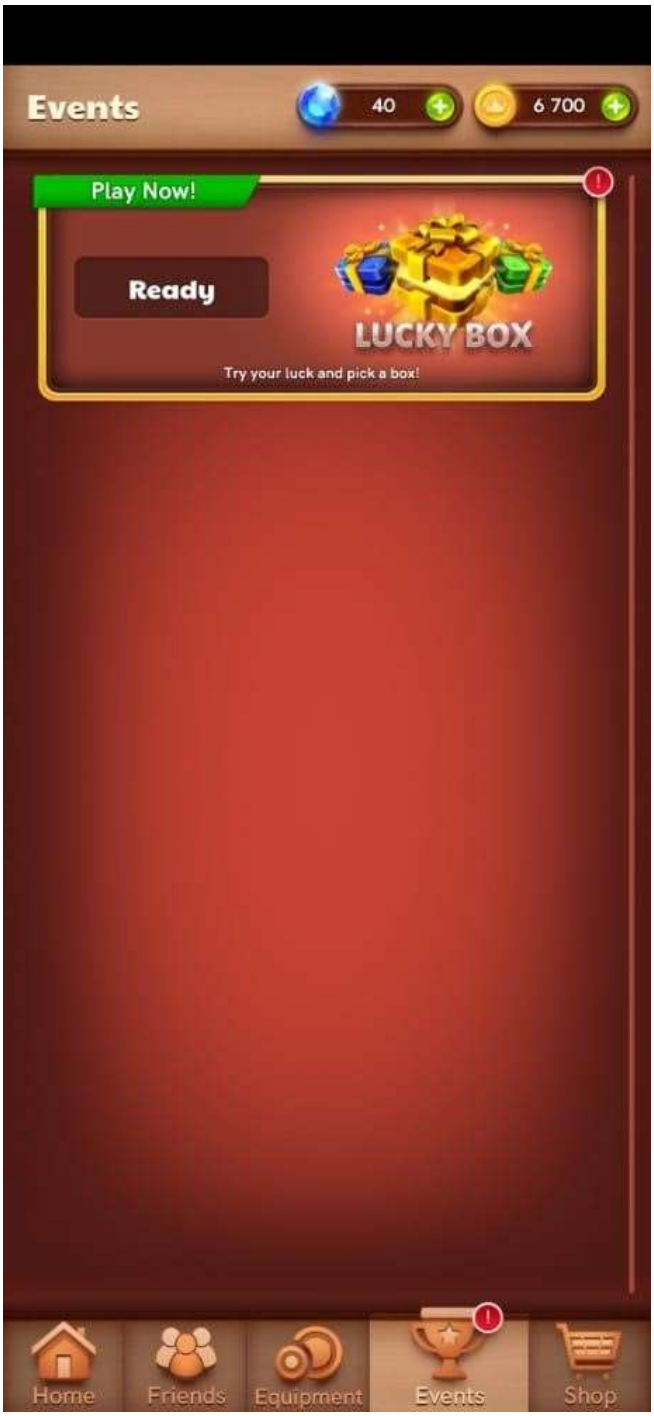
1]ID Unique:	Tc-003
2]Project:-	Software Testing
3]Product:-	Carrom Disc Pool
4]Release Version:-	1.7
5]Module	Login Page
6]Detected Build Version	1.01.23
7]Summary	Input data of username & Password is Wrong
8]Description Detailed	There is a criteria behind a input Data that user name should contain at least one capital letter and password should contain at least 8 Character.
9]Steps to Replicate	1) Input Data and prerequisites is replicated.
10]Actual Result	Login Failed Due to Wrong Username & Password
11]Expected Result	Login Successfully
12]Attachments	Screenshot of login page +
13]Remarks	Invalid result
14]Defect Probability	If User name & Password is wrong in test case get Invalid. **It's a high Probability.**
15]Defect Severity	The impact of wrong Username & password is that login page will not appear **It's a critical type Severity.**
16]Defect Priority	The bug visibility in the case is that login page is not opening. **Its urgent type of Priority.**
17]Reported By	More Ganesh Vishwanath
18]Assigned To	Ms. Kachare S.M.
19]Status	Fail.
20]Fixed Build Version	1.01.2

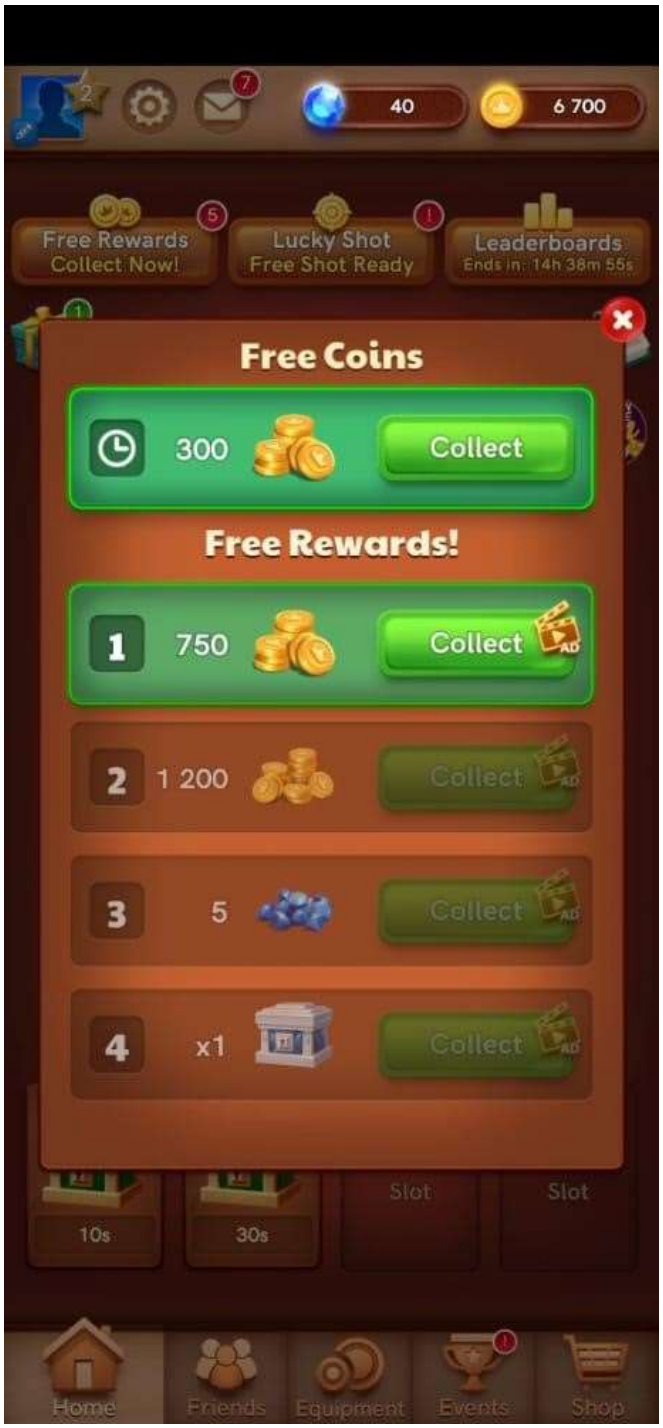
06. OUTPUT:

40
6 700
Free Rewards
Collect Now!
Lucky Shot
Free Shot Ready
Leaderboards
Ends in: 14h 39m 19s
CARROM PASS
10d 08h
Play
Disc Pool
Play
Carrom
Play
Freestyle
Tap to
Unlock
Tap to
Unlock
10s
30s
Chest
Slot
Chest
Slot
Home
Friends
Equipment
Events
Shop

40
6 700
CARROM PASS
10d 08h
PARIS
Stage
Prize: 400
Players online: 5 070
Entry fee: 200
Rules: 6 pieces Disc Pool


Friends
40
6 700
Challenge
Gifts
Inbox
Invite your friends!
Invite friends
Search list...
Add Friend
Suggested Friends
Guest_495369923
Add Friend
Home
Friends
Equipment
Events
Shop


Events
40
6 700
Play Now!
Ready
LUCKY BOX
Try your luck and pick a box!
Home
Friends
Equipment
Events
Shop


40
6 700
Free Rewards
Collect Now!
Lucky Shot
Free Shot Ready
Leaderboards
Ends in: 14h 38m 55s
Free Coins
300
Collect
Free Rewards!
1
750
Collect
2
1 200
Collect
3
5
Collect
4
x1
Collect
Slot
Slot
10s
30s
Home
Friends
Equipment
Events
Shop

Profile
Guest_554326880
ID: Guest_554326880
Rank: Beginner
2
52/125
Info
Avatars
Frames
Blaze
STANDARD
Force
Aim
Time
Black
STANDARD
Total Winnings: 800
Games Won: 2 out of 3
Win Rate: 66%
Current Win Streak: 0
Best Win Streak: 2
World Rank Record: #7757435
Country Rank Record: #6338464

Shop
40
6 700
Premium Chests
Pro Chest
Master Chest
Supreme Chest
100
200
620
Gems
Handful of Gems
Bunch of Gems
Pile of Gems
10%
10%
15%
100
200
520
₹49.00
₹99.00
₹249.00
Bag of Gems
Locker of Gems
Vault of Gems
20%
35%
75%
1 100
2 500
8 000
Home
Friends
Equipment
Events
Shop

Settings
Account
Login with Facebook
Login
Login with Google
Login
Logout
Logout
Tutorial
Play
Practice Mode
Play
Game Options
Language
Change
Sound Effects
Chat Messages

Guest_554326880
Kumari_11747
400
0
Pot all your pucks to win the match
0

7. Actual Resources Used:

Sr. No.	Name of resource / material	Specification	Quantity	Remarks
1	Computer	WINDOWS 10,8GB RAM, 1 TB SSD	1	
2	Operating System	WINDOWS 10	1	
3	Browser	Chrome	1	

8. Skill developed / Learning out of this Micro-Project:

There are so many things that we learn from this project of

1. We learn from this project is, how to perform test case of carrom or other android game.
2. We learnt to find attributes and modules carrom testing.
3. We learn the use of software testing.
4. We discovered new things while researching the project.

9. Applications of this Micro-Project:

1. User Interface and Game Functionality. Your game's user interface (UI) and overall functionality determine how successful your mobile app will be.
2. Graphics Performance.
3. Multiplayer/User Features.
4. Social Media Integrations.
5. Open-Source Security Liabilities.

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