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| Use Case ID: | 1 | | |
| Test Case ID: | TC1 | | |
| Use Case Name: | Create Nickname | | |
| Created By: | David Benepe | Last Updated By: | Jesus Serna |
| Date Created: | 10/10/17 | Date Last Updated: | 12/6/17 |
| Actors: | User | | |
| Description: | The user shall use a currently not-in-use nickname and join an existing chatroom, where they will be able to chat with everyone in it. | | |
| Preconditions: | A chatroom already exists. (Lobby) | | |
| Postconditions: | The nickname that the user will use is no longer available if they are online. | | |
| Normal Flow: | 1. The user shall request a nickname to use as their identity. 2. The user will then join one of the existing chatrooms. 3. The user can then chat with anyone in the chatroom until they exit the program or change chatrooms. | | |
| Alternative Flows: | * If a nickname is already taken, then a number will be added after the name requested. | | |
| Expectations: | Name will be added to nicknames list and pushed to all other users.  Duplicate names will be differentiated by a number suffix. | | |
| Actions: | Step 1: Nickname created.  Step 2: Nickname changed multiple times to test “change nickname”  button”.  Step 3: Nickname changed to duplicate nickname already existing in  server.  Step 4: Check nickname list for duplicate nicknames. | | |
| Results: | The test received a passing result after changing nicknames >20 times and changing nicknames to duplicate nicknames > 10 times. | | |
| Defects: | Changing nicknames too fast will cause server to skip commands.  Step 2 identified this issue and a 100microsecond delay was added between user entering new nickname and command being sent to server. | | |
| Priority: | High | | |
| Frequency of Use: | As needed | | |

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| Use Case ID: | 2 | | |
| Test Case ID: | TC2 | | |
| Use Case Name: | Create a chatroom | | |
| Created By: | David Benepe | Last Updated By: | Jesus Serna |
| Date Created: | 10/10/17 | Date Last Updated: | 12/6/17 |
| Actors: | User | | |
| Description: | The user will create a new chatroom. | | |
| Preconditions: | User has entered lobby with unique nickname. | | |
| Postconditions: | A new chatroom will be available for anyone to enter.  The chatroom name will no longer be available for use. | | |
| Normal Flow: | 1. The user enters the server with a unique nickname. 2. The user clicks on the “Create a room” button and will then enter a unique name for the chat room. 3. A new chatroom is created and is added to the list of chatrooms. | | |
| Alternative Flows: | * If the user enters a room name that already exists, then a number will be added to the requested chatroom name. | | |
| Expectations: | New chatrooms will be created and pushed to all active users.  Duplicate chatroom names will be differentiated by a number suffix. | | |
| Actions: | Step 1: Multiple chatrooms created to test the “create chatroom” button.  Step 2: Created chatrooms deleted.  Step 3: Multiple duplicate chatrooms created.  Step 4: Chatroom name list compared to find any duplicate names.  Step 5: Delete created chatrooms. | | |
| Results: | The test received a passing result after creating >30 chatrooms and creating >10 duplicate chatrooms. | | |
| Defects: | Creating chatrooms too fast will cause server to skip commands.  Step 1 identified this issue and a .025 second delay was added between user entering new chatroom name and command being sent to server. | | |
| Priority: | High | | |
| Frequency of Use: | As needed | | |
| Special Requirements: | Linux PC | | |
| Assumptions: | The server and client programs are both running without any issues. | | |