|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Module Name and Number | Case | Input | Expected Output | Actual Output |
| **Login (1.0)** | 1. | Username, Password, Login\_Button | Load homepage if correct. | Loads homepage once log in is clicked. |
| **Failed Login (1.1)** | 1. | Username, Password, Login\_Button | Displays error message if incorrect. | No error message is displayed if incorrect login information is provided. |
| **Reset Password (1.2)** | 1. | Forgot Password Button | Button is clicked and user is given instructions on resetting their password. | N/A |
| **Transfer Funds To PokerTable Account (2.0)** | 1. | Credit Card or Banking Information, Amount | Information is entered into fields and transaction is processed. | Transaction is processed and a message pops up saying transaction is successful. |
| **Lock Payment Transfer (2.0.1)** | 1. | Credit Card or Banking Information, Amount, Request to Withdraw Money | Payment transaction fails and the user is logged out. | Transaction is processed successfully and success message pops up. |
| **Transfer Funds From PokerTable Account (2.1)** | 1. | Credit Card or Banking Information, Amount | Information is entered into fields and the transaction successfully is added to the user’s cc / bank account. | Transaction is processed successfully and a message pops up saying transaction is successful. |
| **Create Game Session (3.0)** | 1. | Game Title, Player Amount, Game Money, Starting Ante, Pot Growth, Entry Fees | Information is entered into field and game lobby is created. | The user enters the information and is taking to a loading screen which loads their lobby. |
| **Lobby Creator Starts Game (3.1)** | 1. | Players, Game Session\_Id, Player\_IDs | Start\_Game button is clicked and the game starts. | N/A |
| **Player Leaves Game Lobby (3.1.1)** | 1. | Player, Game Session\_ID, Player\_IDs | Player clicks “Exit Game Button” and leaves the lobby returning to Main Menu. | N/A |
| **Game Creator Leaves Game Lobby (3.1.2)** | 1. | “Exit Game Session” button is clicked by Game Creator | The game creator is returned to the main menu, any players in the lobby are notified that the lobby was closed. | N/A |
| **Player Joins Registered Game Session (3.1.3)** | 1. | Player clicks “Join Game” button. | A player joins the game lobby. | N/A |
| **Player Searches Game (3.2)** | 1. | PlayerID, SessionID, Search\_Games Button | A player clicks the search games button and a list of open games are loaded. | The player is taken to a page which loads any created games. |
| **Player Leaves Mid-Game (3.3.1)** | 1. | PlayerID, SessionID | The player leaves mid-game and the game notifies the user their penalty and the outcome of the game. | N/A |
| **Player Punishment (4.0)** | 1. | PlayerID, SessionIDs, GameIDs | The player’s account is locked for twelve hours. | N/A |