Test Case ID	Login1-A	Test Case Description	Test the Login Functionality		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:		S #	Test Data
1	N/A		1	Username=admin
2			2	Pass = admin
3			3	
4			4	

Test Scenario Verify on entering valid userid and password, the customer can login

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Launch the Application	N/A	Application Open			Welcome Screen
2	Click "Play BlackJack"	Mouse click	Login screen appears			Login
3	Enter Username & Password, that already had been created	Username=admin Pass=admin	Credentials are entered			Login
4	Click log in	Mouse click on log in	Cutomer is logged in			Login

Test Case ID	Login1-B	Test Case Description	Test the Login Functionality		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	N/A
2	
3	
4	

S #	Test Data
1	Username=dsaad
2	Pass = dsad
3	
4	

Test Scenario Verify on entering invalid username or password, the user isn't able to login

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Launch the Application	N/A	Application Open			Login
2	Enter Username & Password, that haven't been created	Username=dsaad Pass=dsad	Credentials are entered			Login
3	Click log in	Mouse click on log in	Error: "Wrong Username or password"			Login

Test Case ID	Login1-C	Test Case Description	Test the Login Functionality		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	N/A
2	
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify on login that it can handle no input.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Launch the Application	N/A	Application Open			Login
2	Don't type the username nor the password and click login	Mouse click on log in	Error: "Please enter a Username or Password"			Login
3						

Test Case ID	Register-1A	Test Case Description	Test the Register Functionality		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Empty login database
2	
3	
4	

S #	Test Data
1	User-123
2	Pass-123
3	Name-JPC
4	Age-21

Test Scenario   Verify that it is possible to create an account

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Launch the Application	N/A	Application Open			Welcome
2	Click sign up	Mouse click on sign up	Sign Up UI opens			Login->Sign up
3	Enter Valid Username, Password, Name and Age	All Test Data inputs, by order	User Created			Sign up
4	View User Profile	N/A	Profile Created with the right Values			User Profile

Test Case ID	Register-1B	Test Case Description	Test the Register Functionality		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Register1A done succefully
2	
3	
4	

S #	Test Data
1	User-123
2	Pass-123
3	Name-JPC
4	Age-21

Test Scenario Verify on signup that it doesn't allow repeated usernames

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Launch the Application	N/A	Application Open			Welcome
2	Click sign up	Mouse click on sign up	Sign Up UI opens			Login->Sign up
3	Enter Valid Username, Password, Name and Age	All Test Data inputs, by order	Register Failed "The username is already used"			Sign up

Test Case ID	Register-1C	Test Case Description	Test the Register Functionality		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Register1A done succefully
2	
3	
4	

S #	Test Data
1	User-123
2	Pass-123
3	Name-JPC
4	

Test Scenario   Verify on signup that all fields are filled

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Launch the Application	N/A	Application Open			Welcome
2	Click sign up	Mouse click on sign up	Sign Up UI opens			Login->Sign up
3	Enter Valid Username, Password, Name and no Age	All Test Data inputs, by order	Register Failed "Please fill all the requeried fields"			Sign up

Test Case ID	PlayCards-1D	Test Case Description	Test the ability to play the cards properly		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Have currency
3	Bet done
4	

S #	Test Data
1	Bet value
2	A file that contains the card sequence to be used..It will guarantee a Ten of Hearts and a Ten of Clubs in the first Hand. This file will replace the RNG.
3	
4	

Test Scenario Verify that the Split function is working properly.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a game and place any bet	Mouse click on any ammount and confirm bet	The Player should Have a 2 Tens in the end of first Turn.			Game Table
2	Click on split	Mouse click on Double	The Player will now have two Hands, each with one ten which will both be playable.			Game Table

Test Case ID	JoinGame-1a	Test Case Description	Test the ability to join a game		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Login Tests done
2	Open Table
3	Wallet>0
4	

S #	Test Data
1	User Profile with currency.
2	
3	
4	

Test Scenario Verify that if the table is with space for more players, a user can join it.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	After log in, in the Casino Floor Menu, choose a Table with space for more players	Mouse click on sign up	Joined the Table and being able to play in the next game.		

UI Mockup
Casino Floor->Game Table

Test Case ID	JoinGame-1B	Test Case Description	Test the ability to join a game		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Login Tests done
2	Full Table
3	
4	

S #	Test Data
1	User Profile with currency.
2	
3	
4	

Test Scenario Verify that if the table is without space for more players, a user can't join it.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	After log in, in the Casino Floor Menu, choose a Table without space for more players	Mouse click on sign up	Error: "Table is full, please choose another"			Casino Floor

Test Case ID	JoinGame-1C	Test Case Description	Test the ability to join a game		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:		S #	Test Data
1	Login Tests done		1	User Profile without currency.
2	Open Table		2	
3			3	
4			4	

Test Scenario Verify that if the user is without currency he can't join the table.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	After log in, in the Casino Floor Menu, choose a Table with space for more players	Mouse click on sign up	Error: "You have no Currency to Play, please Deposit more to continue"			Casino Floor

Test Case ID	PlayCards-1A	Test Case Description	Test the ability to play the cards properly		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Have currency
3	Bet done
4	

S #	Test Data
1	Bet value
2	A file that contains the card sequence to be used. It will guarantee a Ace of Clubs when the Player Hits.It will also guarantee a Two of Diamonds and 5 of Hearts int the first Hand. This file will replace the RNG.
3	
4	

Test Scenario Verify that the Hit function is working properly.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a game and place any bet	Mouse click on bet value and confirm bet	The Player should Have a Two and a Five in the end of first Turn.			Game Table
2	Click on Hit	Mouse click on Hit	The Player should now have one more card on his Hand, a Ace of Clubs			Game Table

Test Case ID	PlayCards-1B	Test Case Description	Test the ability to play the cards properly		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Have currency
3	Bet done
4	

S #	Test Data
1	Bet value
2	A file that contains the card sequence to be used..It will guarantee a Two of Diamonds and 5 of Hearts int the first Hand. This file will replace the RNG.
3	
4	

Test Scenario Verify that the Stand function is working properly.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a game and place any bet	Mouse click on bet value and confirm bet	The Player should Have a Two and a Five in the end of first Turn.			Game Table
2	Click on Stand	Mouse click on Stand	The Dealer will reveal his card (and Hit if necessary). The game will be over, the result is irrelavant for this test.			Game Table

Test Case ID	PlayCards-1C	Test Case Description	Test the ability to play the cards properly		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Have currency>200
3	Bet done
4	

S #	Test Data
1	Bet value
2	A file that contains the card sequence to be used..It will guarantee a Two of Diamonds and 5 of Hearts int the first Hand. This file will replace the RNG.
3	
4	

Test Scenario   Verify that the Double function is working properly.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a game and place any bet	Mouse click on 100 chip and confirm bet	The Player should Have a Two and a Five in the end of first Turn.			Game Table
2	Click on Double	Mouse click on Double	The bet amount should double (200), the dealer will draw a card for the player, and will end the play afterwards. Result is irrelevant for this test.			Game Table

Test Case ID	Bet1-A	Test Case Description	Test the ability to bet in a game.		
Created By	LSP	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:		S #	Test Data
1	Table Joined		1	Bet Values
2	Wallet > 0		2	
3			3	
4			4	

Test Scenario Verify that if the bets can be placed properly.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	After Joining a table, bet on a it so that the game proceeds.	Mouse click on bet value	Wallet -= Bet Value. Bet is in and the user is able to participate in the game			Game Table

Test Case ID	Bet1-B	Test Case Description	Test the ability to bet in a game.		
Created By	LSP	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Wallet < 0
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that if a user with no currency can make a bet

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	After finishing a play, the user tries to bet again without currency.	Mouse click on bet value	Error:"You do not have enough currency to keep playing, please deposit more."			Game Table
2	After the user is warned of the error, he is kicked from that table.	N/A	User is kicked from the table.			Game Table

Test Case ID	Bet1-C	Test Case Description	Test the ability to bet in a game.		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Wallet > 0
3	
4	

S #	Test Data
1	Bet Values
2	
3	
4	

Test Scenario Verify that if the all In function works

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	After Joining a table, when betting click on "All in"	Mouse click on "All in"	Wallet=0. Bet Value=All. Bet is done, and the user will participate in the game			Game Table

Test Case ID	Bet1-D	Test Case Description	Test the ability to bet in a game.		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Wallet > 200
3	
4	

S #	Test Data
1	Bet Values
2	
3	
4	

Test Scenario Verify that if the repeat bet function works

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Open the Menu and Click on the "Repeat Last Bet" option	Mouse click on the button	The slider button should now be active.			Casinoo Floor-Menu
2	After Joining a table, when bet 100 coins	Mouse Click on 100 chip and "Accept bet"	Wallet-=100. Bet Value=100. Bet is done, and the user will participate in the game			Game Table
3	Wait for the outcome of the game	Stand next turn	Any, as long the game finishes.			Game Table
4	In the next game, just click on the Accept bet	Mouse Click on "Accept bet"	The bet value should be 100, the same as last one			Game Table

Test Case ID	Insurance-A	Test Case Description	Test the ability to buy insurance		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Bet Placed
3	
4	

S #	Test Data
1	Bet Values
2	A file that contains the card sequence to be used. It will guarantee a Dealer Ace, and a Hidden 10. This file will replace the RNG.
3	
4	

Test Scenario Verify that if the Insurance is Winnable

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a game and Placing a bet	Click in any game, and bet any ammount	The next turn the dealer should have an Ace and an Hidden Card			Game Table
2	Click on the option "Buy Insurance"	Mouse Click	The game should determine the outcome of the next round. Player get's no card and dealer reveals his.			Game Table
3	Wait for the outcome ofo the game	N/A	Since the file was manipulated, and the insurance was bought, the player will get a winning screen			Game Table- Winning Screen

Test Case ID	Insurance-B	Test Case Description	Test the ability buy insurance		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Bet Placed
3	Losing/Winning Screen Tested
4	

S #	Test Data
1	Bet Values
2	A file that contains the card sequence to be used. It will guarantee a Dealer Ace, and a Hidden 2. This file will replace the RNG.
3	
4	

Test Scenario Verify that if the Insurance is losable

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a game and Placing a bet	Click in any game, and bet any ammount	The next turn the dealer should have an Ace and an Hidden Card			Game Table
2	Click on the option "Buy Insurance"	Mouse Click	The game should determine the outcome of the next round. Player get's no card and dealer reveals his.			Game Table
3	Wait for the outcome for the game	N/A	Since the file was manipulated, and the insurance was bought, the player will get a losing screen			Game Table- Losing Screen

Test Case ID	Game Feedback-A	Test Case Description	Test to win a game and get a Winning Screen, and if cards show up correctly		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested	
		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Bet Teste
3	Card Display Tested
4	Wallet=100

S #	Test Data
1	Bet Values
2	A file that contains the card sequence to be used. It will guarantee a Player Ace, and a Queen. The Dealer will have two Kings This file will replace the RNG.
3	
4	

Test Scenario   Verify that if the game is Winnable

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a game and Placing a bet	Click in any game, and bet 100	The next turn the player should have BlackJack			Game Table
2	Wait for the outcome for the game	N/A	Winning Screen, since the file guarantees player win. Bets will be paid			Game Table
3	See the Winning Screen and Sound	N/A	A Winning screen and Sound should PopUp			Game Table-Winning Screen
3	See if the Bet was paid	N/A	In the left right of the screen, the balance should be 200			Game Table

Test Case ID	Game Feedback-B	Test Case Description	Test to win a game and get a Losing Screen and if cards show up correctly		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Bet Tested
3	Card Display Tested
4	Wallet=100

S #	Test Data
1	Bet Values
2	A file that contains the card sequence to be used. It will guarantee a Player a Two, and a Queen. The Dealer will have two Kings This file will replace the RNG.
3	
4	

Test Scenario   Verify that if the game is Losable

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a game and Placing a bet	Click in any game, and bet 100	The cards are dealt and they are according to the Test Data			Game Table
2	Stand	N/A	The dealer will Reveal his card, a King			Game Table
3	Watch the Losing Screen	N/A	After the outcome is calculated, there will be a losing screen and bets will be lost			Game Table-Losing Screen
4	See if the bet was lost	N/A	The balance on the bottom left should say "0"			Gambe Table

Test Case ID	Game Feedback-C	Test Case Description	Test to lose game and get a losing Screen and if cards show up correctly		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Bets Tested
3	Wallet=100
4	

S #	Test Data
1	Bet Values
2	A file that contains the card sequence to be used. It will guarantee a Player a Seven, and a Queen. The Dealer will have a King and a Seven This file will replace the RNG.
3	
4	

Test Scenario Verify that if the game is Losable

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a game and Placing a bet	Click in any game, and bet 100	The cards are dealt and they are according to the Test Data			Game Table
2	Check if the Cards are the expected from the test file	N/A	The player will see a Two and a Queen on his hand and their value, 12 and the dealer will have the same Hand Value			Game Table
3	Watch the Draw Screen	N/A	Draw Screen show's up. Player gets money Back			Game Table-Draw Screen
4	See if the bet is back on the wallet	N/A	The balance on the bottom left should be 100.			

Test Case ID	Game Feedback-D	Test Case Description	Test to see if Dealers Have Names.		
Created By	Game Feedback-C	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that if the game is Losable

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Login and enter in the Casino Floor	User/Pass	Enter Casino Floor			Casino Floor
2	See if the tables have a Dealer Name, and select one	Click on the table	Enter Table, the Dealer will have a name X			Casino Floor->Game Table
3	See if the the dealer has the same name it did in the menu	N/A	The dealer will have name X			Game Table
4						

Test Case ID	InGame Balance	Test Case Description	Test if the Balance shows Correctly and it gets update		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Bets Tested
3	Wallet=100
4	

S #	Test Data
1	Bet Values
2	
3	
4	

Test Scenario   Verify that the balance is correct, and updatable during the game

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join any Game	Click on Any table	Joined the game. On the bottom left the balance should represent the player wallet value, 100.			Casino Floor->Game Table
2	Place a 100 bet	Click on the 100 chip, and confirm bet	The bet value should be 100, and the balance shoud be 0			Game Table
3						
4						

Test Case ID	Leave Game A	Test Case Description	Test if the player can Leave a game		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that if the player can leave in between games.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join any Game	Click on Any table	The player is now able to bet in the game			Casino Floor->Game Table
2	Instead of betting, click on Leave Game	Click on Leave game button(top right)	Should open a Pop-up saying " Do you want to leave the Game? Yes/No"			Game Table-Leave PopUp1
3	Click on Yes	Click on Yes	The player should be on the Casino Floor again			Game Table->Casino Floor
4						

Test Case ID	Leave Game B	Test Case Description	Test if the player can Leave a game, even if it's on going		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Table Joined
2	Have currency
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that if the player can leave during a game.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join any Game	Click on Any table	The player is now able to bet in the game			Casino Floor->Game Table
2	Bet any amount	Click on any chip and confirm the bet.	The bets will be placed and the game will be played			Game Table
3	Try to leave the game	Click on Leave game	A PopUp will show up saying "Warning! You are trying to leave a game you're participating, all bets will be lost. Do you still want to leave? Yes/No"			Game Table-Leave PopUp2
4	Confirm the action on the popup	Click on Yes	The player should be on the Casino Floor again			Game Table->Casino Floor

Test Case ID	Tests	Test Case Description	Test tests:)		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Junit4
2	Devolp Unit test for each classes
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that the admin can manage the user's profile.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Test everything in Junit!		Everything passes, hopefully			

Test Case ID	GameRules	Test Case Description	Test if the player can get to know the game Rules		
Created By	JPC	Reviewed By		Version	

Test Priority	Low	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	
2	
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that the help is working.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On the Casino Floor, click on Menu	Mouse Click on Menu	Menu Opens			Casino Floor->Menu
2	Click on Help	Mouse Click on Help	The game rules appear and can be read.			Casino Floor->Menu->Help

Test Case ID	Profiles	Test Case Description	Test if the profile has the correct information		
Created By	JPC	Reviewed By		Version	

Test Priority	Low	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	An already created account
2	
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario   Verify that if the player can see his own profile

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On the Casino Floor, click on Menu	Mouse Click on Menu	Menu Opens			Casino Floor->Menu
2	Click on Profile	Mouse Click on Profile	The user should see his own profile, the information should be the one inputed when registered.			Casino Floor->Menu->Profile

Test Case ID	Profiles	Test Case Description	Test if the player can deposit money		
Created By	JPC	Reviewed By		Version	

Test Priority	Medium	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:		S #	Test Data
1	An already created account		1	
2			2	
3			3	
4			4	

Test Scenario   Verify that if the player can see his own profile

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On the Casino Floor, click on Menu	Mouse Click on Menu	Menu Opens			Casino Floor->Menu
2	Click on Profile	Mouse Click on Profile	The user should see his own profile, the information should be the one inputed when registered.			Casino Floor->Menu->Profile
3	Select the Deposit option	Mouse Click on Deposit	It will will open a menu with a TextField where the user can type the quantity to be deposited			Casino Floor->Menu->Profile->Deposit
4	Type in the amount	Type the desired amount	It should appear in the text field			Casino Floor->Menu->Profile->Deposit
4	Click confirm	Mouse Click on Confirm	The balance on the profile should now be updated			Casino Floor->Menu->Profile

Test Case ID	Profiles	Test Case Description	Test if the player can withdraw money		
Created By	JPC	Reviewed By		Version	

Test Priority	Medium	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:		S #	Test Data
1	A already created account		1	
2			2	
3			3	
4			4	

Test Scenario Verify that if the player can see his own profile

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On the Casino Floor, click on Menu	Mouse Click on Menu	Menu Opens			Casino Floor->Menu
2	Click on Profile	Mouse Click on Profile	The user should see his own profile, the information should be the one inputed when registered.			Casino Floor->Menu->Profile
3	Select the Deposit option	Mouse Click on Withdraw	It will will open a menu with SlideBar where you choose how much of your currency you want to withdray			Casino Floor->Menu->Profile->WithDraw
4	Slide the bar to any amount	Mouse drag on the bar	It should show the amount of money that you will withdraw			Casino Floor->Menu->Profile->WithDraw
5	Click accept	Mouse Click on Accept	The balance on profile should be updated			Casino Floor->Menu->Profile

Test Case ID	Message	Test Case Description	Test if the player can message other players		
Created By	LSP	Reviewed By		Version	

Test Priority	Low	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Logged in Account
2	
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that the player can communicate with other players

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On a table click on Menu	Mouse Click on Menu	Menu Opens			Game Table->Menu
2	Click on Game Chat	Mouse Click on Game Chat	The user should be able to message the table in wich he is playing.			Game Table->Menu->Game Chat
3	Type in the pretended message.	Keyboard Input on Game Chat	Message appears on game Chat			Game Table->Menu->Game Chat

Test Case ID	Music1-A	Test Case Description	Test if the player can hear background music.		
Created By	LSP	Reviewed By		Version	

Test Priority	Low	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:		S #	Test Data
1	Logged in Account		1	
2	Background Music active		2	
3			3	
4			4	

Test Scenario Verify that the player can disable the background music.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On the Casino Floor click on Menu	Mouse Click on Menu	Menu Opens			Casino Floor->Menu
2	Click on Background Music	Mouse Click on Background Music	The user should now have the background music disabled			Casino Floor->Menu

Test Case ID	Music1-B	Test Case Description	Test if the player can hear background music.		
Created By	LSP	Reviewed By		Version	

Test Priority	Low	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Logged in Account
2	Background Music inactive
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario   Verify that the player can activate the background music.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On the Casino Floor click on Menu	Mouse Click on Menu	Menu Opens			Casino Floor->Menu
2	Click on Background Music	Mouse Click on Background Music	The user should now have the background music active			Casino Floor->Menu

Test Case ID	Trade	Test Case Description	Test if the player can trade credits with other players.		
Created By	LSP	Reviewed By		Version	

Test Priority	Low	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Logged in Account
2	Be on a table.
3	Have a second account logged in
4	Have currency

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that the player can give or receive credit from another player

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On the Game Table click on Menu	Mouse Click on Menu	Menu Opens			Game Table->Menu
2	Click on Trade	Mouse Click on Trade	List of users which you can trade with opens.			Game Table->Menu->Trade
3	Click on a Player	Mouse Click on Player	It will open a menu with a textfield so the user can type the amount to trade.			Game Table->Menu->Trade
4	Type in the amount	Type the desired amount	The amount should appear in the textField			Game Table->Menu->Trade
5	Click Confirm	Mouse Click on Confirm	The balance on the user profile and the other user profile should be updated.			Game Table->Menu->Trade

Test Case ID	Trade	Test Case Description	Test if the player can change the card theme		
Created By	JPC	Reviewed By		Version	

Test Priority	Low	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	
2	
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that the player can change themes.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a Game and Place a bet	Click on a Table and then Click on any chip and confirm the bet	The game will start. The cards should have the classic theme by default			Game Table
2	Click on Menu	Click on Menu	Menu Opens up			Game Table->Menu
3	Click on Choose Deck Theme and Choose a "8 bit theme"	Clicks as described in the step details	The cards will change from default to 8 bit theme			Game Table

Test Case ID	Kick	Test Case Description	Test if an admin can kick a player from a table.		
Created By	LSP	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:		S #	Test Data
1	Admin account logged in		1	
2	Table joined		2	
3			3	
4			4	

Test Scenario   Verify that the admin can kick players.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a Table and choose a player	Click on a Table and then on a user	The admin menu should appear with the option to kick			Game Table
2	Click on Kick	Click on Kick on admin menu	Player should be gone from the table			Game Table

Test Case ID	Rates	Test Case Description	Test if an admin can change the rates of a table.		
Created By	LSP	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:		S #	Test Data
1	Admin account logged in		1	
2			2	
3			3	
4			4	

Test Scenario   Verify that the admin can change the rates of a table.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Join a Table and Click on Menu	On a table mouse click on Menu.	The admin menu should appear with an option with the rates			Game Table->Menu
2	Click on Rates	Click on Rates on admin menu	The rates of the table should appear.			Game Table->Menu
3	Click on the textField containing the rates and modify them	Mouse Click on TextField within Rates.	The rates of the table should be changeable.			Game Table->Menu
4	Modify the rates to your desire	Keyboard Input on TextFields	The rates should now be changed.			Game Table->Menu

Test Case ID	Dealer	Test Case Description	Test if an admin can add a dealer to a table that doesnt have one.		
Created By	LSP	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:		S #	Test Data
1	Admin account logged in		1	
2			2	
3			3	
4			4	

Test Scenario Verify that the admin can place dealers in a table.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On the Casino Floor click on a table	Click on a Table	The table should now have an option to add a dealer			Casino Floor
2	Click on Add dealer	Mouse Click on Add Dealer	Admin should now have the ability to assign a dealer			Casino Floor
3	Choose dealer to add	Mouse Click on Dealer Name	A dealer should now be assigned to the table.			Casino Floor

Test Case ID	Offer	Test Case Description	Test if an admin can give special offers to a new player.		
Created By	LSP	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Admin account logged in
2	
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario   Verify that the admin can offer a new player special deals

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On a game table click on a user	Mouse Click on user	The options to the user should open up			Game Table
2	Click on profile of the user	Mouse Click on Profile in the user tab	Admin should now see if he is a new player or not.			Game Table
3	Choose offer special deal.	Mouse Click on Offer Deal.	The user should now receive a special deal.			Game Table

Test Case ID	Manage	Test Case Description	Test if an admin can manage the profile of a user		
Created By	LSP	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Admin account logged in
2	
3	
4	

S #	Test Data
1	
2	
3	
4	

Test Scenario Verify that the admin can manage the user's profile.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	On a game table click on a user	Mouse Click on user	The options to the user should open up			Game Table
2	Click on profile of the user	Mouse Click on Profile in the user tab	Admin should now see the user's profile			Game Table
3	Click on Manage.	Mouse Click on Manage.	The admin should now be able to manage the user's profile.			Game Table

Test Case ID	Multiple Games	Test Case Description	Test if there can be two games occuring		
Created By	JPC	Reviewed By		Version	

Test Priority	High	Date Tested		Test Case (Pass/Fail/Not	

S #	Prerequisites:
1	Admin account logged in
2	Two user accounts
3	
4	

S #	Test Data
1	Logins
2	
3	
4	

Test Scenario Verify that the admin can manage the user's profile.

Step #	Step Details	Inputs	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended	UI Mockup
1	Login into user account #1	Account crediantials	User is in the casino			Login->Casino Floor
2	Join game table#1	Click on the table	The player can now play the game			Game Table
3	Login into user account #2	Account crediantials	User is in the casino			Login->Casino Floor
4	Join game table#2	Click on the table	The player can now play the game			Game Table
5	Login into the admin account	Account crediantials	Admin can manage the casino			Login->Casino Floor
6	Check if there's game's occuring on table#1 and table#2	N/A	The admin can see player#1 playing in the table#1 and player#2 in the table#2			