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**User Story for accessing website:**

Test Case 1:

Inputs:

User enters website url

PreviousLogin: false

Expected Output: Login/Rankings page

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 2:

Inputs:

User enters website url

PreviousLogin: true

Login Previous Account

Expected Output: Rankings page

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

**UserStory: Login**

Test case 1:

Inputs

Email: Registered Email

Password: Correct Password

Expected output: Successful login

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test case 2:

Inputs:

Email: unregistered email

Password: random password string

Expected output: Failed login. Email or password is incorrect

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test case 3:

Inputs:

Email: Registered email  
Password: Incorrect password

Expected output: Failed Login. Email or password is incorrect

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **User Story for Website Interaction:**

Test Case 1:

Inputs:

Actionlistener Event: click

Elementisclickable: true

Expected Output: Element OnClick action

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 2:

Inputs:

Actionlistener Event: click

Elementisclickable: false

Expected Output: nothing

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **UserStory Access User Profile:**

Testcase 1:

Input:

profilebutton: actionclick

Login: false

Expected Output: login page

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 2:

Inputs:

profilebutton: actionclick

Login: true

Expected Output: profile page

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **UserStory Profile configuration:**

Testcase 1

Inputs:

profilebutton: actionclick  
Login: true  
editprofilebutton: actionclick  
Profileelement: actionclick  
ProfileElementEditor: open  
Saveprofilebutton: actionclick

Expected Output: Profile changes saved

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 2

Inputs:

profilebutton: actionclick  
Login: true  
editprofilebutton: actionclick  
Profileelement: actionclick  
ProfileElementEditor: open  
CancelButton: actionclick

Expected Output: Profile changes discarded

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **UserStory 1: Sending Challenges**

Test Case 1:

Inputs:

Player 1: Challenger  
Player 2: Challenged User  
sendChallengeButton: clicked  
Time of the Match: Time Control > 30 + 0 (30 minutes for both players with no increment)  
Location of Match: Location  
Day of the Match: Day

Expected Output: 200 OK Response from the Server

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **User Story 2-4: Receives Request:**

Test Case 1:

Inputs:

- User clicks messages button
- New Message: true
- NewMessageNotifciation: On
- Messagetime <= messageTimeout
- messageNotificationButton: action click
- Message box opens, displays match parameters
- requestacceptButton: action click

Expected Output: Match Scheduled

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 2:

Inputs:

- User clicks messages button
- New Message: true
- NewMessageNotifciation: On
- Messagetime <= messageTimeout
- messageNotificationButton: action click
- Message box opens, displays match parameters
- requestdenyButton: action click

Expected Output: Match Denied

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 3:

Inputs:

- User clicks messages button
- New Message: true
- NewMessageNotifciation: On
- Messagetime >= messageTimeout

Expected Output: Match Denied

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

#### **UserStory 2-4: for Messages Interaction:**

Test Case 1:

Inputs:

- Messages Button: action click

List of Messages opens and is displayed  
Send Message Button: action click  
Text Input Boxes are displayed  
User inputs other User's Username in first box and string message into second  
Send Button: action click

Expected Output: 200 Ok Response from the server. User message is sent.

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 2:

Inputs:

Messages Button: action click  
List of Messages opens and is displayed  
Received Message Button: action click  
The received message is opened and displayed  
Reply Button: action click  
Single box opens and is displayed  
User inputs string message  
Send Button: action click

Expected Output: 200 Ok Response from the server. User message is sent.

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **UserStory 5 Updating Match Score:**

Test Case 1: Initial Match Update

Input:

User is one of the players or an admin  
matchResultButton: True (User selected a result)

Expected output: Match Updated

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 2: Updating a previous match result

Input:

User: Admin  
matchResultButton: True (User selected a result)  
matchResult: won, lost, or drew

Expected output: Success. Updated match and rankings

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 3: Updating a previous match result

Input:

User: User is not an admin

matchResultButton: True (User selected a result)

Expected output: Failed. Unauthorized User

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **UserStory 6: Viewing Scheduled Games**

Test Case 1:

Inputs:

clickedScheduledGamesButton: true

Expected output: 200 OK Response from the server. The page shows a list of scheduled games.

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 2:

Inputs:

clickedPreviousGamesButton: true

Expected output: 200 OK Response from the server. The page shows a list of previous games.

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **UserStory 7: Removing a member from a Club**

Test Case 1:

Inputs:

UserRole: Admin of ClubName

UserToBeRemoved: Member Username

Club Name: Club the Admin wants to edit

RemoveUser : actionclick

Expected output: 200 OK response. Removed member from the Club

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **UserStory 8: Joining a Club**

Test Case 1:

Inputs:

User: Non-member User

Club Name: Club User wants to join

RequestToJoinButton : actionclick

Expected output: 200 OK response. Join Request Sent

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

### **UserStory 9 & 10: for Accepting and Denying Join Requests**

Test Case 1:

Inputs:

UserRole: User is admin

Club Lists Button: actionclick

Club Lists is opened and displayed

LSU Chess Club Button: actionclick

Members of LSU Chess club is opened and displayed

Requests Button: actionclick

The User Requests is opened and displayed

User Request Button: actionclick

Accept or Deny buttons are displayed

Accept Button: actionclick

Expected Output: 200 OK response. User Accepted Into Club

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output

Test Case 2:

Inputs:

UserRole: User is admin

Club Lists Button: actionclick

Club Lists is opened and displayed

LSU Chess Club Button: actionclick

Members of LSU Chess club is opened and displayed

Requests Button: actionclick

The User Requests is opened and displayed

User Request Button: actionclick  
Accept or Deny buttons are displayed  
Deny Button: actionclick

Expected Output: 200 OK response. User Denied Into Club  
Actual Output: ?  
Pass/Fail Criterion: Actual Output == Expected Output

Test Case 3:

Inputs:

UserRole: User is Member  
Club Lists Button: actionclick  
Club Lists is opened and displayed  
LSU Chess Club Button: actionclick  
Members of LSU Chess club is opened and displayed  
Requests Button: actionclick  
Element is Clickable: false

Expected Output: Nothing  
Actual Output: ?  
Pass/Fail Criterion: Actual Output == Expected Output

### **UserStory 11: Viewing Rankings**

Inputs:

clickedRankingsButton: true

Expected output: Rankings are displayed  
Actual Output: ?  
Pass/Fail Criterion: Actual Output == Expected Output