Test script and protocol

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# Test preparation

## Test data

The following users are set up at the start of the test:

|  |  |
| --- | --- |
| User / Password | Role |
| admin/ passwd | ADMIN |
| player1/ passwd | PLAYER |
| player2 / passwd | PLAYER |
| player3 / passwd | PLAYER |
| player4 / passwd | PLAYER |
| gamemanager / passwd | GAMEMANAGER |

Initial Test Data:

* User data
* A set of Terms and Topics

## Pre-test requirements

1. All Unit Tests are executed successfully

# Test protocol

Test date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Tester: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Tested version: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Pre-test requirements fulfilled: yes/no

(Reference to the email of the developer, maven test protocol)

Test environment: :\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

(e.g. local Computer, Server, ..)

# Test cases

The test cases described here fully cover the use cases listed in the concept description. Further test cases were added to check general functional requirements. Deviations from the expected result status were documented as part of the test carried out (see Chapter 2, test protocol) and classified according to the following classifications.

* **OK:** No discrepancies found.
* **Cosmetic discrepancies:** Minor layout problems: e.g. awkward line breaks in the text, texts for buttons too long, etc..
* **Moderate discrepancies:** The functionality is available, but only be used to a certain extent e.g some expected entries in a dropdown menu are missing or data changes are only visible after refresh etc.
* **Serious discrepancies:** The functionality is basically available, but can only be used to a limited extent, e.g. some expected entries are missing in a drop-down list, data changes are only visible after closing and reopening a dialog, etc.
* **System unusable:** Performing this test leaves the system in an unusable state, e.g. system crashes. Database becomes inconsistent, data is deleted (unplanned).

## Test case login

## 

|  |  |
| --- | --- |
| **TC Auth1.1: Login User** | |
| **Use Case** | Login |
| **Initial state:** | User is not logged in. |
| **Action** | 1. User navigates to [http://localhost:8080/login](http://localhost:8082/login) 2. Login Page is shown 3. User fills in login form with username “player1” and password “passwd” 4. Alternative: Redo steps with “admin” as username |
| **Expected State:** | User is logged in  User sees the Gamelobby view. If Admin or Gamemanager there also should be a field for Management on the Top bar. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC Auth1.2: Login User with wrong credentials** | |
| **Use Case** | Login |
| **Initial state:** | User is not logged in. |
| **Action** | 1. User navigates to [http://localhost:8080/login](http://localhost:8082/login) 2. Login Page is shown 3. User fills in login form with username “test” and password “passwd” |
| **Expected State:** | User stays on the login page.  Pop-up notification wrong credentials  Notification box below login button informs about wrong credentials |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC Auth1.3: Logout** | |
| **Use Case:** | Logout |
| **Initial state:** | User is logged in. |
| **Action** | 1. User clicks on Logout icon |
| **Expected State:** | User is redirected to the login page and gets notification that the user has been logged out. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

## Test case term and topic management

|  |  |
| --- | --- |
| **TC TermTopic1.1: Create a Topic** | |
| **Use Case:** | Add Topic |
| **Initial state:** | Logged in as Admin or Gamemanager |
| **Action** | 1. Navigate to Management > game settings 2. Click on + to create a Topic 3. Fill in “MATH” as Topic name and submit |
| **Expected State:** | Topic “MATH” is created and the user is redirected to the Topic detail page of created Topic. Success notification. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC TermTopic1.2: Create a Topic and then add a Term** | |
| **Use Case:** | Add topic, Add term |
| **Initial state:** | Logged in as Admin or Gamemanager |
| **Action** | 1. Navigate to Management > game settings 2. Click on + to create a Topic 3. Fill in “ETHICS” as Topic name and submit 4. Click “+” to add a term 5. Fill in “Moral” as Term name and submit |
| **Expected State:** | Topic is created and has a Term on it. User is on the Topic detail page. Success Notification |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC TermTopic1.3: Add Term to already existing Topic** | |
| **Use Case:** | Add term |
| **Initial state:** | Logged in as Admin or Gamemanager. Topic “MATH” exists |
| **Action** | 1. Navigate to Management > game settings 2. Click on edit Topic “MATH” 3. Click on “+” to add Term 4. Fill in “sine” as name and add it |
| **Expected State:** | Term is added in table of Terms and success notification |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC TermTopic1.4: Delete a Topic as Admin or Gamemanager** | |
| **Use Case:** | Remove Topic |
| **Initial state:** | Logged in as Admin or Gamemanager. Topic “ETHICS” exists |
| **Action** | 1. Navigate to Management > game settings 2. Click on delete icon next to “ETHICS” 3. Accept confirmation |
| **Expected State:** | Topic is not listed anymore and success notification |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC TermTopic1.5: Import Terms from JSON file** | |
| **Use Case:** | Import terms from json |
| **Initial state:** | Logged in as Admin or Gamemanager |
| **Action** | 1. Navigate to Management > game settings 2. Click on edit Topic “MATH” 3. Click on the upload icon and upload a json file with term names. A reference can be found at <https://git.uibk.ac.at/informatik/qe/sepsss21/group3/g3t1/-/wikis/Testing> under test-data.   (A template can also be downloaded using the download icon from a topic with terms)   1. Submit |
| **Expected State:** | All already existing and the new Terms from Json file should be listed |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC TermTopic1.6: Add Duplicate Term** | |
| **Use Case:** | Add Term |
| **Initial state:** | Logged in as Admin or Gamemanager. Topic “MATH” has term “sine” |
| **Action** | 1. Navigate to Management > game settings 2. Click on edit Topic “MATH” 3. Click on “+” to add Term 4. Fill in “sine” as Name which already exists in List of Terms |
| **Expected State:** | Stay on add page and error notification |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC TermTopic1.7: Add Duplicate Topic** | |
| **Use Case:** | Add Topic |
| **Initial state:** | Logged in Admin or Gamemanager. Topic “SPORT” exists |
| **Action** | 1. Navigate to Management > game settings 2. Click on + to create a Topic 3. Fill in “SPORT” as Topic name which already exists and submit |
| **Expected State:** | Stay on add Topic dialog and error notification |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

## Test case TimeFlip management

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| --- | --- |
| **TC UserManagement1.1 Connect TimeFlip** | |
| **Use Case:** | - |
| **Initial state:** | Logged in as Admin or Gamemanager |
| **Action** | 1. Connect a Timeflip (FakeFlap) |
| **Expected State:** | TimeFlip should show up and be online in Management > TimeFlip settings as online. Device address, name and battery level should be shown. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC UserManagement1.2 Configure Timeflip** | |
| **Use Case:** | Configure Timeflip |
| **Initial state:** | Logged in as Admin or Gamemanager and a Timeflip is or was connected |
| **Action** | 1. Navigate to Management > TimeFlip settings 2. Click on edit sign 3. Use the fill randomly function 4. Click save |
| **Expected State:** | Success notification and redirect back to TimeFlip settings page. TimeFlip should have a green sign, indicating it is configured |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

## Test case user management

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| --- | --- |
| **TC UserManagement1.1 Create Player** | |
| **Use Case:** | Create Player |
| **Initial state:** | Logged in as Admin or Gamemanager |
| **Action** | 1. Navigate to Management > User management 2. Click on plus and fill in dialog with username : “DarthVader”, name: “anikan”, lastname: “skywalker”, password : “passwd” and role “Player” 3. submit |
| **Expected State:** | Player is created and able to login with its credentials. User should be shown in Table. Success notification |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC UserManagement1.2: Create Gamemanager** | |
| **Use Case:** | Create Gamemanager |
| **Initial state:** | Logged in as Admin |
| **Action** | 1. Navigate to Management > User management 2. Click on plus and fill in dialog with username: “luke”, name: “luke”, lastname: “skywalker”, password : “passwd” and role Gamemanager |
| **Expected State:** | Gamemanageris created and able to login with its credentials. User should be shown in Table. Success notification |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC UserManagement1.3: Create Admin** | |
| **Use Case** | Create Admin |
| **Initial state:** | Logged in as Admin |
| **Action** | 1. Navigate to Management > User management 2. Click on plus and fill in dialog with username: “Yoda”, name: “grogu”, lastname: “yoda”, password: “passwd” and role: Admin |
| **Expected State:** | Admin is created and able to login with its credentials. User should be shown in Table. Success notification |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC UserManagement1.4: View Player Profile** | |
| **Use Case** | View player profile |
| **Initial state:** | Logged in as Player |
| **Action** | 1. Click on Profile icon on the top right 2. Click on Profile |
| **Expected State:** | Redirected to an overview of the profile, containing personal information and statistics |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC UserManagement1.5: Change name on own profile** | |
| **Use Case** | - |
| **Initial state:** | Logged in as “Player1”. |
| **Action** | 1. Click on Profile icon 2. Click on Settings 3. Change firstname to “Mace” 4. Click on save |
| **Expected State:** | New name is shown, also in the table of all users. Success notification |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC UserManagement1.6: Update Player name** | |
| **Use Case** | Update Player |
| **Initial state:** | Logged in as Admin or Gamemanager |
| **Action** | 1. Navigate to Management > User management 2. Click on edit icon of User with username “Player1” 3. Change lastname to “Windu” and click on save |
| **Expected State:** | Success message. Updated name in Table |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC UserManagement1.7 Update Admin name** | |
| **Use Case** | Update Admin |
| **Initial state:** | Logged in as Admin |
| **Action** | 1. Navigate to Management > User management 2. Click on edit icon of the User with username “admin” 3. Change firstname to “Joe” and click on save |
| **Expected State:** | Success message. Updated name in Table |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC UserManagement1.8 Deactivate Player** | |
| **Use Case:** | Deactivate Player |
| **Initial state:** | Logged in as Admin |
| **Action** | 1. Navigate to Management > User management 2. Switch toggle of a “Player2”s active state to inactive 3. Try logging in with user |
| **Expected State:** | Success message on save. User cannot log in anymore. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC UserManagement1.9 Deactivate Gamemanager** | |
| **Use Case** | Deactivate Gamemanager |
| **Initial state:** | Logged in as Admin |
| **Action** | 1. Navigate to Management > User management 2. Switch toggle of “luke”s active state to inactive 3. Try logging in with the user |
| **Expected State:** | Success notification on save. User cannot log in anymore. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC UserManagement1.10 Deactivate Admin** | |
| **Use Case** | Deactivate Admin |
| **Initial state:** | Logged in as Admin |
| **Action** | 1. Navigate to Management > User management 2. Switch toggle of “Yoda”s active state to inactive 3. Try logging in with the user |
| **Expected State:** | Success notification on save. User cannot log in anymore. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC UserManagement1.11 Update Gamemanager name** | |
| **Use Case** | Update Gamemanager |
| **Initial state:** | Logged in as Admin |
| **Action** | 1. Navigate to Management > User management 2. Click on edit icon of the User with username “gamemanager” 3. Change firstname to “Kit” and click on save |
| **Expected State:** | Success message. Updated name in Table |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC UserManagement1.12 Create User with duplicate Username** | |
| **Use Case:** | Create Player |
| **Initial state:** | Logged in as Admin |
| **Action** | 1. Navigate to Management > User management 2. Click on + 3. Fill in username “admin”, firstname: “kit” , lastname : “fisto”, password : “passwd” and role “Player” |
| **Expected State:** | Error notification. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC UserManagement1.13: Update Player Password** | |
| **Use Case:** | Update Player |
| **Initial state:** | Logged in as Admin or Gamemanager |
| **Action** | 1. Navigate to Management > User management 2. Click on edit “Player1” 3. Change password and save 4. Try to login with old and new password |
| **Expected State:** | Success notification on save. User can only log in with new password |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC UserManagement1.14 Update Gamemanager Password** | |
| **Use Case** | Update Gamemanager; |
| **Initial state:** | Logged in as Admin; User “gamemanager” is active and exists |
| **Action** | 1. Navigate to Management > User management 2. Click on edit “gamemanager” 3. Change password and save 4. Try to login with old and new password |
| **Expected State:** | Success notification on safe. User can only log in with new password |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC UserManagement1.15 View other players profile** | |
| **Use Case:** | - |
| **Initial state:** | Logged in |
| **Action** | 1. Click on Player Icon on the top right 2. Click on Users 3. Click on eye icon to get a detailed view |
| **Expected State:** | Redirect to User profile with statistics, personal information and known Users. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

## Test case gameroom

|  |  |
| --- | --- |
| **TC GameRoom1.1: Create Gameroom** | |
| **Use Case:** | Create game room |
| **Initial state:** | Logged in |
| **Action** | 1. Click on Create New Game button 2. Fill in dialog with Name “Tatooine”, Topic : “ANIMALS” and Points : 10 3. Create game |
| **Expected State:** | Redirected to the gameroom. Listed as a waiting player. Marked as Gamehost(star) |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC GameRoom1.2: Create teams** | |
| **Use Case** | Create teams |
| **Initial state:** | Logged in and create Gameroom (Gamehost) |
| **Action** | 1. Click on create Team |
| **Expected State:** | Team should be shown to all waiting players. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC GameRoom1.3: Invite Player** | |
| **Use Case:** | - |
| **Initial state:** | Logged in and in Gameroom as Gamehost |
| **Action** | 1. Click on invite player button 2. Select “Player3” to invite |
| **Expected State:** | Success message. The player should see an invite with gameroom name on his GameLobby Page, with information how many players are in the room, what topic and whether a timeFlip is available or not. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

## 

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| --- | --- |
| **TC GameRoom1.4: Join Gameroom** | |
| **Use Case:** | Join game room |
| **Initial state:** | Logged in as “Player1”; TC Gameroom 1.3 |
| **Action** | 1. Click on the “join” button of the invitation |
| **Expected State:** | Redirect to the game room |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

## 

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| --- | --- |
| **TC GameRoom1.5: Select Team** | |
| **Use Case:** | Join team |
| **Initial state:** | Logged in and in Gameroom with two teams |
| **Action** | 1. Click on join team |
| **Expected State:** | For all players the latest changes in team members are shown. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC GameRoom1.6: Set yourself as ready as Player** | |
| **Use Case:** | Start game |
| **Initial state:** | Logged in and in Gameroom, two teams with two players in each. Timeflip connected, configured and selected. |
| **Action** | 1. Click on set ready |
| **Expected State:** | Button changes to grey and Gamehost should be able to start game if all players are ready |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC GameRoom1.7: Reconfigure Gameroom** | |
| **Use Case:** | Reconfigure game room |
| **Initial state:** | Logged in and in Gameroom as Gamehost. At least one more player is in the room. Multiple Timeflips are connected and set up. Topic “COMPUTER SCIENCE” exists and has at least 30 terms |
| **Action** | 1. Change Topic to “COMPUTER SCIENCE” 2. Change Points to win to 20 3. Change TimeFlip to another one available |
| **Expected State:** | Every Change on Topic and points should be shown at all users |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC GameRoom1.8: Kick player** | |
| **Use Case:** | Kick Player |
| **Initial state:** | Logged in and in Gameroom as Gamehost. “Player3” is in the gameroom |
| **Action** | 1. Click on “x” button to kick “Player2” |
| **Expected State:** | Success notification, “Player2” is removed from the Gameroom |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC GameRoom1.9: Leave Gameroom as Gamehost** | |
| **Use Case:** | Leave game room |
| **Initial state:** | Logged in and in Gameroom as Gamehost. At least one more player in the room |
| **Action** | 1. Gamehost clicks on leave gameroom button |
| **Expected State:** | Gamehost rights are assigned to a randomly chosen player. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC GameRoom1.10: Assign Timeflip to Gameroom** | |
| **Use Case:** | Select Timeflip |
| **Initial state:** | Logged in and in Gameroom as Gamehost. Timeflip with name “FakeFlapp” is connected, configured and unused |
| **Action** | 1. Click on Timeflip dropdown menu 2. Select Timeflip “FakeFlapp” |
| **Expected State:** | For other game rooms the timeflip should not be shown in the dropdown menu. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC GameRoom1.11: Leave Team** | |
| **Use Case:** | Leave Team |
| **Initial state:** | Logged in, in Gameroom and part of a team |
| **Action** | 1. Click on leave team |
| **Expected State:** | Removed from team and listed in the waiting players table |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC GameRoom1.12: Start game** | |
| **Use Case:** | Start game |
| **Initial state:** | Logged in and in Gameroom as Gamehost. All players are ready. 4 Players 2 Teams |
| **Action** | 1. Click on start game |
| **Expected State:** | View switches to game and the game starts (for all players). |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC GameRoom1.13: Leave Gameroom** | |
| **Use Case:** | Leave gameroom |
| **Initial state:** | Logged in and in Gamerrom, but not gamehost |
| **Action** | 1. Click on leave gameroom |
| **Expected State:** | Redirected back to Gamelobby, all other players should have the latest changes. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

## 

## Test case game

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| --- | --- |
| **TC Game1.1: Roll dice to stop the timer/round** | |
| **Use Case:** | Confirm wrong guess, Confirm correct guess, Report rule violation, Roll dice |
| **Initial state:** | In Gameround. Guessing is in progress |
| **Action** | 1. Turn the dice |
| **Expected State:** | Pop-up for the non guessing team to choose whether time is up, a rule violated or the term guessed correctly |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC Game1.2: Confirm Guess** | |
| **Use Case:** | Confirm correct guess |
| **Initial state:** | In Gameround as non guessing Team (4 players 2 teams) |
| **Action** | 1. The guessing team turns the dice to indicate they guessed the word 2. Click on the pop up “yes” |
| **Expected State:** | Guessing team should get the points on the leaderboard and the non-guessing team should be able to start the next round. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC Game1.3: Report Rule violation while guessing** | |
| **Use Case:** | Report rule violation |
| **Initial state:** | In Gameround as non guessing Team (4 players 2 teams) |
| **Action** | 1. Click on rule violation 2. Click on “no (rule violation)” |
| **Expected State:** | Guessing Team should get a penalty point (-1 of the score). Non guessing team should be able to start the next round |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

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| --- | --- |
| **TC Game1.4: Roll dice to get task** | |
| **Use Case:** | Roll dice |
| **Initial state:** | Gameround started guessing team with a player executing the task and term to guess should be assigned |
| **Action** | 1. Turn the TimeFlip |
| **Expected State:** | Activity and points should be shown. Countdown starts. Rule violation button should be available for the non guessing team |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC Game1.5 Report Rule violation after guessing** | |
| **Use Case:** | Report rule violation |
| **Initial state:** | In Gameround as non guessing Team (4 players 2 teams) |
| **Action** | 1. Guessing team turns dice to indicate right guess 2. Non guessing team selects “no (rule violation)” on the pop up |
| **Expected State:** | Guessing Team should get a penalty point (-1 of the score). Non guessing team should be able to start the next round |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC Game1.6: Spectate Game** | |
| **Use Case:** | Spectate Game |
| **Initial state:** | Logged in as Admin. Active Game. |
| **Action** | 1. Navigate to Management > Dashboard 2. Click on spectate button next to the active game (Active games table) |
| **Expected State:** | Redirect into the game or gameroom. Message is displayed, that this is a spectator view. |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

## 

|  |  |
| --- | --- |
| **TC Game1.7: Abort Game as Admin** | |
| **Use Case:** | Abort Game |
| **Initial state:** | TC Game1.6 |
| **Action** | 1. Click the abort button |
| **Expected State:** | All players should get an abort game pop up with a link to return to the lobby |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

## 

## Non Functional test cases

## 

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| --- | --- |
| **TC Performance1.1: Test websocket response times** | |
| **Use Case:** | - |
| **Initial State:** | In Gameroom with at least four players |
| **Action** | 1. Create four teams 2. Delete one of the teams 3. Three of the players in the room join one of the teams each. |
| **Expected State:** | Every Player should be getting all latest changes in under a second |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

|  |  |
| --- | --- |
| **TC Stability: Disconnect of Timeflip handling** | |
| **Use Case:** | - |
| **Initial State:** | In Gameround with multiple players |
| **Action** | 1. Disconnect the timeflip |
| **Expected State:** | All Players should get an abort game message and be able to return to the lobby |
| **Observed discrepancy** |  |
| OK  cosmetic discrepancy  moderate discrepancy  severe discrepancy  system unusable | |

# Appendix

## Glossary

* GameLobby: The GameLobby is the page right after login. There should be all invites and the possibility to create a Game
* Gameroom: A Gameroom is the page where you land after creating a game or joining a game.
* Gameround: A Gameround is a state in an active game. Each round consists of three steps:
  + One team is assigned guessing and they turn the TimeFlip to get an activity assigned to their term
  + After guessing, there is a result dialog, triggered by turning the dice or expired countdown. Depending on the result points are assigned accordingly.
  + The next round button is clicked to start the process again