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|  | **Project Name** | **Space Shooting Game** |  |  |  |  |  |
|  | **Created by** | **Prathamesh Mane - 141608006 .** |  |  |  |  |  |
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| **Test case ID** | **Test Objective** | **Steps:** | **Test data** | **Expected result** | **Post-condition** | **Actual Result** | **Status** |
| 1 | Successful login to Enter into the Game. | 1. In the login Panel, enter the username | "A valid username" | The user is logged in successfully. |  | Log In Successful. | Pass |
| 2. Enter the Password in the password field | "A valid Password" |  |  |
| 3. Click "Login" button |  |  |  |  |
| 2 | Invalid Login | 1. In the login Panel, enter the username | "A valid username" | An Error message is displayed and the user is not logged. "<Invalid Login id or Password.>" |  | Error Message is Shown. | Pass |
| 2. Enter the Password in the password field | "A invalid Password" |  |  |
| 3. Click "Login" button |  |  |  |  |
| 3 | Play Single Player | 1. Click on Single player tab. |  | Single Player Game should Start. |  | Successfully Start Single Player Game. | Pass |
| 4 | Exit From Single player | 1. Click on Exit Button. |  | Should Exit From Single Player. |  | Exit From Single Player Game. | Pass |
| 5 | Multiplayer Game. | 1. Join Game. | Server IP Address. | Go To Arena |  | Start Multiplayer Game. | Pass |
| 2. Host Game. |  | Create Server And Enter Into Arena |  | Start Multiplayer Game. | Pass |
| 6 | Shoot bullet. | 1. User clicks on fire bullet button |  | Bullet should be spawned. |  | Bullet Spawned | Pass |
| 7 | Destroy  Enemy | 1. User fires a bullet | Bullet hits the enemy | Enemy should be destroyed. And score should be incremented. |  | Enemy destroyed. Score incremented. | Pass |
| 8 | Exit From multiplayer. | 1. Click On Exit Button. |  | Should Exit From multiplayer.  All clients should be disconnected when host exits, if client, then don’t destroy room. |  | Exited From Multiplayer Game. If host leaves, room destroyed and all clients are removed, but when client leaves, other players can still play the game. | Pass |
| 9 | Display High Score. |  | Checking For High Score. | Should Display High Score. |  | High Score Displayed. | Pass |
| 10 | About |  |  | Show Game Information. |  | Information Shown. | Pass |