**Suite 5**

**Validate Logon Send Global Message, Send Private Message, Start Game, get Record, log Off, New User**

5.1 Validate Logon

5.1.1 “Level of Risk is High” The user starts the client application and navigates to the connect screen. The user then enters an existing set of credentials or creates a new set. The use case ends when the user clicks the “logon” button or the “create new account”.

5.1.2 “Level of Risk is Medium” User supplies bad credentials or the credential they choose are already taken a message is displayed explaining the situation and the user can try again.

5.1.3 “ Level of Risk is Medium” The server is unavailable. A message is displayed and the functionality of the client is limited to offline capabilities

5.1.4 “Level of Risk is High” The user is logged on I another location. A message is displayed and the user can enter a new set of credentials or the user can exit the system.

5.2 Send Global Message

Pre-Condition: the user must be successfully logged into the system.

5.2.1 “High level of Risk” The user enters a message into the global chat input area and either clicks the send button or presses the enter key on the keyboard. The message is sent and displayed on every clients global chat window.

5.2.2 “Low level of risk” The user has lost their connection to the server. A message is displayed and the user can logon or exit the system.

5.3 Send Private Message

Pre-condition: the user must be successfully logged into the system.

5.3.1 ”Medium High level” The user double clicks another users name on the buddy list and enters a message into the private chat input area and either clicks the send button or presses the enter key on the keyboard. The message is sent and displayed on the receiving users private chat window.

5.3.2 “Medium High Level” The receiving user logs off. A message is displayed for the sending user explaining that the receiving user has logged off.

5.3.3“Medium High Level” The user has lost their connection to the server. A message is displayed and the user can logon or exit the system.

5.4 Start Game

Pre-condition: the user must be successfully logged into the system.

5.4.1 “High level of Risk” The user creates a new game and invites another user to play. Play commences once both users are in the game.

5.4.2 “Medium level of Risk” The receiving user logs off. A message is displayed for the sending user explaining that the receiving user has logged off.

5.4.3 “Low level of Risk” The user has lost their connection to the server. A message is displayed and the user can logon or exit the system. The use case ends here.

5.5. get Record

Precondition: the user must be successfully logged into the system.

5.5.1 ”Medium level Risk” The user polls the server for their account information or for game specific account information of other users. The information is then displayed on a panel in the application.

5.5.2 ”Low level Risk” The receiving user logs off. A message is displayed for the sending user explaining that the receiving user has logged off.

5.5.3 “Low level Risk” The user has lost their connection to the server. A message is displayed and the user can logon or exit the system.

5.6 log Off “Low level Risk”

5.6.1 The user clicks exit or the x in the top toolbar and the program terminates.

5.7 New User

Pre-condition: The new user link is clicked

5.7.1 “Low level Risk” Brings the user to the New User page.

5.7.2 “High Level Risk” All required fields are fill up and the registration is stored properly in the mysql database.

5.7.2 “High level of Risk” The database connection is not properly closed enabling remote access

Risk Analysis.

The overall test suit here if performed on communication between clients and server to client. There for most of the tests have a low level of risk. However the most dangerous one is the chatting part. Since in my assumption I assumed open source technology, the chat environment can have a flaw allowing scripts to be sent to the server and there for hack the server.