

Test Case #: 1 System: Rollerball Designed by: Nik F Executed by: Nik F	Test Case Name: Try to Login Subsystem: Login Design Date: 12/1/17 Execution Date: 12/1/17
Short Description: See if login system works.	

Pre-Conditions: User is Registered already with credentials username: "test" password: "password"

Step	Action	Expected System Response	Pass/Fail	Comment
1	Enter Username "test"	Nothing		
2	Enter password "password"	Nothing		
3	Click "Login"	Notification user is logged in	Pass	System not fully built
	Alternative Flow: Incorrect credentials			
4	Enter Bad Username "tste"	Nothing		
5	Enter Bad Password "psswd"	Nothing		
6	Click "Login"	Notification of Bad Input	Pass	System not fully built

Post-Conditions: User is now logged into the system

Test Case #: 2 System: Rollerball Designed by: Nik Fredriksen Executed by: Nik Fredriksen	Test Case Name: Register User Subsystem: Register Design Date: 12/1/17 Execution Date: 12/1/17
Short Description: Try to Register a user	
Pre-Conditions: User is Unregistered	

Step	Action	Expected System Response	Pass/Fail	Comment
1	Start server.java	Connection to DB established	pass	
2	Start ClientGui.java	GUI for login/register main menu appears	pass	
3	Click Register	GUI for registering appears	pass	
4	Type in a unique username: "test"	nothing		
5	Type in a unique email: "test@test.com"	nothing		
6	Type in a password: "password"	nothing		
7	Click "Register" button	Popup of successful registration	pass	
8	Click Ok on popup	Popup goes away	pass	

9	Login with credentials username:” test ” and password: ” password ”	Login screen disappears and main menu remains	pass	
	Alternative Flow: Non-unique username			
10	Steps 1-3	As above		
11	Type in non -unique username: ” test ”	nothing		
12	Type in unique email: ” unique@password.com ”	nothing		
13	Type in password: ” password ”	nothing		
14	Click “Register” button	Notification of non-unique name and failure to login	Pass	
	Alternative Flow: Non-unique email			
15	Steps 1-3	As above		
16	Type in a unique username:” test2 ”			
17	Type in non -unique email: ” test@test.com ”			
18	Type in password: “password”			
19	Click “Register” button	Notification of non-unique email and failure to login	Pass	
Post-Conditions: User is registered and able to login				

Test Case #: 3 System: Rollerball Designed by: Nik Fredriksen Executed by: Nik Fredriksen	Test Case Name: Logout a user Subsystem: Logout Design Date: 12/1/17 Execution Date: 12/1/17
Short Description: Logout a user	
Pre-Conditions: User is logged in	

Step	Action	Expected System Response	Pass/Fail	Comment
1	Click the red X (upper right)	Game closes, Can no longer invite user	pass	Logout button not implemented yet
	Alternative Flow: User clicks "logout"			
2	Click the "logout" button on the main menu	Game logs user out and is kicked to the login/register menu	pass	
Post-Conditions: User is logged out				

Test Case #: 4 System: Rollerball Designed by: Nik Fredriksen Executed by: Nik Fredriksen	Test Case Name: Invite User to join Subsystem: Invite Design Date: 12/1/17 Execution Date: 12/1/17
Short Description: A registered user can invite another registered user or set of registered users to join a created game.	
Pre-Conditions: User is logged in	

Step	Action	Expected System Response	Pass/Fail	Comment
1	Click "Invite Player"	Popup of available Users to invite	pass	
2	From dropdown select a user	Other player gets invitation under "View Invites"	pass	
3	Other player chooses "Accept"	Other Player gets message to View games	pass	
4	Player clicks "view Games"	Player can see the game that was accepted	pass	
5	Player clicks "join" in "view games" section	The game opens for that user	pass	
	Alternative Flow: Invited user Declines invite			
4	Steps 1-2	As above		
5	Other player chooses "Decline"	Invitation goes away	pass	

Post-Conditions: The users are in a game	
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Test Case #: 5 System: Rollerball Designed by: Nik Fredriksen Executed by: Nik Fredriksen	Test Case Name: Quit a Game Subsystem: Quit Design Date:10/20/17 Execution Date: 10/20/17
Short Description: A user quits a game in progress	
Pre-Conditions: A game has started	

Step	Action	Expected System Response	Pass/Fail	Comment
1	One of the Users Click "Quit game"	Game closes for user	pass	Game still persists
Post-Conditions: User is now in main menu				

Test Case #:6 System:Rollerball Designed by: Nlk F Executed by: Nlk F	Test Case Name: Unregister User Subsystem: Unregister Design Date: 12/1/17 Execution Date:12/1/17
Short Description: A user wants to stop being registered	

Pre-Conditions: A user is registered

Step	Action	Expected System Response	Pass/Fail	Comment
1	Login with proper credentials	Main menu popup appears	pass	
2	Click "unregister" on main menu	Unregister popup appears	pass	
3	Type in logged in user email and password	User is kick off game and login/register screen appears	pass	

Post-Conditions: The once registered user is now unregistered and the Database no longer contains their information
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Test Case #: 7 System: Rollerball Designed by: Nik F Executed by: Nik F	Test Case Name: Respond to invitation Subsystem: invitation Design Date: 12/1/17 Execution Date: 12/1/17
Short Description: See if user can respond to invitation	

Pre-Conditions: User is logged in and received an invitation from user "test"

Step	Action	Expected System Response	Pass/Fail	Comment
1	Click View Invitations button	List of invitations pops	pass	
2	User selects the invitation from "test"	Nothing		
3	User Selects "accept"	Nothing		
4	User Selects "View Games"	List of Games pops	pass	
5	User Selects game they wish to play and clicks "accept"	Game begins	pass	
	Alternative Flow: User selects "Decline" on invitation			
4	User selects decline on invitation	Invitation goes away and user is placed back in main menu	pass	

Post-Conditions: User is now in a game. **Alternative Flow:** User is not in a game

Test Case #:8 System: Rollerball Designed by: Nik F Executed by: Nik F	Test Case Name: View Profile Subsystem: profile viewer Design Date: 12/1/17 Execution Date: 12/1/17
Short Description: User wants to see the their profile	

Pre-Conditions: user is logged in

Step	Action	Expected System Response	Pass/Fail	Comment
1	User Presses "View Profile" Button	List of Profile screen pops up	pass	
2	User selects User's profile they wish to see	Users profile pops up	pass	

Post-Conditions: The user can now see the profile of those he wants

Test Case #:9 System:Rollerball Designed by: Nlk F Executed by: Nlk F	Test Case Name: Save Game Subsystem: save Design Date: 11/12/17 Execution Date:11/12/17
Short Description: The system stores the winner/loser of a game	

Pre-Conditions: User has won/lost

Step	Action	Expected System Response	Pass/Fail	Comment
1	User won/loser a game	system declaring user winner/loser	pass	In terminal not in popup

Post-Conditions: The user can now see the profile of those he wants

Test Case #:10 System:Rollerball Designed by: Nik F Executed by: Nik F	Test Case Name: Start Game Subsystem: Start Design Date: 12/2/17 Execution Date:12/2/17
Short Description: Begin the game	

Pre-Conditions: A user has received an invitation

Step	Action	Expected System Response	Pass/Fail	Comment
1	User clicks View invites	List of invites is shown	Pass	
2	User selects the invite he wants to play	nothing	Pass	
3	User clicks "accept" on the highlighted invite	Popup telling game has begun	Pass	
4	User clicks "view Games"	Window pops up showing list of games in progress	pass	
5	User selects game they wish to join and clicks "join"	Game opens for the user	passame game	Other user must select "view Games" and pick the same game as the other user

Post-Conditions: Both the Inviter and the joiner are in a game