Test Case #: 1	Test Case Name: Try to Login
System: Rollerball	**Subsystem:** Login
Designed by: Nik F	**Design Date:** 10/14/17
Executed by: Nik F	**Execution Date: 10/14/17**
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: 10/20/17** **Execution Date: 10/20/17**
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 ClientTable.java	GUI for login/register man menu appears	pass	
3	Click Register	GUI for registering appears	pass	
4	Type in a **unique** username:"**test**"	nothing		
5	Type in a **unqiue** 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	fail	Eclipse does say user is not unique, gui doesn't
	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	fail	Crashes program Error: "too many connections" from server
Post-Conditions: User is registered and able to login				

Test Case #: 3	Test Case Name: Logout a user
System: Rollerball	Subsystem: Logout
Designed by: Nik Fredriksen	Design Date: 10/24/17
Executed by: Nik Fredriksen	Execution Date: 10/24/17

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: 10/24/17** **Execution Date: 10/24/17**
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 Popup with options "Accept" or "Decline"	pass	
3	Other player chooses "Accept"	Both Inviter's and Accepter's game open and start	pass	
	Alternative Flow: Invited user Declines invite			
4	Steps 1-2	As above		
5	Other player chooses "Decline"	Inviter gets popup of the other user's decline	pass	
Post-Conditions: The users are in a game				

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 ends for both users, Notification of user quitting. Both are thrown into main menu	pass	
Post-Conditions: Users are now in main menu				

Test Case #:6	Test Case Name: Unregister User
System:Rollerball	Subsystem: Unregister
Designed by: NIk F	Design Date: 10/24/17
Executed by: NIk F	Execution Date:10/24/17
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	As of 10/24/17 menu us "logout,unregister ,create game"
2	Click "unregister" on main menu	Unregister popup appears	pass	
3	Type in logged in user email	User is kick off game and login/register screen appears	pass	Can currently unregister other users.

Post-Conditions: The once registered user is now unregistered and the Database no longer contains their information