

<b>Test Case #:</b> 1  <b>System:</b> Rollerball  <b>Designed by:</b> Nik F  <b>Executed by:</b> Nik F	<b>Test Case Name:</b> Try to Login  <b>Subsystem:</b> Login  <b>Design Date:</b> 10/14/17  <b>Execution Date:</b> 10/14/17
<b>Short Description:</b> See if login system works.	

<b>Pre-Conditions:</b> User is Registered already with credentials <b>username:</b> "test" <b>password:</b> "password"
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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
	<b>Alternative Flow:</b> 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

<b>Test Case #: 2</b> <b>System: Rollerball</b> <b>Designed by: Nik Fredriksen</b> <b>Executed by: Nik Fredriksen</b>	<b>Test Case Name: Register User</b> <b>Subsystem: Register</b> <b>Design Date: 10/20/17</b> <b>Execution Date: 10/20/17</b>
<b>Short Description: Try to Register a user</b>	
<b>Pre-Conditions: User is Unregistered</b>	

<b>Step</b>	<b>Action</b>	<b>Expected System Response</b>	<b>Pass/Fail</b>	<b>Comment</b>
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 <b>unique</b> username: "test"	nothing		
5	Type in a <b>unique</b> 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	
	<b>Alternative Flow:</b> Non-unique username			
10	Steps 1-3	As above		
11	Type in <b>non</b> -unique username: "test"	nothing		
12	Type in <b>unique</b> 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
	<b>Alternative Flow:</b> Non-unique email			
15	Steps 1-3	As above		
16	Type in a <b>unique</b> username:"test2"			
17	Type in <b>non</b> -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
<b>Post-Conditions:</b> User is registered and able to login				

<b>Test Case #: 3</b> <b>System: Rollerball</b> <b>Designed by: Nik Fredriksen</b> <b>Executed by: Nik Fredriksen</b>	<b>Test Case Name: Logout a user</b> <b>Subsystem: Logout</b> <b>Design Date: 10/24/17</b> <b>Execution Date: 10/24/17</b>
<b>Short Description: Logout a user</b>	
<b>Pre-Conditions: User is logged in</b>	

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
	<b>Alternative Flow:</b> 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	
<b>Post-Conditions: User is logged out</b>				

<b>Test Case #: 4</b> <b>System: Rollerball</b> <b>Designed by: Nik Fredriksen</b> <b>Executed by: Nik Fredriksen</b>	<b>Test Case Name: Invite User to join</b> <b>Subsystem: Invite</b> <b>Design Date: 10/24/17</b> <b>Execution Date: 10/24/17</b>
<b>Short Description:</b> A registered user can invite another registered user or set of registered users to join a created game.	
<b>Pre-Conditions: User is logged in</b>	

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 Acceptor's game open and start	pass	
	<b>Alternative Flow:</b> 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	
<b>Post-Conditions: The users are in a game</b>				

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

<b>Step</b>	<b>Action</b>	<b>Expected System Response</b>	<b>Pass/Fail</b>	<b>Comment</b>
1	One of the Users Click "Quit game"	Game ends for both users, Notification of user quitting. Both are thrown into main menu	pass	
<b>Post-Conditions: Users are now in main menu</b>				

<b>Test Case #:6</b>  <b>System:Rollerball</b>  <b>Designed by: Nlk F</b>  <b>Executed by: Nlk F</b>	<b>Test Case Name: Unregister User</b>  <b>Subsystem: Unregister</b>  <b>Design Date: 10/24/17</b>  <b>Execution Date:10/24/17</b>
<b>Short Description: A user wants to stop being registered</b>	

<b>Pre-Conditions: A user is registered</b>
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<b>Step</b>	<b>Action</b>	<b>Expected System Response</b>	<b>Pass/Fail</b>	<b>Comment</b>
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.

<b>Post-Conditions: The once registered user is now unregistered and the Database no longer contains their information</b>
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<b>Test Case #:</b> 7  <b>System:</b> Rollerball  <b>Designed by:</b> Nik F  <b>Executed by:</b> Nik F	<b>Test Case Name:</b> Respond to invitation  <b>Subsystem:</b> invitation  <b>Design Date:</b> 11/12.17  <b>Execution Date:</b> 11/12.17
<b>Short Description:</b> See if user can respond to invitation	

<b>Pre-Conditions:</b> User is logged in and received an invitation from user "test"
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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"	Game begins	Pass	
	<b>Alternative Flow:</b> User selects "Decline" on invitation			
4	User selects decline on invitation	Pop up notification of rejection	pass	

<b>Post-Conditions:</b> User is now in a game. <b>Alternative Flow:</b> User is not in a game
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<b>Test Case #:8</b>  <b>System:Rollerball</b>  <b>Designed by: Nik F</b>  <b>Executed by: Nik F</b>	<b>Test Case Name: View Profile</b>  <b>Subsystem: profile viewer</b>  <b>Design Date: 11/12/17</b>  <b>Execution Date:11/12/17</b>
<b>Short Description: User wants to see the their profile</b>	

**Pre-Conditions: user is logged in**

<b>Step</b>	<b>Action</b>	<b>Expected System Response</b>	<b>Pass/Fail</b>	<b>Comment</b>
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**

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

<b>Pre-Conditions: User has won/lost</b>
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<b>Step</b>	<b>Action</b>	<b>Expected System Response</b>	<b>Pass/Fail</b>	<b>Comment</b>
1	User won/loser a game	system declaring user winner/loser	pass	In terminal not in popup

<b>Post-Conditions: The user can now see the profile of those he wants</b>
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<b>Test Case #:10</b>  <b>System:Rollerball</b>  <b>Designed by: Nik F</b>  <b>Executed by: Nik F</b>	<b>Test Case Name: Start Game</b>  <b>Subsystem: Start</b>  <b>Design Date: 11/12/17</b>  <b>Execution Date:11/12/17</b>
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<b>Short Description: Begin the game</b>	
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<b>Pre-Conditions: A user has received an invitation</b>
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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	Game begins	Pass	

<b>Post-Conditions: Both the Inviter and the joiner are in a game</b>
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