## Test 1 - The "Sign In" and "Sign out" options

Estimated time: 5 minutes

Severity **Priority Behavior** Type Smoke Slocker ↑ High Positive Layer Is Flaky Milestone **Automation** 

E2E No Should be automated

**Status** Actual

#### **Pre-conditions**

Have an existing account

Step	1
Action	Open the website "GOG"
Input data	www.gog.com
Expected result	The website is opened
Step	2
Action	Move the cursor on the "Sign In" option
Input data	
Expected result	The frame containing the login and create account options has appeared
Step	3
Action	Click on the "Sign In" button
Input data	
Expected result	The Log In border appeared
Step	4
Action	Enter the email and password in the text fields
Input data	email:1234@gmail.com password:12345abc
Expected result	You were able to write the email and password in the text field
Step	5

Action	Click on the "Log In Now" button
Input data	
Expected result	The user is logged in
Step	6
Action	Move the cursor on the user's icon
Input data	The "Sign In" option is replaced by the user's icon
Expected result	An option list opened
Step	7
Action	Click on the "Sign Out" button
Input data	
Expected result	The user was signed out

## Test 2 - Sign in using wrong credentials

Estimated time: 5 minutes

SeverityPriorityBehaviorType^ Major↑ HighNegativeFunctionalLayerIs FlakyMilestoneAutomationE2ENo-Should be automated

**Status** Actual

Step	1
Action	Open the website "GOG"
Input data	www.gog.com
Expected result	The website is opened
Step	2
Action	Move the cursor on the "Sign In" option
Input data	
Expected result	The frame containing the login and create account options has appeared
Step	3
Action	Click on the "Sign In" button
Input data	
Expected result	The Log In border appeared
Step	4
Action	Click on the "Log In Now" button leaving the text fields empty
Input data	
Expected result	2 error messages appeared in the fields ("incorrect email", "password required")
Step	5
Action	Write a wrong email in the text fields and click on "Log In Now" button
Input data	

Expected result	1 error message appeared in the email text field ("User not found")	
Step	6	
Action	Write an existing email and a wrong password and click on the log in button	
Input data		
Expected result	1 error message appeared in the password text field ("incorrect password")	

# Test 3 - The texts from the frame are scrolled in the correct order

Estimated time: 2 minutes

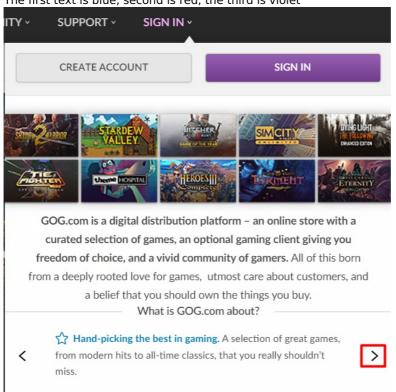
SeverityPriorityBehaviorType★ Trivial↓ LowPositiveFunctionalLayerIs FlakyMilestoneAutomationE2ENo-Not automated

Status

Actual

Step	1
Action	Open the website "GOG"
Input data	www.gog.com
Expected result	The website is opened
Step	2
Action	Move the cursor on the "Sign In" option
Input data	
Expected result	The frame containing the login and create account options has appeared
Step	3
Action	Click on the right arrow

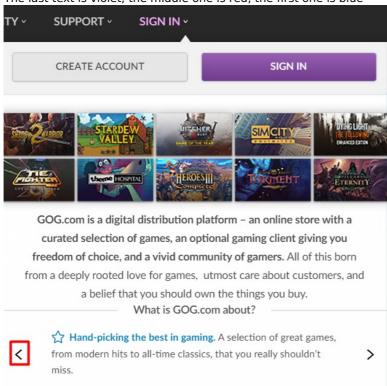
The first text is blue, second is red, the third is violet



Input data

Expected result	The texts were scrolled to the right in the correct order
Step	4
Action	Click on the left arrow





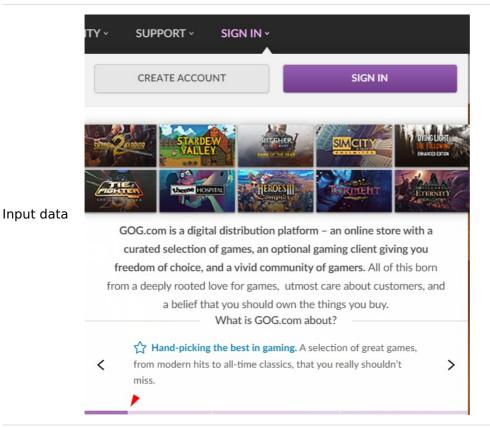
Expected result

Input data

The texts were scrolled to the left in the correct order

Step 5

Action Move the cursor to the bottom of the frame



Expected result

The bottom bar should stop loading and the autoplay of the texts should stop as long as you keep the cursor t here

### Test 4 - Downloading the GOG application for Windows

Estimated time: 3 minutes

SeverityPriorityBehaviorType☆ Critical↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationE2EYes-Should be automated

Status

Actual

#### Steps to reproduce

Step 1

Action Open the website "GOG"

Input data

www.gog.com

Expected The website is opened result

Step 2

Action Scroll to the bottom of the page

Input data



Step 3

Input data

 $\label{eq:expected_A} \textbf{Expected}_{\textbf{A}} \text{ window containing the save folder of the application appeared.}$ 

Actual

### Test 5 - Set filters on the Store page

Estimated time: 8 minutes

Severity Priority
o Normal o Medium
Layer Is Flaky
E2E No
Status

Behavior
Positive
Milestone

Type
Functional
Automation
Should be automated

Step	1
Action	Open the website "GOG"
Input data	www.gog.com
Expected result	The website opened
Step	2
Action	Click on the "Store" option at the top of the website
Input data	
Expected result	The store page is opened
Step	3
Action	Set a price range between 1-100
Input data	
Expected result	Only the games within the price range appeared on the page
Step	4
Action	Set the filter with only one game category at a time
Input data	Each category must be selected separately
Expected result	Only the games within that specific category appeared on the page
Step	5
Action	Set the filter with 2 or more categories at a time
Input data	

## **Test 6 - "Create Account" option**

Estimated time: 5 minutes

SeverityPriorityBehaviorType♦ Blocker↑ HighPositiveSmokeLayerIs FlakyMilestoneAutomation

E2E No - Not automated

**Status** Actual

Step	1
Action	Open the website "GOG"
Input data	www.gog.com
Expected result	The website is opened
Step	2
Action	Move the cursor on the "Sign In" option
Input data	
Expected result	The frame containing the login and create account options has appeared
Step	3
Action	Click on the "Create Account" button
Input data	
Expected result	The "create account" window appeared
Step	4
Action	Enter a valid name, email and password in the text fields
Input data	
Expected result	You were able to write a name, email and password in the text fields
Step	5
Action	Tick the first box below

Input data	✓ Taccept GOG.com User Agreement AND Tam 16 years old or older (required)	
Expected result	A check mark appeared in the box	
Step	6	
Action	Click on the "Sign Up Now" button	

The account has been created

Input data

Expected result

### Test 7 - Create an account with the same credentials

Estimated time: 3 minutes

SeverityPriorityBehaviorType⊗ Blocker↑ HighNegativeFunctionalLayerIs FlakyMilestoneAutomationE2ENo-Not automated

Status

Actual

#### **Pre-conditions**

Have an existing account registered

Step	1
Action	Open the website "GOG"
Input data	www.gog.com
Expected result	The website is opened
Step	2
Action	Move the cursor on the "Sign In" option
Input data	
Expected result	The frame containing the login and create account options has appeared
Step	3
Action	Click on the "Create Account" button
Input data	
Expected result	The "create account" window appeared
Step	4
Action	Enter the name, email and password from the existing account
Input data	email: 1234@gmail.com password: password1234

### Test 8 - Buying a game

Estimated time: 10 minutes

SeverityPriorityBehaviorType⊗ Blocker↑ HighPositiveFunctionalLayerIs FlakyMilestoneAutomationE2ENo-Not automated

**Status** Actual

#### **Pre-conditions**

Have an existing account on the webpage

Step	1
Action	Enter the webpage and click on the sign in button
Input data	
Expected result	The Log In border appeared
Step	2
Action	Enter the email and password in the text fields
Input data	email:1234@gmail.com password:12345abc
Expected result	You were able to write the email and password in the text field
Step	3
Action	Click on the "Log In Now" button
Input data	
Expected result	The user is logged in
Step	4
Action	Click on the store button
Input data	
Expected result	The store page opened
Step	5

Action	Click on any game and add it to cart
Input data	
Expected result	The selected game appeared in the cart
Step	6
Action	Click on the cart icon in the top right of the page
Input data	
Expected result	The information payment page opened
Step	7
Action	Select a payment method
Input data	
Expected result	A check mark appeared in the selected box
Step	8
Action	Click on the "Pay for order now" button
Input data	
Expected result	You were redirected to the payment page
Step	9
Action	Enter the test card information and click on the pay button
Input data	
Expected result	The payment was confirmed and the game has appeared in the inventory

## Test 9 - Adding new funds to the account

Estimated time: 7 minutes

SeverityPriorityBehaviorType☆ Critical↑ HighNegativeFunctionalLayerIs FlakyMilestoneAutomationE2ENo-Not automated

**Status** Actual

Step	1
Action	Enter the webpage and click on the sign in button
Input data	
Expected result	The Log In border appeared
Chan	
Step	2
Action	Enter the email and password in the text fields
Input data	email:1234@gmail.com password:12345abc
Expected result	You were able to write the email and password in the text field
Step	3
Action	Click on the "Log In Now" button
Input data	
Expected result	The user is logged in
Step	4
Action	Move the cursor on the user's icon
Input data	The "Sign In" option is replaced by the user's icon
Expected result	An option list opened
Step	5
Action	Click on "Your Wallet" button from the list
Input data	

Expected result	Your Wallet page has opened
Step	6
эсер	
Action	Scroll down the page to the current funds and select an amount to buy
Input data	
Expected result	The information payment page opened
Step	7
Action	Select a payment method
Input data	
Expected result	A check mark appeared in the selected box
Step	8
Action	Click on the "Pay for order now" button
Input data	
Expected result	You were redirected to the payment page
Ston	9
Step	9
Action	Enter wrong card information in the text fields and click on the pay button
Input data	
Expected result	An error message appear and the payment was not made

# Test 10 - Adding a free game to the inventory

Estimated time: 2 minutes

SeverityPriorityBehaviorTypeo Normalo MediumNot setFunctionalLayerIs FlakyMilestoneAutomationE2ENo-Not automated

**Status** Actual

#### **Pre-conditions**

Have an existing account

Step	1
Action	Enter the webpage and click on the sign in button
Input data	
Expected result	The Log In border appeared
Step	2
Action	Enter the email and password in the text fields
Input data	email:1234@gmail.com password:12345abc
Expected result	You were able to write the email and password in the text field
Step	3
Action	Click on the "Log In Now" button
Input data	
Expected result	The user is logged in
Step	4
Action	Click on the "Store" option at the top of the website
Input data	
Expected result	The store page is opened
Step	5

Action	Write "free" in the search bar
Input data	
Expected result	Only the free games appeared on the page
Cton	6
Step	
Action	Choose a free game and add it to cart
Input data	
Expected result	
Step	7
Action	Click on the cart icon in the top right of the page
Input data	
Expected result	The information payment page opened
Step	8
Action	Click on the "Pay for order now" button
Input data	