

Test Case #1		
Test Case Description	Weekly Leaderboard Test	
Prerequisites	User should be logged in to the system.	
Test Data	-	
Test Scenario	Weekly leaderboard should be served to user when button is pressed.	
Testing Steps		
Step #	Details	Expected Result
1	Click on the leaderboards button.	The Leaderboards page should be opened.
2	Click on the weekly button.	The weekly leaderboards should be loaded.

Test Case #2		
Test Case Description	Monthly Leaderboard Test	
Prerequisites	User should be logged in to the system.	
Test Data	-	
Test Scenario	Monthly leaderboard should be served to the user when the button is pressed.	
Testing Steps		
Step #	Details	Expected Result
1	Click on the leaderboards button.	The Leaderboards page should be opened.
2	Click on the monthly button.	The monthly leaderboards should be loaded.

Test Case #3		
Test Case Description	New Game Button Testing	
Prerequisites	User should be logged in to the system.	
Test Data		
Test Scenario	Creating of a new game should be done when pressed the button.	
Testing Steps		
Step #	Details	Expected Result
1	Click on new game button.	Game screen should be opened.

Test Case #4		
Test Case Description	Successful User Login Test	
Prerequisites	Game should be open.	
Test Data	username: user, password: password	
Test Scenario	User should be logged into the system and view the main menu.	
Testing Steps		
Step #	Details	Expected Result
1	Enter username and password.	Details should be entered.
2	Click login	User should login safely.

Test Case #4		
Test Case Description	Failed User Login Test	
Prerequisites	Game should be open.	
Test Data	username: userNotExist , password: password	
Test Scenario	User should be warned with failed attempt.	
Testing Steps		
Step #	Details	Expected Result
1	Enter username and password.	Details should be entered.
2	Click login	User should be informed with failed attempts.

Test Case #5		
Test Case Description	Successful User Register Test	
Prerequisites	Game should be open.	
Test Data	username: usernew, password: password, email: newuser@email.com	
Test Scenario	Users should be registered successfully to the system.	
Testing Steps		
Step #	Details	Expected Result
1	Click on Register	User should be forwarded to register page.
2	Enter username, password and email.	User should be able to enter details.
3	Click on Register.	User should be informed

		with successful register.
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Test Case #6		
Test Case Description	Failed User Register Test	
Prerequisites	Game should be open.	
Test Data	username: user, password: password, email: newuser@email.com	
Test Scenario	Users should be informed with failed attempt.	
Testing Steps		
Step #	Details	Expected Result
1	Click on Register	User should be forwarded to register page.
2	Enter username, password and email.	User should be able to enter details.
3	Click on Register.	User should be informed with failed attempt.

Test Case #7		
Test Case Description	User should see Game Screen	
Prerequisites	Game should be opened.	
Test Data		
Test Scenario	User should successfully see the game screen.	
Testing Steps		
Step #	Details	Expected Result
1	User logs in to the system	User should be able to login successfully.
2	User clicks on new game	Game should load the new game page

3	User should see the screen.	User should be able to see the middle image and tileset totally.
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Test Case #8		
Test Case Description	Resetting the Game	
Prerequisites	Game should be opened after a successful Test Case #7 again.	
Test Data		
Test Scenario	User should successfully see the game screen	
Testing Steps		
Step #	Details	Expected Result
1	User logs in to the system	User should be able to login successfully.
2	User clicks on new game	Game should load the new game page
3	User should see the screen.	User should be able to see the middle image and tileset with different tiles than the previous test case.

Test Case #9		
Test Case Description	Rolling the Dice	
Prerequisites	User should already be in the game.	
Test Data		
Test Scenario	User should successfully roll the dice	
Testing Steps		
Step #	Details	Expected Result
1	User clicks on Roll button	Button should respond successfully.
2	User should observe the dice	A random dice roll should be seen on the game screen

		indicating the move of the player.
3	User should be moved to tile accordingly.	User should see its own pawn moved to tile based on roll on the dice.

Test Case #10		
<b>Test Case Description</b>	Go To Jail	
<b>Prerequisites</b>	User should already be in the game.	
<b>Test Data</b>		
<b>Test Scenario</b>	User should go to jail tile.	
<b>Testing Steps</b>		
<b>Step #</b>	<b>Details</b>	<b>Expected Result</b>
1	User rolls until encounters to the "Go to Jail" tile.	User should move between tiles until hit to the intended tile.
2	User should observe itself moving to the Jail tile.	Users pawn should be moved into the Jail tile.

Test Case #11		
<b>Test Case Description</b>	Jail Tile	
<b>Prerequisites</b>	User should already be in the game.	
<b>Test Data</b>		
<b>Test Scenario</b>	User should spend turn in jail tile.	
<b>Testing Steps</b>		
<b>Step #</b>	<b>Details</b>	<b>Expected Result</b>
1	User rolls until encounters to the "Go to Jail" tile.	User should move between tiles until hit to the intended tile.
2	User should observe itself moving to the Jail tile.	Users pawn should be moved into the Jail tile.



3	User can't play the next turn.	User should observe its next turn is skipped.
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