

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 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 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 Test	
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 Test	
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 Test	
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		
Test Case Description	Go To Jail Test	
Prerequisites	User should already be in the game.	
Test Data		
Test Scenario	User should go to jail tile.	
Testing Steps		
Step #	Details	Expected Result
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		
Test Case Description	Jail Tile Test	
Prerequisites	User should already be in the game.	
Test Data		
Test Scenario	User should spend turn in jail tile.	
Testing Steps		
Step #	Details	Expected Result
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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Test Case #12		
Test Case Description	Play Game Test	
Prerequisites	User should already be in the game.	
Test Data		
Test Scenario	User should be playing the game.	
Testing Steps		
Step #	Details	Expected Result
1	User rolls the dice.	Dice rolling is shown on the screen
2	User presses play button	User sees their pawn move X many tiles on the board which is shown on the dice result.

Test Case #13		
Test Case Description	Buying a Tile Test	
Prerequisites	User should be playing the game.	
Test Data		
Test Scenario	User should be able to buy a tile.	
Testing Steps		
Step #	Details	Expected Result
1	User rolls the dice.	Dice rolling is shown on the screen
2	User presses play button	User sees their pawn move X many tiles on the board which is shown on the dice result.
3	User waits for buy screen to buy a tile..	After movement, if the user ends up on a non-bought buyable tile, the user is

		shown a buy screen.
4	User buys a tile.	User clicks on the buy button and buys the tile. Tile name should turn to appropriate color, and the price of tile should be dropped from the player's money.

Test Case #14		
Test Case Description	Not Buying a Tile Test	
Prerequisites	User should be playing the game.	
Test Data		
Test Scenario	User should be able refuse to buy a tile.	
Testing Steps		
Step #	Details	Expected Result
1	User rolls the dice.	Dice rolling is shown on the screen
2	User presses play button	User sees their pawn move X many tiles on the board which is shown on the dice result.
3	User waits for buy screen to buy a tile..	After movement, if the user ends up on a non-bought buyable tile, the user is shown a buy screen.
4	User refuses to buys a tile.	User doesn't click on buy button. Tile name should stay same color, and the price of tile should not be dropped from the player's money.

Test Case #15	
Test Case Description	User Pays Rent Test

Prerequisites	Users should end up on a bought tile.	
Test Data		
Test Scenario	User pays the appropriate rent of a tile to the other user.	
Testing Steps		
Step #	Details	Expected Result
1	User rolls the dice.	Dice rolling is shown on the screen
2	User presses play button	User sees their pawn move X many tiles on the board which is shown on the dice result.
3	User automatically pays the rent.	After ending the turn on the opponent's tile, the user pays the rent of the tile to the opponent. User's money is transferred to the opponent and shown on the screen.

Test Case #16		
Test Case Description	User Gets Paid Rent Test	
Prerequisites	Opponent should end up on a user-bought tile.	
Test Data		
Test Scenario	User should get paid the appropriate rent of a tile from the other user.	
Testing Steps		
Step #	Details	Expected Result
1	User rolls the dice.	Dice rolling is shown on the screen
2	User presses play button	User sees their pawn move X many tiles on the board which is shown on the dice result.
3	Repeat Step 1-2 until the opponent ends up on your bought tile.	Opponent should end up on a bought tile successfully.

4	Uses should get paid automatically.	After ending the opponent's turn on the user's tile, the opponent pays the rent of the tile to the user. Opponent's money is transferred to the users and shown on the screen.
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Test Case #17		
Test Case Description	User Gets Money from Start Test	
Prerequisites	User should already have started the game.	
Test Data		
Test Scenario	Users should pass from the start and collect the money.	
Testing Steps		
Step #	Details	Expected Result
1	User rolls the dice.	Dice rolling is shown on the screen
2	User presses play button	User sees their pawn move X many tiles on the board which is shown on the dice result.
3	Step 1-2 is repeated until user passes the start	User should be able to play until it passes the start tile again.
4	User should collect money automatically.	A certain amount of money should be added to the user's account immediately after passing the start tile.

Test Case #18	
Test Case Description	End Game Screen Test
Prerequisites	One of the players must go bankrupt.
Test Data	
Test Scenario	Users should see the end game screen after end game conditions are met.

Testing Steps		
Step #	Details	Expected Result
1	User rolls the dice.	Dice rolling is shown on the screen
2	User presses play button	User sees their pawn move X many tiles on the board which is shown on the dice result.
3	Step 1-2 is repeated until user passes the start	Users should be able to play until it completes the game.
4	User is shown the end game screen.	User is shown the endgame screen. On the screen, the user should see the accumulated wealth of the player, the winner's name and scores on the screen.

Test Case #19		
Test Case Description	Successful Forgot Password Test.	
Prerequisites		
Test Data		
Test Scenario	User enters username and mail to receive a reset password token	
Testing Steps		
Step #	Details	Expected Result
1	User clicks on the Forgot Password button.	User should be see the forgot password screen on the client side.
2	User fills up the username and email area and clicks the button.	User should see the successful attempt screen on the client after successfully filling the forms.
3	Checking the email	User should've received an email titled "Reset Password Token", including a token for password resetting purposes.

Test Case #20		
Test Case Description	Failed Forgot Password Test.	
Prerequisites		
Test Data		
Test Scenario	User enters a wrong username or email and encounters an error.	
Testing Steps		
Step #	Details	Expected Result
1	User clicks on the Forgot Password button.	User should be see the forgot password screen on the client side.
2	User fills up the username and email area with wrong credentials and clicks the button.	User should see the wrong attempt screen on the client after successfully filling the forms.
3	Checking the email	User shouldn't received an email, and return to the main page.

Test Case #21		
Test Case Description	Successful Reset Password Test.	
Prerequisites	Should have a reset password token successfully.	
Test Data		
Test Scenario	User successfully updates the password.	
Testing Steps		
Step #	Details	Expected Result
1	User clicks on the ResetPassword button.	User should be see the reset password screen on the client side.
2	User fills up the username , new password and reset token area with successful credentials and clicks the button.	User should see the successful attempt screen on the client after successfully filling the forms.

3	Checking the password by Test Case #4	User should've conducted the test case number four to see if the password change is successful on the server-side.
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Test Case #22		
Test Case Description	Failed Reset Password Test.	
Prerequisites		
Test Data		
Test Scenario	User fails to update the password.	
Testing Steps		
Step #	Details	Expected Result
1	User clicks on the ResetPassword button.	Users should see the reset password screen on the client side.
2	User fills up the username , new password and reset token area with wrong credentials and clicks the button.	Users should see the wrong attempt screen on the client after successfully filling the forms.
3	Checking the password by Test Case #4	User should've conducted the test case number four to see if the password change is successful on the server-side. Login should fail since password change shouldn't happen.