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| **Test Case** | **Use Case** | **Input** | **Expected Output** |
| TC-01 | UC-01 | Player clicks "Start Practice Game" button | The practice games starts with showing the first pokemon to guess.  The "start" button will be disabled  The Timer will be started |
| TC-02 | UC-02 | The pokemon is shown on the screen  The player input is the same as the Pokémon | The player will get +1 score and a new pokemon will be generated |
| TC-03 | UC-03 | The player presses the "Skip" button | A new pokemon will be generated.  0 points given to the player |
| TC-04 | UC-04 | The Player presses the "Stop" button | The timer stops  The input field gets disabled  No new pokemon can be guessed |
| TC-05 | UC-07 | A Username or Email address is filled in  the button "send friend request" is pressed | A friend request is sent to a other person |
| TC-06 | UC-08 | A player presses the "Accept Friend Request" button | The player accepts the friend request and their new friend shows up in the friend list |
| TC-07 | UC-09 | A player presses the "Reject Friend Request" button | The player rejects the friend request and their friend list stays the same. |
| TC-08 | UC-10 | The player goes to the "Friends" Tab | A List of friends will be returned to the player  This list also shows which friends are online |
| TC-09 | UC-11 | The player selects a friend  the button "send race invitation" is pressed | A race invitation is now sent to the friend |
| TC-10 | UC-12 | The player receives an invitation | The player gets a Pop-Up with the invitation and Accept/Reject buttons |
| TC-11 | UC-13 | A player presses the "Accept Invitation" button | The player accepts the invitation  The player and their friend join a race. |
| TC-12 | UC-14 | A player presses the "Reject Invitation" button | The player rejects the invitation  The player and their friend do not join a race. |
| TC-13 | UC-15 | A player is in a race  Their opponent guess Pokémon right | The guessed pokemon counter of the opponent goes up. |