

Acceptance Tests

Test Scenario ID	Login-1	Test Case ID	Login1-A	
Test Case Description	Login-Positive Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				
S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu
2	Choose a name	Write the name	Username chose with success	Username chose with success

Test Scenario ID	Login-1	Test Case ID	Login1-B	
Test Case Description	Login-Negative Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				
S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu
2	Choose a name	Write the name	Username chose with success	Username already taken

Test Scenario ID	GameMode	Test Case ID	GameMode-A	
Test Case Description	GameMode-Positive Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				
S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu

2	Choose a name	Write the name	Username chose with success	Username chose with success
3	Choose multiplayer mode	Click in the option	Open Multiplayer Interface	Open Muliplayer Interface

Test Scenario ID	GameMode	Test Case ID	GameMode-B	
Test Case Description	GameMode-Negative Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				
S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu
2	Choose a name	Write the name	Username chose with success	Username chose with success
3	Choose multiplayer mode	Click in the option	Open Multiplayer Interface	Nothing happens

Test Scenario ID	ChoosePokemons	Test Case ID	ChoosePokemons-A	
Test Case Description	ChoosePokemons-Positive Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				
S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu
2	Choose a name	Write the name	Username chose with success	Username chose with success
3	Choose multiplayer mode	Click in the option	Open Multiplayer Interface	Open Muliplayer Interface
4	Choose Pokemon	Click in the pokemon	Pokemon chose with success	Pokemon chose with success

Test Scenario ID	ChoosePokemons	Test Case ID	ChoosePokemons-B	
Test Case Description	ChoosePokemons-Negative Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				
S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu
2	Choose a name	Write the name	Username chose with success	Username chose with success
3	Choose multiplayer mode	Click in the option	Open Multiplayer Interface	Open Multiplayer Interface
4	Choose Pokemon	Click in the pokemon	Pokemon chose with success	Pokemon already taken

Test Scenario ID	ChooseAttacks	Test Case ID	ChooseAttacks-A	
Test Case Description	ChooseAttacks-Positive Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				
S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu
2	Choose a name	Write the name	Username chose with success	Username chose with success
3	Choose multiplayer mode	Click in the option	Open Multiplayer Interface	Open Multiplayer Interface
4	Choose Pokemon	Click in the pokemon	Pokemon chose with success	Pokemon chose with success
5	Choose Attack	Click in the attack	One pokemon attacks the other	One pokemon attacks the other

Test Scenario ID	ChooseAttacks	Test Case ID	ChooseAttacks-B	
Test Case Description	ChooseAttacks-Negative Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				

S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu
2	Choose a name	Write the name	Username chose with success	Username chose with success
3	Choose multiplayer mode	Click in the option	Open Muliplayer Interface	Open Muliplayer Interface
4	Choose Pokemon	Click in the pokemon	Pokemon chose with success	Pokemon chose with success
5	Choose Attack	Click in the attack	One pokemon attacks the other	Nothing happens or another attack was used

Test Scenario ID	EndGame	Test Case ID	EndGame-A	
Test Case Description	EndGame-Positive Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				
S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu
2	Choose a name	Write the name	Username chose with success	Username chose with success
3	Choose multiplayer mode	Click in the option	Open Muliplayer Interface	Open Muliplayer Interface
4	Choose Pokemon	Click in the pokemon	Pokemon chose with success	Pokemon chose with success
5	Choose Attack	Click in the attack	One pokemon attacks the other	One pokemon attacks the other
6	One Pokemon defeat the other	One Pokemon dies	Receive the message- "Username" wins	Receive the message- "Username" wins

Test Scenario ID	EndGame	Test Case ID	EndGame-B	
Test Case Description	EndGame-Negative Case	Test Priority	High	
Pre-Requisite	NA	Post-Requisite	NA	
Test Execution Steps:				
S. No	Action	Inputs	Expected Output	Actual Output
1	Launch game	NA	First interface game /main menu	First interface game /main menu
2	Choose a name	Write the name	Username chose with success	Username chose with success

3	Choose multiplayer mode	Click in the option	Open Multiplayer Interface	Open Multiplayer Interface
4	Choose Pokemon	Click in the pokemon	Pokemon chose with success	Pokemon chose with success
5	Choose Attack	Click in the attack	One pokemon attacks the other	One pokemon attacks the other
6	One Pokemon defeat the other	One Pokemon dies	Receive the message- "Username" wins	Nothing happens or the player who loses receive the message that is the winner