

Test Scenario ID	EntryMenu	Test Case ID	EntryMenu-1
Test Case Description	Button Click – Login	Test Priority	Low
Pre-Requisite	NA	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Launch Application	Click button login with mouse	Game switches to login menu	Game switches to login menu		Pass	

Test Scenario ID	EntryMenu	Test Case ID	EntryMenu-2
Test Case Description	Button Click – Exit	Test Priority	Low
Pre-Requisite	NA	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Launch Application	Click button Exit with mouse	Application exits	Application exits		Pass	

Test Scenario ID	LoginMenu-1	Test Case ID	LoginMenu-1A
Test Case Description	Button Click – Back	Test Priority	Low
Pre-Requisite	Be on Login Menu	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	NA	Click on BACK button	Game goes back to entry manu	Game goes back to entry manu		Pass	[Gomes 04/12/2019]: Right now there's a bug where it saves information on textboxes from previous times.

Test Scenario ID	LoginMenu-2	Test Case ID	LoginMenu-2A
Test Case Description	Login Success	Test Priority	High
Pre-Requisite	Be on Login Menu, valid user account info	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Login with correct info	Username: root Password: 1234 Press Login button	Game accepts login and moves into GameState	Game accepts login and moves into GameState		Pass	[Gomes 04/12/2019]: For now, it goes straight into game, in the future it should enter the main menu.

Test Scenario ID	LoginMenu-2	Test Case ID	LoginMenu-2B
Test Case Description	Login Fail	Test Priority	High
Pre-Requisite	Be on Login Menu	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Enter incorrect username and password	Username: root Password: 1111 Press Login button	Error message appears	Error message appears		Pass	
2	Enter incorrect username and password	Username: guest Password: 1234 Press Login button	Error message appears	Error message appears		Pass	

Test Scenario ID	GameAction-1	Test Case ID	GameAction-1A
Test Case Description	Move up	Test Priority	High
Pre-Requisite	Be on game	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Move up a space without anything blocking	Press Move up player's key (W player 1, up arrow player 2)	Player's Character moves up a space	Player's Character moves up a space		Pass	
2	Move up a space with something blocking	Press Move up player's key (W player 1, up arrow player 2)	Player's Character stays in place	Player's Character stays in place		Pass	

Test Scenario ID	GameAction-1	Test Case ID	GameAction-1B
Test Case Description	Move down	Test Priority	High
Pre-Requisite	Be on game	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Move down a space without anything blocking	Press Move down player's key (S player 1, down arrow player 2)	Player's Character moves down a space	Player's Character moves down a space		Pass	
2	Move down a space with something blocking	Press Move down player's key (S player 1, down arrow player 2)	Player's Character stays in place	Player's Character stays in place		Pass	

Test Scenario ID	GameAction-1	Test Case ID	GameAction-1C
Test Case Description	Move right	Test Priority	High
Pre-Requisite	Be on game	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Move right a space without anything blocking	Press Move right player's key (D player 1, right arrow player 2)	Player's Character moves right a space	Player's Character moves right a space		Pass	
2	Move right a space with something blocking	Press Move right player's key (D player 1, right arrow player 2)	Player's Character stays in place	Player's Character stays in place		Pass	

Test Scenario ID	GameAction-1	Test Case ID	GameAction-1D
Test Case Description	Move left	Test Priority	High
Pre-Requisite	Be on game	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Move left a space without anything blocking	Press Move left player's key (A player 1, left arrow player 2)	Player's Character moves left a space	Player's Character moves left a space		Pass	
2	Move left a space with something blocking	Press Move left player's key (A player 1, left arrow player 2)	Player's Character stays in place	Player's Character stays in place		Pass	

Test Scenario ID	GameAction-2	Test Case ID	GameAction-2A
Test Case Description	Place a bomb successfully	Test Priority	High
Pre-Requisite	Be on game, able to place a bomb	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Place a bomb under the Character	Press Action player's key (space player 1, right shift player 2)	Player's Character places a bomb	Player's Character places a bomb		Pass	

Test Scenario ID	GameAction-2	Test Case ID	GameAction-2B
Test Case Description	Place a bomb unsuccessfully	Test Priority	Medium
Pre-Requisite	Be on game, not able to place a bomb	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Place a bomb under the Character	Press Action player's key (space player 1, right shift player 2)	Player's Character doesn't place a bomb	Player's Character doesn't place a bomb		Pass	[Gomes 04/12/2019]: A Character can't place a bomb if it hasn't stopped moving to the next square or if the bomb placing is on cooldown. This cooldown value is at 1 second for now

Test Scenario ID	GameLogic-1	Test Case ID	GameLogic-1A
Test Case Description	Death Logic – Player 1 dies	Test Priority	High
Pre-Requisite	Be on game, get hit by explosion	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Player 1 gets hit by	NA	Move to Game over screen and	Move to Game over screen and		Pass	

	an explosion		present message "YOU WIN PLAYER 2"	present message "YOU WIN PLAYER 2"			
Test Scenario ID	GameLogic-1				Test Case ID	GameLogic-1B	
Test Case Description	Death Logic – Player 2 dies				Test Priority	High	
Pre-Requisite	Be on game, get hit by explosion				Post-Requisite	NA	

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Player 2 gets hit by an explosion	NA	Move to Game over screen and present message "YOU WIN PLAYER 1"	Move to Game over screen and present message "YOU WIN PLAYER 1"		Pass	

Test Scenario ID	GameLogic-2	Test Case ID	GameLogic-2
Test Case Description	Walking Logic	Test Priority	Low
Pre-Requisite	Be on game, start walking	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Start walking towards a direction	NA	Character moves towards a direction progressively in a walking animation	Character moves towards a direction progressively in a walking animation		Pass	[Gomes 04/12/2019]: Parameters to change the amount of times it switches through walking pictures and how long it takes to reach the final position.

Test Scenario ID	GameLogic-3	Test Case ID	GameLogic-3
Test Case Description	Bomb Dropped Logic	Test Priority	Medium
Pre-Requisite	Be on game, place a bomb	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	A bomb is placed	NA	After a certain time, the bomb starts blinking black and red, eventually turning into an explosion	After a certain time, the bomb starts blinking black and red, eventually turning into an explosion		Pass	[Gomes 04/12/2019]: Parameters to change the time it takes to explode and number of blinks.

Test Scenario ID	GameLogic-4	Test Case ID	GameLogic-4
Test Case Description	Explosion Logic	Test Priority	Medium
Pre-Requisite	Be on game, bomb explodes	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	A bomb explodes	NA	The explosion appears on the screen, starting at where the bomb exploded and expanding vertically and horizontally, stopping on solid walls. After some time disappears.	The explosion appears on the screen, starting at where the bomb exploded and expanding vertically and horizontally, stopping on solid walls. After some time disappears.		Pass	[Gomes 04/12/2019]: This test should also evaluate if the images are displayed correctly. Cross at origin, horizontal and vertical depending on direction propagated.

Test Scenario ID	GameLogic-5	Test Case ID	GameLogic-5A
Test Case Description	Explosion hits Destructible wall	Test Priority	High
Pre-Requisite	Be on game, explosion happened	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	An explosion hits a destructible wall	NA	The wall is destroyed and turns into rubble and the rubble eventually disappears.	The wall is destroyed and turns into rubble and the rubble eventually disappears.		Pass	
2	Try to walk into the new space created	Movement keys needed to arrive at space	You can walk into the space	You can walk into the space		Pass	

Test Scenario ID	GameLogic-5	Test Case ID	GameLogic-5B
Test Case Description	Explosion hits indestructible wall	Test Priority	High
Pre-Requisite	Be on game, explosion happened	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	An explosion hits an indestructible wall	NA	The wall is not destroyed.	The wall is not destroyed.		Pass	
2	Try to walk into the wall that was hit	Movement keys needed to arrive at space	You can't walk into the space	You can't walk into the space		Pass	

Test Scenario ID	GameOverMenu	Test Case ID	GameOverMenu - 1
Test Case Description	Exit game over menu	Test Priority	Low
Pre-Requisite	NA	Post-Requisite	NA

Test Execution Steps:

S.No	Action	Inputs	Expected Output	Actual Output	Test Browser	Test Result	Test Comments
1	Exit game over menu	Press any key	You return to the entry menu	You return to the entry menu		Pass	