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

S.No	Action	Inputs	Expected	Actual	Test	Test	Test Comments
			Output	Output	Browser	Result	
1	Launch Apllication	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	Button Click – Exit	<b>Test Priority</b>	Low
Description			
Pre-Requisite	NA	Post-Requisite	NA

Test Execution Steps:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Test Execution Steps:

S.No	Action	Inputs	Expected	Actual	Test	Test	Test Comments
			Output	Output	Browser	Result	
1	Place a	Press Action	Player's	Player's		Pass	[Gomes
	bomb	player's key	Character	Character			04/12/2019]:
	under the	(space player	doesn't	doesn't			A Character can't
	Character	1, right shift	place a	place a			place a bomb if it
		player 2)	bomb	bomb			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
<b>Test Case</b> Death Logic – Player 1 dies		<b>Test Priority</b>	High
Description			
Pre-Requisite	Be on game, get hit by explosion	Post-Requisite	NA

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

	an		present	present			
	explosion		message	message			
			"YOU WIN	"YOU WIN			
			PLAYER 2"	PLAYER 2"			
Test S	Scenario ID	GameLogic-1			Test	Case ID	GameLogic-1B
Test 0	Test Case Death Logic –		Player 2 dies		Test	Priority	High
Descr	Description						
Pre-R	equisite	Be on game, ge	et hit by explosi	on	Post	-Requisite	NA

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

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

S.No	Action	Inputs	Expected	Actual	Test	Test	Test Comments
			Output	Output	Browser	Result	
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	est Case Bomb Dropped Logic		Medium
Description			
Pre-Requisite	Be on game, place a bomb	Post-Requisite	NA

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

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

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

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

S.No	Action	Inputs	Expected	Actual	Test	Test	Test Comments
			Output	Output	Browser	Result	
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	Test Case Explosion hits indestructible wall		High
Description			
Pre-Requisite	Be on game, explosion happened	Post-Requisite	NA

S.No	Action	Inputs	Expected	Actual	Test	Test	Test Comments
			Output	Output	Browser	Result	
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	GameOverMenu	Test Case ID	GameOverMenu - 1	
ID				
Test Case	Exit game over menu	Test Priority	Low	
Description				
Pre-Requisite	NA	Post-Requisite	NA	

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