|  |  |  |  |
| --- | --- | --- | --- |
| **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 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 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 Apllication | 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:

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **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 |  |

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| --- | --- | --- | --- |
| **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:

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **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:

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **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 an explosion | | NA | Move to Game over screen and present message “YOU WIN PLAYER 2” | Move to Game over screen and present message “YOU WIN PLAYER 2” |  | | Pass |  | | |
| **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. |

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| --- | --- | --- | --- |
| **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. |

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| --- | --- | --- | --- |
| **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 |  |