




ID	Test Case Description	Precondition	Steps	Expected Result	Actual Result	P/F
T1	User should be able to access the webportal via its URL.	The webportal must be up.	1) User enters the web portal's URL into the web browser. 2) The webportal home's page loads and is displayed onto the user's screen.	User managed to gain access to the website and is able to view the webportal's homepage		P
T2	User should be able to access the Dashboard page by selecting it via the navbar.	The webportal must be up and dashboard page link is valid.	1) User can access dashboard page by clicking the dashboard from navbar. 2) The webportal's dashboard page assets loads and is displayed onto the user's screen.	User is able to successfully access the web portal's dashboard page.		P
T3	User should be able to access the Map page by selecting it via the navbar.	The webportal must be up and map page link is valid.	1) User can access map page by clicking the map from navbar. 2. The webportal's map page assets loads and is displayed onto the user's screen.	User is able to successfully access the web portal's map page.		P
T4	User should be able to access Terminal page by selecting it via the navbar.	The webportal must be up and terminal page link is valid.	1) User can access map page by clicking the terminal from navbar. 2. The webportal's terminal page assets loads and is displayed onto the user's screen.	User is able to successfully access the web portal's terminal page.		P
T5	User should be able to access Tutorial page via selecting it via the navbar.	The webportal must be up and tutorial page link is valid.	1) User can access tutorial page by clicking the tutorial from navbar. 2. The webportal's tutorial page assets loads and is displayed onto the user's screen.	User is able to successfully access the web portal's tutorial page.		P
T6	User should be able to view various car statistic from the dashboard.	1) The webportal must be up and dashboard page link is valid. 2) The user must also have finished at least one round of the game. 3) The robotic car must have an active connection to the webportal.	1) User can access dashboard page . 2) User can view the page content properly	User successfully view the car statistics from dashboard.		P
T7	User should be able to complete the tutorial from the tutorial page.	The webportal must be up and tutorial page link is valid.	1) User can access tutorial page . 2) User can complete the tutorials by clicking on them.	User successfully view and complete the tutorials on the tutorial page.		P
T8	User should be able to create their custom game map at the map page.	The webportal must be up and the map page link is valid.	1) User can access map page. 2) User is able to drag and drop the map elements onto the map's grid.	2) User successfully drag and drop map items onto the grid of the map.		P
T9	User should be able to save their custom game map at the map page.	1) The webportal must be up and the map page link is valid. 2) The map elements dragged onto the map grid must adhere to the game's logic.	1) User can access map page. 2) User is able to drag and drop the map elements onto the map's grid. 3) User is able to save their custom map.	2) User successfully save their custom map on the terminal page.		P
T10	User should be able to view their created custom game map at the terminal page.	1) The webportal must be up and terminal page link is valid. 2) The map must be saved after the user created it.	1) User can access terminal page. 2) User able to view their created custom game map.	User successfully view their custom map on the terminal page.		P

T11	User should be able to play their custom game map at the terminal page.	1) The webportal must be up and terminal page link is valid. 2) The map must be saved after the user created it.	1) User can access terminal page. 2) User able to drag and drop various blocky commands.	User successfully drag and drop the command in the blockly terminal.		P
T12	User should be able to reset their inputted commands at the terminal page.	The webportal must be up and the terminal page link is valid.	1) User can access map page. User clicks on the "reset" button.	2) User successfully reset their custom map.		P
T13	User can display previously created maps.	User must be able to access web portal and the map creation page.	1. User clicks on the maps button on the navigation bar.	Previously saved maps are displayed on the screen, available to be selected.		
T14	User can view map assets - grids, routes, boundary - when	User must be able to select maps and is on	1. User clicks on the maps button on the navigation bar. 2. User clicks on the empty map.	1) A boundary and unshaded square grids are displayed on the screen to represent an empty map.		
T15	User can select an empty map on the map creation page.	User must be able to access web portal and	1. User clicks on the maps button on the	An empty map is displayed on the screen, available for selection.		