

# Manual Testing

## Connection Scene

- A user can connect to the desired server in this scene

Action	Expectation
Enter an invalid URL (for example, with whitespaces)	The connect button is disabled and the warning text "URL invalid" should be displayed in RED. The input field also turns RED.
Enter an URL that is not hosting the server and click on Connect	The input field turns RED and a warning text "Cannot connect to this server" is displayed in RED.
Enter an URL that is hosting the server	The input field initially has the "loading" animation and once it is connected to the server, the login scene is displayed.

## Login Scene

- A user can log in with an already existing account in this scene. If they do not have an account, they can click on the register a new account text.

Action	Expectation
Enter an incorrect username-password combination and click on Login	The text field turns RED and an error text "Could not log in" is displayed
Enter a correct username-password combination and click on Login	The user is logged in and the Main Menu Scene is displayed
Click on Back button	The user is taken back to the Connection scene
Click on "Register a new account"	The user is taken to the Register Scene

## Register Scene

- A user can register a new account in this scene

Action	Expectation
User leaves the fields empty and clicks on Register	The username and password fields turn RED and an error text "Username or password is empty" is displayed in RED.
The user fills all the fields but the password and confirm password don't match and clicks on Register	Both the password fields turn RED and an error text "Passwords are not matching" is displayed in RED

User fills in all the fields correctly and clicks on Register	A new account is created and the Main Menu is displayed
User clicks on the Back button	The login screen is displayed

### Main Menu Scene

- This scene is the main menu and user can choose the available game modes, settings, help page or even log out.

Action	Expectation
User clicks on the Singleplayer button	A new single-player game is started and the question scene is displayed
User clicks on the Multiplayer button	The user joins the lobby
User clicks on the Leaderboard button	The global single-player leaderboard is displayed
User clicks on the Settings button	The admin panel is displayed
User clicks on the Help button	The help screen is displayed
User clicks on the Log out button	The user is logged out and the Login screen is displayed

### Help Screen Scene

- This scene is the help screen and information on “how to play the game” is displayed.

Action	Expectation
User clicks on the Back button	The main menu is displayed

### Admin Panel Scene

- This scene is the admin panel and lets the user view and edit activities and import a new activity bank.

Action	Expectation
User clicks on Import the ZIP button	A File Dialog is displayed and a user can select a zip file to be uploaded
User clicks on the Add an activity button	A new scene to add an activity is displayed
User clicks on the Delete by ID button	A new scene to delete an activity is displayed
User clicks on the List all activities button	A new scene that lists all the activities is displayed
User clicks on the Back button	The main menu is displayed

### Add an Activity scene

- This scene lets the user add new activities to the database

Action	Expectation
The user clicks on Add with all/some of the fields empty	The fields turn RED and an error text "All fields are mandatory" is displayed in RED
The user tries to enter non-numeric characters in the consumption-in-wh field	The non-numeric characters are not displayed in the input field
The user clicks on the Image field	A file dialog is displayed and the user can choose an image file.
The user fills in all the fields correctly and provides an Image and then clicks on the Add button	The new activity is added to the database and the admin panel is displayed
The user clicks on the Back button	The admin panel is displayed and no activity is added to the database

#### Delete by ID scene

- This scene lets the user to delete activities by ID

Action	Expectation
The user clicks on the Delete button with the field empty	The fields turn RED and an error text "Field is mandatory" is displayed in RED
The user enters an non-existing ID and clicks on the Delete button	The fields turn RED and an error text "No Activity with id: " is displayed in RED
The user enters an existing ID and clicks on the Delete button	The activity is deleted and the Admin panel is displayed
The user clicks on the Back button	The admin panel is displayed and no activity is deleted

#### List all activities scene

- This scene displays all the activities in a table and lets the user delete/edit them

Action	Expectation
The user hovers over the image icon of an activity	The image of the activity is displayed
The user clicks on the edit icon of an activity	A new scene is displayed that lets the user edit the activities.
The user clicks on the delete icon of an activity	A new popup is displayed asking for confirmation. The user can either confirm or deny. If confirmed, the activity is deleted

The user clicks on the Back button	The admin panel is displayed
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### Edit activities scene

- This scene is accessed through the List all activities scene. The user can edit activities here.

Action	Expectation
User clicks on the Ok button while some/all fields are empty	The fields turn RED and an error text "All fields are mandatory" is displayed in RED
User clicks on the Ok button after correctly filling in the fields	The activity is edited and the List all activities scene is displayed
User clicks on the Back button	The list of all activities scene is displayed and no activity is edited

### SinglePlayerLeaderboard scene

- This scene displays the global single-player scene

Action	Expectation
User clicks on the Refresh button	The leaderboard is updated
User hovers over the bar graph icon	A bar graph representation of the leaderboard is displayed. The user's scores are colored gold
User clicks on the Back button	The main menu is displayed

### Lobby scene

- This scene is accessed when the Multiplayer button is clicked in the main menu.

Action	Expectation
The user clicks on the Ready button (while not Ready)	The user is set to ready and their name turns GREEN. It is also updated for other clients in the lobby
The user clicks on one of the emojis	The emoji is displayed in the chatbox
The user clicks on the Ready button (while already Ready)	The user is set Not Ready and their name turns RED. It is also updated for other clients in the lobby
The user clicks on the Back button	The user leaves the lobby and the main menu is displayed
All users click on the Ready button (i.e all users are ready)	A new start button is displayed to all the clients in the lobby.
The user clicks on the Start button when visible	The multiplayer game is started for all the clients

### Game Open Question Scene

- This scene is for open questions

Action	Expectation
The user tries to enter non-numeric characters for the fields	The non-numeric characters are not displayed in the field. The user is prevented from entering non-numeric characters
The user clicks on the sound icon	The game is muted if it is in an unmuted state (and the other way around).
The user clicks on the quit icon	A popup is displayed that asks for confirmation. If confirmed, the user leaves the game and returns to the main menu.
The user clicks on the Next button when they are in a single-player game mode. (This button is made visible once the timer ends)	The next question is displayed

### Game Multichoice Scene

- This scene is for the multiple-choice question types

Action	Expectation
The user clicks on an option	The option appears in blue and is selected
The user clicks on the sound icon	The game is muted, if it is in an unmuted state (and the other way around).
The user clicks on the quit icon	A popup is displayed that asks for confirmation. If confirmed, the user leaves the game and returns to the main menu.
<b><u>THE BELOW IS ONLY FOR MULTIPLAYER GAMEMODE</u></b>	N/A
The user clicks on one of the jokers	The joker is selected and used and the other clients are informed.
The user clicks on an emoji	The emoji is sent to the other clients in the same game
The user tries to click on an already used joker	There is no response as they are disabled

### Multiplayer Leaderboard Scene

- This scene is for the local multiplayer leaderboard

Action	Expectation
User hovers over the bar graph icon	A bar graph representation of the leaderboard is displayed. The user's scores are colored gold

#### End game scene

- This scene is displayed once the game ends.

Action	Expectation
The user clicks on the Main Menu button	The main menu scene is displayed
<b><u>THE BELOW IS ONLY FOR THE SINGLEPLAYER GAMEMODE</u></b>	N/A
The user clicks on the Restart Game button	A new game is started
The user clicks on the Leaderboard button	The global singleplayer leaderboard is displayed
<b><u>THE BELOW IS ONLY FOR THE MULTIPLAYER GAMEMODE</u></b>	N/A
The user clicks on the Rejoin Lobby button	The lobby scene is displayed and the user leaves the current Game.