

The Coolest Alien Shooter Game

GUI Event Tests

Version: 1.0

Test Case ID:	GUI_001	Test Case Description:	Test the Login Functionality into the Application						
Date Tested:	27.04.2020								
S #	Prerequisites				S #	Test Data			
1	Connection to Back-end Server				1	username: clientTest			
2	User should already be registered into the system				2	password: clientTest			
3									
4									
Test Scenario:	Login to client application with valid username and password.								
Step #	Step Details	Expected Result		Actual Result		Pass/Fail			
1	Open the application	Application should open		As Expected		Pass			
2	Write credentials	Forms should be updated with given text		As Expected		Pass			
3	Login button clicked	User should be authorized		As Expected		Pass			
4	Wait for response	Main Menu should be opened		As Expected		Pass			

Test Case ID:	GUI_002	Test Case Description:	Test the Login Functionality into the Application						
Date Tested:	27.04.2020								
S #	Prerequisites				S #	Test Data			
1	Connection to Backend Server				1	username: inValid			
2					2	password: inValid			
3									
4									
Test Scenario:	Login to client application with invalid username and password.								
Step #	Step Details	Expected Result		Actual Result		Pass/Fail			
1	Open the application	Application should open		As Expected		Pass			
2	Write credentials	Forms should be updated with given text		As Expected		Pass			
3	Login button clicked	User should not be authorized		As Expected		Pass			
4	Wait for response	User should be informed with login fail		As Expected		Pass			

Test Case ID:	GUI_003	Test Case Description:	Test the Register Functionality into the Application						
Date Tested:	27.04.2020								
S #	Prerequisites				S #	Test Data			
1	Connection to Backend Server				1	username: newUser			
2	User newUser is not registered				2	password1: newUser			
3	Passwords are same				3	password2: newUser			
4									
Test Scenario:	Register with valid password and username								
Step #	Step Details		Expected Result		Actual Result		Pass/Fail		
1	Open the application		Application should open		As Expected		Pass		
2	Click Register link		Register pop-up should open		As Expected		Pass		
3	Write new credentials		Forms should be updated with given text		As Expected		Pass		
4	Register button clicked		User should be registered		As Expected		Pass		
5	Wait for response		User should be informed with register success		As Expected		Pass		

Test Case ID:	GUI_004	Test Case Description:	Test the Register Functionality into the Application					
Date Tested:	27.04.2020							
S #	Prerequisites			S #	Test Data			
1	Connection to Backend Server			1	username: newUser			
2				2	password1: newUser			
3				3	password2: newUser2			
4								
Test Scenario:	Register with invalid password and username							
Step #	Step Details	Expected Result	Actual Result	Pass/Fail				
1	Open the application	Application should open	As Expected	Pass				
2	Click Register link	Register pop-up should open	As Expected	Pass				
3	Write new credentials	Forms should be updated with given text	As Expected	Pass				
4	Register button clicked	User should not be registered	As Expected	Pass				
5	Wait for response	User should be informed with register fail	As Expected	Pass				

Test Case ID:	GUI_005	Test Case Description:	Test the HighScore screen						
Date Tested:	27.04.2020								
S #	Prerequisites				S #	Test Data			
1	Already logged in to the system				1	-			
2	Main menu should already be opened								
3									
4									
Test Scenario:	Open the HighScore menu								
Step #	Step Details	Expected Result		Actual Result		Pass/Fail			
1	Click the High Scores button	HighScore menu should open		As Expected		Pass			

Test Case ID:	GUI_006	Test Case Description:	Test the HighScore screen						
Date Tested:	27.04.2020								
S #	Prerequisites				S #	Test Data			
1	Already logged in to the system				1	-			
2	HighScore menu should already be opened								
3									
4									
Test Scenario:	Switch between the leaderboards								
Step #	Step Details	Expected Result		Actual Result		Pass/Fail			
1	Click the Monthly tab	Monthly scores tab should open		As Expected		Pass			
2	Click the All Times tab	All Times tab should open		As Expected		Pass			
3	Click the Weekly tab	Weekly tab should open		As Expected		Pass			

Test Case ID:	GUI_007	Test Case Description:	Test the HighScore screen						
Date Tested:	27.04.2020								
S #	Prerequisites				S #	Test Data			
1	Already logged in to the system				1	-			
2	HighScore menu should already be opened								
3									
4									
Test Scenario:	Return to Main Menu from HighScore Menu								
Step #	Step Details		Expected Result		Actual Result		Pass/Fail		
1	Click the Main Menu button		Main Menu should open		As Expected		Pass		

Test Case ID:	GUI_008	Test Case Description:	Test the Credits screen					
Date Tested:	27.04.2020							
S #	Prerequisites				S #	Test Data		
1	Already logged in to the system				1	-		
2	Main menu should already be opened							
3								
4								
Test Scenario:	Open the Credits menu							
Step #	Step Details	Expected Result		Actual Result		Pass/Fail		
1	Click the Credits button	HighScore menu should open		As Expected		Pass		

Test Case ID:	GUI_009	Test Case Description:	Test the Credits screen					
Date Tested:	27.04.2020							
S #	Prerequisites				S #	Test Data		
1	Already logged in to the system				1	-		
2	Credits menu should already be opened							
3								
4								
Test Scenario:	Return to Main menu from Credits Menu							
Step #	Step Details	Expected Result		Actual Result		Pass/Fail		
1	Click the Main Menu button	Main menu should open		As Expected		Pass		

Test Case ID:	GUI_010	Test Case Description:	Test the Game screen					
Date Tested:	27.04.2020							
S #	Prerequisites			S #	Test Data			
1	Already logged in to the system			1	-			
2	Main menu should already be opened							
3								
4								
Test Scenario:	Open the Game screen							
Step #	Step Details	Expected Result	Actual Result		Pass/Fail			
1	Click the New Game button	Game screen should open	As Expected		Pass			

Test Case ID:	GUI_011	Test Case Description:	Test the Exit functionality					
Date Tested:	27.04.2020							
S #	Prerequisites			S #	Test Data			
1	Already logged in to the system			1	-			
2	Main menu should already be opened							
3								
4								
Test Scenario:	Exit from the application							
Step #	Step Details	Expected Result	Actual Result		Pass/Fail			
1	Click the Exit button	Exit pop-up should open	As Expected		Pass			
2	Click the Yes button	Pop-up and application should close	As Expected		Pass			

Test Case ID:		GUI_012		Test Case Description:		Test the Exit functionality			
Date Tested:		27.04.2020							
S #	Prerequisites				S #	Test Data			
1	Already logged in to the system				1	-			
2	Main menu should already be opened								
3									
4									
Test Scenario:		Do not Exit from the application							
Step #	Step Details		Expected Result		Actual Result		Pass/Fail		
1	Click the Exit button		Exit pop-up should open		As Expected		Pass		
2	Click the No button		Pop-up should close		As Expected		Pass		
3	Wait for response		Main menu should open		As Expected		Pass		