

# Testing Document

## Summary:

This document contains the system tests that need to be completed for the Rollerball game.

Test Case ID	Summary	Test Procedure	Pass/Fail
TC01	Check that the player was able to connect to the game server	1. Run the driver of the game 2. If not connected throw an exception	pass
TC02	Check that a player is able to log in	1. Player clicks login and enters information to login	fail
TC03	Check that new player is able to register	1. Player clicks to register as new player and gives unique information	fail
TC04	Check that a player is able to log out	1. Player clicks logout and is taken back to the login page	fail
TC05	Check that a player is able to unregister	1. Player clicks unregister and upon approval is removed from the database	fail
TC06	Check that a player can see a list of all current games	1. Player clicks on current games and sees a list of all games that are still going on	fail
TC07	Check that a player can see the stats of past games	1. Player clicks to view their profile and sees a list of the number of games that they have won/lost/draw on	fail
TC08	Check that player can start a new game	1. Player clicks new game and is prompted to invite friend 2. Once friends are invited they are able to make their first move on the board	fail
TC09	Check that player can play the game when it is their turn	1. Player clicks on an active game that is their turn on 2. Player is able to choose a	fail

		piece to make a move	
TC10	Check that player can view the allowable moves on their turn	<ol style="list-style-type: none"> <li>1. Player is in an active game where it is their turn</li> <li>2. Player selects a piece and the squares where that piece is able to move are highlighted</li> </ol>	pass
TC11	Check that a player can accept or reject an invitation	<ol style="list-style-type: none"> <li>1. Player receives an invite to play from another player</li> <li>2. Player has the option to accept the game and play or to reject and it goes away</li> </ol>	fail
TC12	Check that a notification is received when a player accepts or rejects your request to play	<ol style="list-style-type: none"> <li>1. Player sends an invite for a game</li> <li>2. Another player receives this invite and accept/reject it</li> <li>3. Player that made invite receives notification of response to invite.</li> </ol>	fail
TC13	Check that user can quit a game	<ol style="list-style-type: none"> <li>1. Player is in a current game</li> <li>2. Player has option to quit, and if they do the game is counted as a loss and is no longer in current games.</li> </ol>	fail
TC14	Check that game rules are followed	<ol style="list-style-type: none"> <li>1. Player starts playing a game</li> <li>2. When a player makes a piece move, it is tested for correctness/ if it is a valid move first.</li> <li>3. If a checkmate occurs, the game ends</li> <li>-or-</li> <li>4. If the players king reaches the opposite end the game ends</li> </ol>	pass
TC15	Check that the state of the game is updated whenever a player makes a move	<ol style="list-style-type: none"> <li>1. A game is being played among to two players</li> <li>2. When one player makes a move, the other should be able to see that move right away and continue the game</li> </ol>	fail



