

# 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	Actual Data
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	Manually tested Made sure the servers console showed the player was connected
TC02	Check that a player is able to log in	1. Player clicks login 2. Player provides username (e.g. Player1) 3. Player provides password (e.g. password18) 4. Player is logged in and on the home page.	pass	Manually tested Made sure the player was able to access home page
TC03	Check that new player is able to register	1. Player clicks to register as new player and gives unique information	pass	Manually tested Made sure the player was inserted into the database
TC04	Check that a player is able to log out	1. Player clicks logout and is taken back to the login page	pass	Manually tested Made sure the GUI asked for a player to register or login
TC05	Check that a player is able to unregister	1. Player clicks unregister and upon approval is removed from the database	pass	Manually tested Made sure the

				player was deleted from the database
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	pass	Manually tested Checked when a player was logged in and had 2 games running it could view both of the games with two separate players
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	pass	Manually tested Made sure the player profile would show a game history of wins, loses
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	pass	Manually tested Made sure the game was inserted into the database and the player was a white pieces, and the player invited was the black pieces
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 piece to make a move	pass	Manually tested Made sure when a player was playing against another player

				and it was their turn again they could move again.
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	<p>Manually Tested</p> <p>Tested that once a played selected a piece it would highlight all available moves and they can not click on any other piece</p>
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>	pass	<p>Manually Tested</p> <p>Tested the player could accept an invite from another player.</p> <p>Tested the player can also reject a game from another player</p>
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>	pass	<p>Manually tested</p> <p>When someone received an invite it would be in their pending invites tab</p>
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</li> </ol>	fail	<p>Manually Tested</p> <p>The player was not able</p>

		counted as a loss and is no longer in current games.		to quit a game.
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	<p>Manually Tested</p> <p>The player was only allowed to move the piece to highlighted location which would follow game rules. Each of the pieces was tested to make sure they made valid moves.</p>
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>	pass	<p>Manually Tested</p> <p>Made sure that each of the players got an updated game board when a move was made.</p>