Acceptance Tests:

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| Action | Data | Expected Result |
| Registration to the system  (Use case 1) | User name and e-mail does not exist in the system.  The password matches the security policy. | Success: A new user is created in the system. The user is provided with an "action success" message. |
| User name already exist in the system. | Fail: The user is asked to choose another user name. |
| E-mail already exist in the system. | Fail: The user is asked to choose another e-mail or to log in with the account related to this address. |
| One of the characters of the user name, e-mail, password or date of birth are illegal. | Fail: The user is asked to choose another user name, e-mail, password or date of birth. |
| Log in to the system  (Use case 2) | User name and password are valid. | Success: The user is logged into the system and receives a relevant message. |
| The user name does not exist in the system. | Fail: The user is informed that the user name entered does not exist in the system. |
| The password is incorrect. | Fail: The user is informed that his password was incorrect. |
| One of the characters of the user name, password is incorrect. | Fail: The user is asked to choose another user name, password. |
| The password set to be SQL query. | Fail: The user is asked to choose another password. |
| Log out from the system  (Use case 3) | The user asks to log out. | Success: The user is logs out out and informed that he's no longer logged into the system. |
| Edit user profile  (Use case 4) | The user changes some of his personal details. | Success: The user profile is updated and the user is informed. |
| The user does not change his personal details. | Fail: The user is informed that no changes occurred. |
| Some of the data is invalid. | Fail: The user is informed that some of the data was invalid and his changes were not saved. |
| One of the characters of the e-mail, password are invalid. | Fail: The user is asked to choose another e-mail, password. |
| Create new game  (Use case 5) | Game preferences are valid.  Game name is not taken. | Success: A new game is created in the system. The user is provided with an "action success" message.  The user is then added to the relevant game. |
| Game name is taken. | Fail: The user is asked to select another game name. |
| Number of players is less than 2 or greater than 9. | Fail: The user is asked to insert a number between 2 and 9. |
| Game name is null. | Fail: The user is asked to insert a game name. |
| Buy in is greater than the user's balance. | Fail: The user is asked to insert a buy-in lower than his balance. |
| Join existing game  (Use case 6) | An available game was selected.  User have enough balance to buy-in and his rank fits the game requirements. | Success: The user is added to the game.  The system updates his account balance and game balance.  The user receives a relevant message.  The rest of the players are informed accordingly. |
| Game is full. | Fail: The user is asked to select another game due to selected game being full. |
| The user does not have enough balance to buy-in. | Fail: The user is informed that he does not have enough money to buy-in and asked to select another game. |
| The user's rank does not fit the game requirements. | Fail: The user is informed that his rank does not fit the game requirements and asked to select another game. |
| Spectate active game  (Use case 7) | Active game was selected. | Success: The user join the selected game in spectate mode and receives a relevant message.  The rest of the players are informed accordingly. |
| Leave game  (Use case 8) | The user select "Yes" while asked if he wants to leave the currently played game. | Success: The user leaves the game and receive a success message.  The rest of the players are informed. |
| The user select "No" while asked if he wants to leave the currently played game. | Fail: The user remains in the game and receive a relevant message. |
| The user is the only player in the game and select "Yes" while asked if he wants to leave the currently played game. | Success: The user leaves the game and receive a success message.  The game is closed. |
| Replay non-active games  (Use case 9) | The user select a non-active game to see its' replay. | Success: The user is presented with a replay of the selected game by the system. |
| Save favorite turns  (Use case 10) | The user select specific favorite turns from a given replay. | Success: The system saves the selected turns and relevant message is provided for the user. |
| Find all available games  (Use case 11) | The user search for available games for his balance amount and rank. | Success: The user receives a list of available games and success message. |
| There are no available games. | Fail: The user receives a message informing there are no available games. |
| Find all available games for spectating  (Use case 12) | The user wants to join a game as a spectator, therefore selecting the appropriate option in the system | Success: All relevant games which are available for spectating are presented for the user and he can join any of them. |
| There are no available games. | Fail: The user receives a message informing there are no available games. |