Test Report

Synthesis Assignment Semester 2

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ID	FR	UC	Name	Number of tests	%Passed	Expected Result
TC-	FR-	UC-	Create	3.	100%	A new tournament
01	01	01	Tournament			is created and
						saved in the
						database.
TC-	FR-	UC-	Update	1	100%	The desired
02	01	02	Tournament			tournament gets
						updated.
TC-	FR-	UC-	Delete	4	100%	The desired
03	01	03	Tournament			tournament gets
						deleted.
TC-	FR-	UC-	View	8	100%	The
04	01	04	Tournament			View_Tournament
						form opens with
						details for the
						desired
						tournament.
TC-	FR-	UC-	Register	28	100%	Player account
05	02	01	Player(account			gets created and
			creation)			saved in the
						database.
TC-	FR-	UC-	Register	28	100%	Player gets added
06	02	02	Player for			to the list of
			tournament			participants for the
						desired
						tournament.
TC-	FR-	UC-	Exit	4	100%	Player gets
07	02	03	Tournament			removed from the
						list of participants
						for the desired
						tournament.
TC-	FR-	UC-	Generate	10	90%	Tournament
08	03	01	Tournament			schedule gets
			Schedule			created based on

TC	ED	LIC	Docietos	1.4	1000/	the playing system(Round-Robin). If the number of players registered is odd, x amount of players will have a bye.
TC- 09	FR- 04	UC- 01	Register results of a game	14	100%	The game gets scored based on the selected sport type.
TC- 10	FR- 05	UC- 01	Show results of a tournament	3	66,6%	Game results are displayed in a table along with bronze, silver and gold medals for the players with the highest wins in descending order.
TC- 11	FR- 07	UC- 01	Support multiple sport types	2	100%	A new tournament with the appropriate sport type and scoring system is created and saved to the database.
TC- 12	FR- 10	UC- 01	Generate Player Profile	2	100%	An overview of the player's personal details and their wins, as well as the tournaments they have played in and their scores are all displayed.
TC- 13	FR- 12	UC- 01	Handle Ties	3	66,6%	Upon tournament completion(i.e all games have been scored), any

			players that have
			an identical
			amount of wins
			are tie-handled.
			This handling is
			based upon afirst-
			come first-served
			basis, where the
			player who won
			their games earlier
			in the tournament
			will take
			precedent over the
			latter player.

Remarks

FR-05, UC-01:

1 test failed due to a logical error in the function which handles the results. Due to the result of this test, the issue is fixed.

FR-12, UC-01:

1 test failed due to a logical error in the function which handles the standings(bronze, silver and gold). Due to the result of this test, the issue is now fixed.