Test Report

For

GAME HUB

Version 1.0 approved

Prepared by

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Test Case 1

Test Case 2

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| **Test Case Name**: New Registration  **Short Description**: Test the registering details | | | |
| **Preconditions:**  The user must know his details.  The system displays the Account Creation page. | | | |
| **Step** | **Action** | **Expected System Response** | **Pass/Fail** |
| 1 | Click the “Sign-up” button | The system displays a message asking the user to enter new username and password. | Pass |
| 2 | Click “Confirm” button | The system displays the login page. | Pass |
| 3 | Check Post Condition |  |  |
| **Post Condition:**   1. The new details are stored in the database. | | | |

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| **Test Case Name**: Login  **Short Description**: Test the Login Credentials | | | |
| **Preconditions:**  The user has already created an account in the website and has the required login credentials.  The system displays the login page. | | | |
| **Step** | **Action** | **Expected System Response** | **Pass/Fail** |
| 1 | Click the “Login” button | The system displays a message asking the user to enter the username and password | Pass |
| 2 | Enter username | The system receives the username, validates and gets ready to receive the password. | Pass |
| 3 | Enter Password:”\*\*\*\*\*” | The system displays a message of confirmation. | Pass |
| 4 | Click “Confirm” button | The system displays the main menu | Pass |
| 5 | Check Post Condition |  |  |
| **Post Condition:**   1. The user is logged in and has access to all functionalities of the website. | | | |

Test Case 3

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| **Test Case Name**: Play the game  **Short Description**: Test for playing the game of user’s choice | | | |
| **Preconditions:**  The user must have a valid registered account. | | | |
| **Step** | **Action** | **Expected System Response** | **Pass/Fail** |
| 1 | Click on any of 4 games. | The system displays the front page of the game along with instructions on how to play the game. | Pass |
| 2 | Play the game using the direction keys | The system receives the input from the respective keys and acts accordingly. | Pass |
| 3 | Play the game to obtain the highest possible score. | The system displays the score at the end of the game. The game ends after the user uses up all his lives. | Pass |
| 4 | Check Post Condition |  |  |
| **Post Condition:**   1. The new high scores are stored in the database. | | | |

Test Case 4

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| **Test Case Name**: Check the high scores  **Short Description**: Test for checking the high scores | | | |
| **Preconditions:**  The user must have a valid registered account. | | | |
| **Step** | **Action** | **Expected System Response** | **Pass/Fail** |
| 1 | Click on “High score” button | The system opens up a new webpage which contains the usernames in rows and scores of the games in the columns | Pass |
| 2 | Click “Show” Button | The system displays the high scores of the respective user in the respective games. | Pass |
| 3 | Check Post Condition |  |  |
| **Post Condition:**   1. The updated high scores stored in the database should be displayed in tabular form. | | | |