**Test plan**

**Game “Example”**

# Introduction

## Objectives

TestCaseTameris a web-basedTestManagementtoolusedtocreateandstoretestsaswellastheresultsofrunningthosetests. Thetestteamisresponsiblefortestingtheproductandensuringitmeetstheirneeds. Thetestteamisboththecustomerandthetesterinthisproject.

Phase 1 oftheprojectwilldeliver TCT (TestCaseTamer) withfunctionalitytocreateandstoremanualtests. Thiswillallowthetestteamtostarttransferringtestsovertothenewsystem. Musthavefunctionalityisconsideredmoreimportantthanthedeliverydateinthisproject.

## Team Members

|  |  |
| --- | --- |
| **Resource Name** | **Role** |
| <Developer\_Name> | Developer |
| <PM\_\_Name> | Project Manager / Tester |
| <Tester\_Name> | Tester |

# Scope

Theinitialphasewillincludeall ‘musthave’ requirements. Theseandanyotherrequirementsthatgetincludedmustallbetested. AttheendofPhase 1, a testermustbeableto:

1. Create a manualtestwithasmanystepsasnecessary
2. Saveit
3. Retrieveitandhavetheabilitytoviewitwhenrunningthetest
4. Enterresultsandappropriatecomments
5. Viewresults

Astheteamworkswiththeproducttheywilldefinetheneedsforthesecondphase.

Loadtestingwillnotbeconsideredpartofthisprojectsincetheuserbaseisknownandnotanissue.

Rewriting, movingorportingexistingtestcasesfromtheexistingWorddocumentsisnotconsideredpartofthisproject.

# Assumptions / Risks

## Assumptions

Thissectionlistsassumptionsthataremadespecifictothisproject.

1. Deliveryoftheproductisinformatthatthetestteamcancheckitinto CVS.

## Risks

Thefollowingriskshavebeenidentifiedandtheappropriateactionidentifiedtomitigatetheirimpactontheproject. Theimpact (orseverity) oftheriskisbasedonhowtheprojectwouldbeaffectediftheriskwastriggered. Thetriggeriswhatmilestoneoreventwouldcausetherisktobecomeanissuetobedealtwith.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| # | Risk | Impact | Trigger | Mitigation Plan |
| 1 | Scope Creep – as testers become more familiar with the tool, they will want more functionality | High | Delays in implementation date | Each iteration, functionality will be closely monitored. Priorities will be set and discussed by stakeholders. Since the driver is functionality and not time, it may be necessary to push the date out. |
| 2 | Changes to the functionality may negate the tests already written and we may loose test cases already written | High – to schedule and quality | Loss of all test cases | Export data prior to any upgrade, massage as necessary and re-import after upgrade. |
| 3 | Weekly delivery is not possible because the developer works off site | Medium | Product did not get delivered on schedule |  |
| 4 |  |  |  |  |

# Test Approach

Theprojectisusinganagileapproach, withweeklyiterations. Attheendofeachweektherequirementsidentifiedforthatiterationwillbedeliveredtotheteamandwillbetested.

Exploratorytestingwillplay a largepartofthetestingastheteamhasneverusedthistypeoftoolandwillbelearningastheygo. Testsforplannedfunctionalitywillbecreatedandaddedto TCT aswegetiterationsoftheproduct.

## Test Automation

Automatedunittestsarepartofthedevelopmentprocess, butnoautomatedfunctionaltestsareplannedatthistime.

# Test Environment

A newserverisrequiredforthewebserver, theapplicationandthedatabase.

# Milestones / Deliverables

## Test Schedule

Theinitialtestschedulefollows……….

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **TaskName** | **Start** | **Finish** | **Effort** | **Comments** |
| TestPlanning |  |  |  |  |
| ReviewRequirementsdocuments |  |  | 2 d |  |
| Createinitialtestestimates |  |  | 1 d |  |
| Staffandtrainnewtestresources |  |  |  |  |
| Firstdeployto QA testenvironment |  |  |  |  |
| Functionaltesting – Iteration 1 |  |  |  |  |
| Iteration 2 deployto QA testenvironment |  |  |  |  |
| Functionaltesting – Iteration 2 |  |  |  |  |
| Systemtesting |  |  |  |  |
| Regressiontesting |  |  |  |  |
| UAT |  |  |  |  |
| Resolutionoffinaldefectsandfinalbuildtesting |  |  |  |  |
| DeploytoStagingenvironment |  |  |  |  |
| Performancetesting |  |  |  |  |
| ReleasetoProduction |  |  |  |  |

## Deliverables

|  |  |  |
| --- | --- | --- |
| **Deliverable** | **For** | **Date / Milestone** |
| TestPlan | ProjectManager; QA Director; TestTeam |  |
| TraceabilityMatrix | ProjectManager; QA Director |  |
| TestResults | ProjectManager |  |
| TestStatusreport | QA Manager, QA Director |  |
|  |  |  |
| Metrics | Allteammembers |  |
|  |  |  |

**Log in and create an accountviews**

**Version History**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Version # | Date | Author | ChangesSummary | ReviewCommentsLocation |
| 1.0 | 07/11/2016 | Tester1 | Initialtestcase |  |
|  |  |  |  |  |
|  |  |  |  |  |

|  |  |  |
| --- | --- | --- |
| Number | Action | Comments |
| 1 | General |  |
| 2 | Log in via Facebook |  |
| 3 | Create an account view |  |
| 4 | Log in view |  |
| 5 | Register-Log in Interactions |  |

**Object:**Log in via Facebook, create an account view, log inview, Register-Log in Interactionsin game **“Example”**

**Testing type:**Functional testing

**Pre-requirements:**IOS 6.1, IOS 7

**Pre-conditions:**Iphone 4, Iphone 5, human-tester

**Test cases**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Number | Action | | | Expectedresult | | Test result |
| **1** | **General** | | | | | |
| **1.1** | **Open game** | | | | | |
|  | Pre steps:   1. Kill the process of game on Iphone 2. Launch game | | |  |  | |
| 1.1.1 | Steps:   1. Check that splash screen “Example App” is loaded | | | Splash screen “Example App” is loaded |  | |
| 1.1.2 | Steps:   1. Check that splash screen “Example” is loaded | | | Splash screen “Example” is loaded |  | |
| 1.1.3 | Steps:   1. Check that Start view is loaded | | | Start view is loaded |  | |
| **1.2** | **View changing (forward back)** | | | | | |
| 1.2.1 | Steps:   1. Click on Back Button “←” 2. Check that Start view is loaded | | | Previousview is loaded |  | |
| 1.2.2 | Steps:   1. Click on Link “log in” 2. Check that Log In view is loaded | | | Log In view is loaded |  | |
| 1.2.3 | Steps:   1. Click on Link “create one” 2. Check that create an Accountview is loaded | | | Create an Accountview is loaded |  | |
| **1.3** | **Show-Hide** | | | | | |
| 1.3.1 | Steps:   1. Click on Exit Button of the iphone 2. Check that the game was hidden | | | The game was hidden |  | |
| 1.3.2 | Steps:   1. Click on the ' Example' icon 2. Check that the splash screen “Example” is appeared | | | The splash screen is appeared |  | |
| 1.3.3 | Steps:   1. Click on the 'Example' icon 2. Check that the game is appeared again | | | The game is loaded on Start view |  | |
| **2** | **Log in via Facebook** | | | | | |
| **2.1** | **Login via Facebook. First time login** | | | | | |
| 2.1.1 | Steps:   1. Click on Button “connect via Facebook” 2. Check that log in via Facebook, if app Facebook is not installed | | | Log in via Safari | |  |
| 2.1.2 | Steps:   1. Click on Button “connect via Facebook” 2. Check that log in via Facebook, if app Facebook is installed | | | Log in via app Facebook | |  |
| 2.1.3 | Steps:   1. Click on Button “Connect using Facebook” 2. Check that Facebook website (application) is loaded for log in | | | Facebook website (application) is loaded for log in | |  |
| 2.1.4 | Steps:   1. Click on Button “Connect using Facebook” 2. Type correct email and password to login in Facebook 3. Go Back to Example 4. Check the result | | | Log in into game via Facebook | |  |
| 2.1.5 | Steps:   1. Click on Button “Connect using Facebook” 2. Type correct email and password to login in Facebook 3. Go Back to Example 4. Check Main view is loaded | | | Main view is loaded | |  |
| 2.1.6 | Steps:   1. Click on Button “Connect using Facebook” 2. Type correct email and password to login in Facebook 3. Check the result | | | Message about getting of personal data is appeared | |  |
| **2.2** | **Login via Facebook. Account was remembered** | | | | | |
|  | Pre-steps:   1. Click on Button “Connect using Facebook” 2. Type correct email and password to login in Facebook 3. Go Back to Example | | |  | |  |
| 2.2.1 | Steps:   1. Click on Button “Connect using Facebook” 2. Check that game is connected to Facebook server | | | Game is connected to Facebook server | |  |
| 2.2.2 | Steps:   1. Click on Button “Connect using Facebook” 2. Check that Main view is loaded | | | Main view is loaded | |  |
| **2.3** | **Change data of account in Facebook** | | | | | |
| 2.3.1 | Steps:   1. Log in via Facebook 2. Hide game 3. Launch app Facebook (Safari) 4. Change password 5. Open game 6. Start new game 7. Check the result | | | The game was logged out | |  |
| 2.3.2 | Steps:   1. Log in via Facebook 2. Hide game 3. Delete app Facebook 4. Open game 5. Start new game 6. Check the result | | | The game was started | |  |
| 2.3.3 | Steps:   1. Log in via Facebook 2. Log out 3. Delete Facebook app 4. Log in via Facebook 5. Check the result | | | Main view was opened without any prompting | |  |
| 2.3.4 | Steps:   1. Log in via Facebook 2. Hide game 3. Clean cache 4. Open game 5. Start new game | | | The game was logged out | |  |
| **3** | **Create an accountview** | | | | | |
| **3.1** | **Iphone keyboard** | | | | | |
| 3.1.1 | Steps:   1. Click on Text Area “enter email” 2. Check that iphone keyboard is appeared to enter the text | | | Iphone keyboard is appeared to enter the text | |  |
| 3.1.2 | Steps:   1. Click on Text Area “password” 2. Check that iphone keyboard is appeared to enter the text | | | Iphone keyboard is appeared to enter the text | |  |
| 3.1.3 | Steps:   1. Click on Text Area “confirm password” 2. Check that iphone keyboard is appeared to enter the text | | | Iphone keyboard is appeared to enter the text | |  |
| **3.2** | **Email field positive tests** | *String view at <more than 2 symbols (0-9,a-z,A-Z,’\_’,’-‘,’.’)>@<more than 1 symbol (0-9,a-z,A-Z,’\_’,’-‘,’.’)>.<less than 4 symbol (a-z,A-Z)>* | | | | |
| 3.2.1 | Steps:   1. Type Text Area “enter email” = user@email.ua 2. Type Text Area “password” = rrr 3. Type Text Area “confirm password” = rrr 4. Click on Button “ok” 5. Check that create account with email user@email.ua | | | Create account with email user@email.ua | |  |
| 3.2.2 | Steps:   1. Type Text Area “enter email” = user\_test@email.ua 2. Type Text Area “password” =aaa 3. Type Text Area “confirm password” =aaa 4. Click on Button “ok” 5. Check that create account with email user\_test@email.ua | | | Create account with email user\_test@email.ua | |  |
| 3.2.3 | Steps:   1. Type Text Area “enter email” = user-test@email.ua 2. Type Text Area “password” =qqq 3. Type Text Area “confirm password” =qqq 4. Click on Button “ok” 5. Check that create account with email user-test@email.ua | | | Create account with email user-test@email.ua | |  |
| 3.2.4 | Steps:   1. Type Text Area “enter email” = user1234@email.ua 2. Type Text Area “password” =qwe 3. Type Text Area “confirm password” =qwe 4. Click on Button “ok” 5. Check that create account with email user1234@email.ua | | | Create account with email user1234@email.ua | |  |
| **3.3** | **Password and confirm field positive tests** | | | *String view at <more than 2 symbols (0-9,a-z,A-Z,’\_’,’-‘,’.’)>* | | |
| 3.3.1 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” =1111 3. Type Text Area “confirm password” =1111 4. Click on Button “ok” 5. Check that create account with password 1111 | | | Create account with password 1111 | |  |
| 3.3.2 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” =rtyu 3. Type Text Area “confirm password” = rtyu 4. Click on Button “ok” 5. Check that create account with password rtyu | | | Create account with password rtyu | |  |
| 3.3.3 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” =111ert 3. Type Text Area “confirm password” = 111ert 4. Click on Button “ok” 5. Check that create account with password 111ert | | | Create account with password 111ert | |  |
| 3.3.4 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” = admin 3. Type Text Area “confirm password” = admin 4. Click on Button “ok” 5. Check that create account with admin password | | | Create account with admin password | |  |
| **3.4** | **Boundary values of email field** | | | | | |
| 3.4.1 | Steps:   1. Type Text Area “enter email” long value a-z, A-Z, 0-9   Example: adnj….dAW23ksfhj@mail.com (256 characters)   1. Type Text Area “password” = ccc 2. Type Text Area “confirm password” = ccc 3. Click on Button “ok” 4. Check that create account with email adnj….dAW23ksfhj@mail.com (256 characters) | | | Error message appears: “Please, use less than 50 characters in email” | |  |
| **3.5** | **Boundary values of password field** | | | | | |
| 3.5.1 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” long value a-z, A-Z, 0-9   Example: 3427d….cGHds(256 characters)   1. Type Text Area “confirm password” = 3427d….cGHds(256 characters) 2. Click on Button “ok” 3. Check that create account with password 3427d….cGHds(256 characters) | | | Error message appears: “Please, don’t use more than 25 symbols in password” | |  |
| 3.5.2 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” long value a-z, A-Z, 0-9   Example: 3rertt….Dfe34(257 characters)   1. Type Text Area “confirm password” = 3rertt….Dfe34(257 characters) 2. Click on Button “ok” 3. Check that create account with password 3rertt….Dfe34(257 characters) | | | Error message appears: “Please, don’t use more than 25 symbols in password” | |  |
| **4** | **Log inview** | | | | | |
| **4.1** | **Iphone keyboard is appeared** | | | | | |
| 4.1.1 | Steps:   1. Click on Text Area “enter email” 2. Check that iphone keyboard is appeared to enter the text | | | Iphone keyboard is appeared to enter the text | |  |
| 4.1.2 | Steps:   1. Click on Text Area “password” 2. Check that iphone keyboard is appeared to enter the text | | | Iphone keyboard is appeared to enter the text | |  |
| **4.2** | **Email positive tests** | | *String viewat<more than 2 symbols (0-9,a-z,A-Z,’\_’,’-‘,’.’)>@<more than 1 symbol (0-9,a-z,A-Z,’\_’,’-‘,’.’)>.<more than 1 symbol (a-z,A-Z)>* | | | |
| 4.2.1 | Steps:   1. Type Text Area “enter email” = user@email.ua 2. Type Text Area “password” = qwe 3. Click on Button “ok” 4. Check that log in with email user@email.ua | | | Log in with email user@email.ua, if such user is registered | |  |
| 4.2.2 | Steps:   1. Type Text Area “enter email” = user\_test@email.ua 2. Type Text Area “password” = qwe 3. Click on Button “ok” 4. Check that log in with email user\_test@email.ua | | | Log in with email user\_test@email.ua, if such user is registered | |  |
| **4.3** | **Password positive tests** | | | *String viewat<more than 2 symbols (0-9,a-z,A-Z,’\_’,’-‘,’.’)>* | | |
| 4.3.1 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” =1111 3. Click on Button “ok” 4. Check that log in with digits in password | | | Log in with digits in password, if such user is registered | |  |
| 4.3.2 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” =rtyu 3. Click on Button “ok” 4. Check that log in with letters in password | | | Log in with letters in password, if such user is registered | |  |
| **4.4** | **Boundary values of email field** | | |  | |  |
| 4.4.1 | Steps:   1. Type Text Area “enter email” long values a-z, A-Z, 0-9   Example: jsfhd…GH3435@mail.com(256 characters)   1. Type Text Area “password” = qwe 2. Click on Button “ok” 3. Check that log in with email jsfhd…GH3435@mail.com(256 characters) | | | Log in with email jsfhd…GH3435@mail.com(256 characters), if such user is registered | |  |
| 4.4.2 | Steps:   1. Type Text Area “enter email” long values a-z, A-Z, 0-9   Example: vfdFfd…45fdsf@mail.com(257 characters)   1. Type Text Area “password” = qwe 2. Click on Button “ok” 3. Check that log in with email vfdFfd…45fdsf@mail.com(257 characters) | | | Log in with email vfdFfd…45fdsf@mail.com(257 characters), if such user is registered | |  |
| 4.4.3 | Steps:   1. Type Text Area “enter email” long values a-z, A-Z, 0-9   Example: Fhjh33…sfdkk45@mail.com(36767 characters)   1. Type Text Area “password” = qwe 2. Click on Button “ok” 3. Check that log in with email Fhjh33…sfdkk45@mail.com(36767 characters) | | | Log in with email Fhjh33…sfdkk45@mail.com(36767 characters), if such user is registered | |  |
| 4.4.4 | Steps:   1. Type Text Area “enter email” long values a-z, A-Z, 0-9   Example: fghj7f…fgvTy@mail.com(36768 characters)   1. Type Text Area “password” = qwe 2. Click on Button “ok” 3. Check that log in with email fghj7f…fgvTy@mail.com(36768 characters) | | | Log in with email fghj7f…fgvTy@mail.com(36768 characters), if such user is registered | |  |
| **4.5** | **Boundary values of password field** | | | | | |
| 4.5.1 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” long value a-z, A-Z, 0-9   Example: 3427d….cGHds(256 characters)   1. Click on Button “ok” 2. Check that log in with password 3427d….cGHds(256 characters) | | | Log in with password 3427d….cGHds(256 characters) | |  |
| 4.5.2 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” long value a-z, A-Z, 0-9   Example: 3rertt….Dfe34(257 characters)   1. Click on Button “ok” 2. Check that log in with password 3rertt….Dfe34(257 characters) | | | Log in account with password 3rertt….Dfe34(257 characters) | |  |
| 4.5.3 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” long value a-z, A-Z, 0-9   Example: ghdfD….fdsg34(36767 characters)   1. Click on Button “ok” 2. Check that long with password ghdfD….fdsg34(36767 characters) | | | Log in with password ghdfD….fdsg34(36767 characters) | |  |
| 4.5.4 | Steps:   1. Type Text Area “enter email” =user@email.net 2. Type Text Area “password” long value a-z, A-Z, 0-9   Example: sd23fds….Fdewew(36768 characters)   1. Click on Button “ok” 2. Check that log in with password sd23fds….Fdewew(36768 characters) | | | Log in with password sd23fds….Fdewew(36768 characters) | |  |
| **4.6** | **Email negative tests** | | | | | |
| 4.6.1 | Steps:   1. Leave Text Area “enter email” blank 2. Click on Button “ok” 3. Check that create account without email | | | Error message is appeared: “Please enter your email” with Button “OK” | |  |
| 4.6.2 | Steps:   1. Type Text Area “enter email” =user@23234.com 2. Type Text Area “password” = 111 3. Type Text Area “confirm password” = 111 4. Click on Button “ok” 5. Check that create account with email user@23234.com | | | Error message is appeared: “Please enter your email in view at [example@example.com](mailto:example@example.com)” with Button “OK” | |  |
| **4.8** | **Forgot password function** | | | | | |
| 4.8.1 | Steps:   1. Leave Text Area “enter email” blank 2. Click on Link “forgot password” 3. Check that Forgot password view is loaded | | | Error message appears: “Please, enter your e-mail” with Button “OK” |  | |
| 4.8.2 | Steps:   1. Type Text Area “enter email”=user@mail.com 2. Click on Link “forgot password” 3. Check that Forgot password view is loaded, if such email is not registered | | | Error message appears: “This email is not registered“OK” |  | |
| 4.8.3 | Steps:   1. Type Text Area “enter email”=user@mail.com 2. Click on Link “forgot password” 3. Check Forgot password view is loaded, if such email is registered | | | Forgot password view is loaded, if such email is registered |  | |
|  |  | | |  | |  |
| **5** | **Register-Log in Interactions** | | | | | |
| **5.1** | **Positive tests** | | | | | |
|  | Pre-steps:   1. Launch game 2. Create user with email “user@mail.com” and password “pass” | | |  | |  |
| 3.5.1 | Steps:   1. TypeText Area “enter email”=user@mail.com 2. TypeText Area “enter password”=pass 3. Check result | | | Log in succeeded | |  |
| **5.2** | **Boundary values** | | | | | |
|  | Steps:   1. Create account with email: (256 characters) and password: (256 characters) 2. Check that log in with such email and password | | | Error message appears: “Please, use less than 50 symbols” | |  |
|  | Steps:   1. Create account with email: (257 characters) and password: (257 characters) 2. Check that log in with such email and password | | | Error message appears: “Please, use less than 50 symbols” | |  |
|  | Steps:   1. Create account with email: (36767 characters) and password: (36767 characters) 2. Check that log in with such email and password | | | Error message appears: “Please, use less than 50 symbols” | |  |
|  | Steps:   1. Create account with email: (36768 characters) and password: (36768 characters) 2. Check that log in with such email and password | | | Error message appears: “Please, use less than 50 symbols” | |  |
| **5.3** | **Negative tests** | | | | | |
|  | Pre-steps:   1. Launch game 2. Create user with email “user@mail.com” and password “pass” | | |  | |  |
| 5.3.1 | Steps:   1. Leave Text Area “enter email” blank 2. Type Text Area “enter password”=pass 3. Check result | | | Error message appears: “Please enter username!” with Button “OK” | |  |
| 5.3.2 | Steps:   1. Type Text Area “enter email”= user@mail.com 2. Leave Text Area “enter password” blank 3. Check result | | | Error message appears: “Please enter password!” with Button “OK” | |  |
| 5.3.3 | Steps:   1. Leave Text Area “enter email” blank 2. Leave Text Area “enter password” blank 3. Check result | | | Error message appears:  “Please enter username!”  “Please enter password!”  with Button “OK” | |  |
| 5.3.4 | Steps:   1. TypeText Area “enter email”=user@mail.com 2. TypeText Area “enter password”=passee 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| 5.3.5 | Steps:   1. TypeText Area “enter email”=user123@mail.com 2. TypeText Area “enter password”=pass 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| 5.3.6 | Steps:   1. TypeText Area “enter email”=user123@mail.com 2. TypeText Area “enter password”=passer 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| 5.3.7 | Steps:   1. TypeText Area “enter email”= ‘ ’user@mail.com 2. TypeText Area “enter password”=pass 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| 5.3.8 | Steps:   1. TypeText Area “enter email”= user@mail.com‘ ’ 2. TypeText Area “enter password”=pass 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| 5.3.9 | Steps:   1. TypeText Area “enter email”= ‘ ’ user@mail.com‘ ’ 2. TypeText Area “enter password”= ‘ ’pass‘ ’ 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| 5.3.10 | Steps:   1. TypeText Area “enter email”= <user@mail.com> 2. TypeText Area “enter password”=pass 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| 5.3.11 | Steps:   1. TypeText Area “enter email”= user@mail.com 2. TypeText Area “enter password”=<pass> 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| 5.3.12 | Steps:   1. TypeText Area “enter email”= UseR@mail.com 2. TypeText Area “enter password”=pass 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| 5.3.13 | Steps:   1. TypeText Area “enter email”= user@mail.com 2. TypeText Area “enter password”=paSS 3. Check result | | | Error message appears:  “Incorrect log in or password!”  with Button “OK” | |  |
| **5.4** | **Remember me function** | | | | | |
| 5.4.1 | Steps:   1. Log in with registered user 2. Log out 3. Close/open game 4. Check user is logged | | | User is not logged in | |  |
| 5.4.2 | Steps:   1. Log in with registered user 2. Log out 3. Hide/ open game 4. Check user is logged | | | User is not logged in | |  |
| 5.4.3 | Steps:   1. Log in 2. Clear cache 3. Hide game 4. Open game | | | User is not logged in | |  |