ALIEN GAME FRONT-END TEST CASES

1. Login page should be the scene of the first run of the application.
2. Register button should direct to the register scene.
3. The user should enter a valid email address and password must have at least five characters.
4. After registration user should be login with his/her new account.
5. With correct account information, login button should log the user in and direct him/her to the main page of the application.
6. There should be three buttons, play, leader board, log out, in the main page scene.
7. Log out button should log the user out.
8. Leader board button should direct the user leader board scene.
9. There should be two tables, weekly and all time, on the leader board scene.
10. The table should indicate how many points a person has received.
11. The user should sort the score tables in alphabetical order with user name button. The user should sort the score tables in descending or ascending order with score button.
12. The user should be redirected to the main mage with main menu button in leader board scene.
13. Game should start with play button.
14. Level should be shown in the left top corner of the scene.
15. Amount of health remaining should be shown in the top of the scene.
16. Score should be shown in the right top corner of the scene.
17. Spacecraft should move with 'W' for forward, 'S' for going back, 'D' for right, 'A' for left.
18. Spacecraft should shoot with 'Space' keyboard key.
19. The game should level up and recreate all the enemies after killing all the enemies in each level.
20. The game should be ended after killing all the enemies in level 3.
21. Whenever the spacecraft is hit, health should be reduced by 20.
22. If the health remaining is zero, the game should be ended.
23. The user's score should be shown after ending the game.
24. User should be directed to the main page after confirming the pop-up screen showing game score.
25. The score of each game should be saved to the leader board tables with related user.