*Initial Report - Testing*

Writing test cases will be a collaborative effort between the management team and the development team. This agreement between the two groups strengthens the accuracy of the original test cases and allows additional test requirements discovered during development to challenge the product. The two teams working together create the opportunity to deliver test cases that are executable by a non-tech audience.

**Test Case Requirements**

Test cases are to be executed by an external audience from the project team, preferably by another group at university studying Building IT Systems (COSC2625) at the Royal Melbourne Institute of Technology. Once test cases have been finalised the team will conduct a review and incorporate the feedback into the project to make the necessary adjustments.

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| --- | --- | --- | --- | --- | --- |
| **Created by** | Team | **Executed by** | External | **Date** | Week 7 - 11 |
| **Where** | Online | **Platform** | MS Teams | **Browser** | Chrome, Safari |

**Test Cases**

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| --- | --- | --- | --- |
| **Date** | **Test Case** | **Scenario** | **Pass/Fail** |
| Week 7 | Navigation | User can navigate start/menu without crashing application. |  |
| Week 7 | Navigation | User can navigate between chess puzzles without crashing application (Openings, Solutions, Checkmate) |  |
| Week 8 | POC | User can move chess pieces on chessboard. |  |
| Week 9 | POC | User can play a game of chess. |  |
| Week 10 | Openings | User can play a randomised series of chess openings. |  |
| Week 10 | Solutions | User can play a randomised series of chess scenarios. |  |
| Week 11 | Checkmate | User can play a randomised series of chess finishings. |  |