Test Ref	Req. Being Tested	Test Content	Input	Output	Pass Criteria
SE-N17-001	FR1, FR7	Check that a valid user can login to the system.	Input on login page for existing user. User-name: slj11@aber.ac.uk Valid password for this user: mypassword submit button pressed	User authenticated onto the system and redirected to their profile page. New session for this user started on server.	User is authenticated onto the system.
SE-N17-002	FR1, FR7	Check user names that are not emails are not admitted to the system.	Input on login page for existing user. User-name: slj11 Valid password: mypassword	Error message warns user that email isn't valid.	User is not authenticated. Error message shown.
SE-N17-003	FR1, FR7	Check passwords of length less than 8 are too short.	Input on login page for existing user. User-name: slj11@aber.ac.uk Password: mypassw	Error message warns that password is invalid.	User is not authenticated. Error message shown.
SE-N17-004	FR1, FR7	Check that passwords of length greater than 20 are too long.	Input on login page for existing user. User-name: slj11@aber.ac.uk Password: mypasswordqwertylopwq	Error message warns that password is invalid.	User is not authenticated. Error message shown.
SE-N17-005	FR1, FR7	Check a user with a valid email, but not on the system is not authenticated.	Input on login page for existing user. User-name: xxx@aber.ac.uk password: mypassword	Error message warns that the user is not registered on the system.	User is not authenticated. Error message shown.
SE-N17-	FR1, FR7	Check a user with a valid	Input on login page for existing user.	Error message warns that the	User is not authenticated.

006		email but incorrect password is not authenticated.	User name: slj11@aber.ac.uk password: mywrongpass	user entered the wrong password.	Error message shown.
SE-N17-007	FR1, FR7, FR6	Check that a new user can be registered on the system.	Input on login page for new user form. Username: newuser@aber.ac.uk password: newpassword password check: newpassword	User added to system. Given starting monster and redirected to there profile page.	User is created in the system, has a new monster created and is authenticated and directed to their profile page.
SE-N17-008	FR1, FR7, FR6	Check a new user name that is not an email is not registered	Input on login page for new user. User-name: newuser Valid password: mypassword password check: mypassword	Error message warns user that email isn't valid.	User is not created. Error message shown.
SE-N17-009	FR1, FR7, FR6	Check passwords of length less than 8 are too short.	Input on login page for new user. User-name: newuser@aber.ac.uk Password: mypassw Password check: mypassw	Error message warns that password is invalid.	User is not created. Error message shown.
SE-N17-010	FR1, FR7, FR6	Check that passwords of length greater than 20 are too long.	Input on login page for new user. User-name: newuser@aber.ac.uk Password: mypasswordqwertylopwq Password check: mypasswordqwertylopwq	Error message warns that password is invalid.	User is not created. Error message shown.
SE-N17-011	FR1, FR7, FR6	Check a user with a valid email that is already on the system is not created	Input on login page for new user. User-name: slj11@aber.ac.uk password: mypassword password check: mypassword	Error message warns that the user is already registered with the system.	User is not created. Error message shown.
SE-N17-012	FR1, FR7, FR6	Check that if the password that has been typed matches	Input on login page for new user. User-name: newuser@aber.ac.uk Password: mypassword Confirm Password: mypassss	Error message warns that the passwords entered do not match.	User is not created. Error message shown.
SE-N17-013	FR1, FR7	Check that a user can only access parts of	Attempt to access all other pages of the site other than the	Should be redirected back to the	Unregistered/Unauthenticated users are redirected back

		the site if they are registered and authenticated.	login/register page.	login/register page.	to the login/register page.
SE-N17-014	FR7	Check a user can logout from the system.	Login to the system using a valid registered users details. Then logout using the logout button.	User is directed to the login/register page.	The users session is terminated and they can no longer access secure parts of the site.
SE-N17-015	FR2, FR8	User can access their friends page from their profile.	From the profile click the friends button.	User is taken to a list of their friends.	User is shown a list of their current friends.
SE-N17-016	FR3, FR8	User is shown a list of there current monsters and their stats on the profile page.	On the profile page a list of monsters is shown. Click/highlight a monster to view it's stats.	The monsters stats are shown next to the monster.	Monsters stats are successfully shown the user.
SE-N17-017	FR4, FR8	User can view a list of notifications.	On the profile page click the notifications button.	User should be shown a list of current notifications for battle/breeding/friend requests and fight/breeding results.	List of battle/breeding/friend requests and fight/breeding results shown.
SE-N17-018	FR4, FR8	User can view a list of no notifications.	On the profile page click the notifications button when the user has no pending notifications.	User should be shown a "no notifications" message	No notifications message shown.
SE-N17-019	FR4, FR8	For each type of notification (battle, breeding, friend requests and fight/breeding results) check that the list is displayed correctly when the user has only one of these requests and no others.	On the profile page click the notifications button.	User should be shown a list of current notifications for battle/breeding requests and fight/breeding results.	List of battle/breeding requests and fight results shown.
SE-N17-019a	FR4, FR8	For each type of notification (battle, breeding, friend requests and	On the profile page click the notifications button.	User should be shown none of that notification.	No notifications there.

		fight/breeding results) check that the list is empty when there are none of said request.			
SE-N17-020	FR2, FR6, FR8, FR9	Check that accepting a friend request adds the friend to the users friend list.	Accept a friend notification by clicking accept.	User should be shown a message telling them that the request has been accepted.	Message shown and friend added to the friends list.
SE-N17-021	FR2, FR6, FR8, FR9	Check that the user can send a friend request.	On the friends page, click add friend. Email: test@aber.ac.uk Click send request.	User should be notified with a message that a request has been sent.	Message shown and request should be pending on server.
SE-N17-022	FR2, FR6, FR8, FR9	Check that the user can not add a friend that doesn't exist.	On the friends page click add a friend. Email: noone@aber.ac.uk Click send a request.	User should be notified that the user doesn't exist	Message should be shown. List of friend not changed.
SE-N17-023	FR2, FR6, FR8, FR9	Check that the user can not add a friend with an email address that is not well formed.	On the friends page click add a friend. Email: noone Click send a request.	User should be notified that the email address is invalid.	Message should be shown. List of friend not changed.
SE-N17-024	FR4, FR8	Check that a user can accept a battle request.	Accept a battle notification by clicking accept.	User should be taken to battle page and a battle should start.	User directed to battle page.
SE-N17-025	FR4, FR8	Check that a user can send a battle request.	On the friends page, click on the button to send a battle request to a friends monster.	User should be notified with a message that a request has been sent.	Message shown and request should be pending on server.
SE-N17-026	FR4, FR8	Check that a user can accept a breeding request.	Accept a breeding notification by clicking accept.	User should be taken to breeding page and breeding starts.	User directed to breeding page.
SE-N17-027	FR6, FR8	Check that user can send a breeding request.	On the friends page, click on the button to send a breeding request to a friends monster.	User should be notified with a message that a request has been sent.	Message shown and request should be pending on server.
SE-N17-028	FR3, FR4, FR10	Check that battles are executed correctly.	Accept a battle request. Users should be redirected to battle page.	Battle should run. The user can then view the results of the battle.	Battle shown correctly. Both users are able to view the stats of the battle.

				Notification should also be sent to opponent to view the outcome.	
SE-N17-029	FR3, FR4, FR6, FR8	Check that breeding monsters is executed correctly.	Accept a breeding request. User should be redirected to breeding results page	Results of breeding should be shown. A notification of the breeding should be sent to friend linking them to the results of the breeding.	Breeding stats shown correctly. Both player are able to access the outcomes of breeding. Request sender gets the children and request acceptor gets money prize.
SE-N17-030	FR3, FR8, FR10	Check that the outcome of a battle can be viewed by the request sender.	After a battle, check that the request sender gets a notification and can view the outcome of the battle.	Notification should be viewable and clicking it will show the outcome of the battle.	Outcome of the battle is viewable by the user.
SE-N17-031	FR3, FR6, FR8	Check that the outcome of breeding can be viewed by the request sender.	After a breeding event, check that the request sender gets a notification and can view the outcome of the breeding.	Notification should be viewable and clicking it will show the outcome of the breeding.	Outcome of the breeding is viewable by the user.
SE-N17-032	FR6, FR8, FR9	Check that a friend request that has been sent can be cancelled.	Click cancel on a pending request.	Message shown that the request has been removed.	Request removed from the system and no longer displayed to either of the users.
SE-N17-033	FR6, FR8	Check that a battle request that has been sent can be cancelled.	Click cancel on a pending request.	Message shown that the request has been removed.	Request removed from the system and no longer displayed to either of the users.
SE-N17-034	FR6, FR8	Check that a breeding request that has been sent can be cancelled.	Click cancel on a pending request.	Message shown that the request has been removed.	Request removed from the system and no longer displayed to either of the users.
SE-N17-035	FR8, FR9	Check that a friend request can be rejected.	Click reject on a request	Message shows that the request has been rejected.	The request should be removed from the system, the other user should be informed that their request was rejected.

SE-N17-036	FR8	Check that a battle request can be rejected.	Click reject on a request	Message shows that the request has been rejected.	The request should be removed from the system, the other user should be informed that their request was rejected.
SE-N17-037	FR8	Check that a breeding request can be rejected.	Click reject on a request	Message shows that the request has been rejected.	The request should be removed from the system, the other user should be informed that their request was rejected.
SE-N17-037	FR11	Check that a rich list of the players friends can be viewed.	Go to the friends page.	A list of the richest friends should be showed	Rich list is shown and is accurate.
SE-N17-038	FR2, FR6, FR8, FR9, FR5	Check that accepting a friend request from a friend on another server adds the friend to the users friend list.	Accept a friend notification by clicking accept.	User should be shown a message telling them that the request has been accepted.	Message shown and friend added to the friends list.
SE-N17-039	FR2, FR6, FR8, FR9, FR5	Check that the user can send a friend request to a friend on another server.	On the friends page, click add friend. Enter email of friend on another server Click send request.	User should be notified with a message that a request has been sent.	Message shown and request should be pending on server.
SE-N17-040	FR2, FR6, FR8, FR9, FR5	Check that the user can't add a friend on another server that doesn't exist.	On the friends page click add a friend. Enter email of a friend that does not exist on another server. Click send a request.	User should be notified that the user doesn't exist	Message should be shown. List of friend not changed.
SE-N17-041	FR2, FR6, FR8, FR9, FR5	Check that the user can not add a friend with an email address that is not well formed.	On the friends page click add a friend. Email: noone Click send a request.	User should be notified that the email address is invalid.	Message should be shown. List of friend not changed.
SE-N17-042	FR4, FR8, FR5	Check that a user can accept a battle request from a friend on another server.	Accept a battle notification by clicking accept.	User should be taken to battle page and a battle should start.	User directed to battle page.
SE-	FR4,	Check that a	On the friends page,	User should be	Message shown and

N17-043	FR8, FR5	user can send a battle request to a friend on another server.	click on the button to send a battle request to a friends monster.	notified with a message that a request has been sent.	request should be pending on server.
SE-N17-044	FR4, FR8, FR5	Check that a user can accept a breeding request from a friend on another server .	Accept a breeding notification by clicking accept.	User should be taken to breeding page and breeding should start.	User directed to breeding page.
SE-N17-045	FR6, FR8, FR5	Check that user can send a breeding request to a friend on another server.	On the friends page, click on the button to send a breeding request to a friends monster.	User should be notified with a message that a request has been sent.	Message shown and request should be pending on server.
SE-N17-046	FR3, FR4, FR10, FR5	Check that battles are executed correctly with a friend on another server .	Accept a battle request. Users should be redirected to battle page.	Battle should run. The user can then view the results of the battle. Notification should also be sent to opponent to view the outcome.	Battle shown correctly. Both users are able to view the stats of the battle.
SE-N17-047	FR3, FR4, FR6, FR8, FR5	Check that breeding monsters is executed correctly with a friend on another server.	Accept a breeding request. User should be redirected to breeding results page	Results of breeding shown. A notification of the breeding should be sent to friend linking them to the results of the breeding.	Breeding stats shown. Both player are able to access the outcomes of breeding. Request sender gets the children and request acceptor gets money prize.
SE-N17-048	FR3, FR8, FR10, FR5	Check that the outcome of a battle with a friend on another server can be viewed by the request sender.	After a battle, check that the request sender gets a notification and can view the outcome of the battle.	Notification should be viewable and clicking it will show the outcome of the battle.	Outcome of the battle is viewable by the user.
SE-N17-049	FR3, FR6, FR8, FR5	Check that the outcome of breeding with a friend on another server can be viewed by the request sender.	After a breeding event, check that the request sender gets a notification and can view the outcome of the breeding.	Notification should be viewable and clicking it will show the outcome of the breeding.	Outcome of the breeding is viewable by the user.
SE-	FR6,	Check that a	Click cancel on a	Message shown	Request removed

N17-050	FR8, FR9, FR5	friend request that has been sent to a friend on another server can be cancelled.	pending request.	that the request has been removed.	from the system and no longer displayed to either of the users.
SE-N17-051	FR6, FR8, FR5	Check that a battle request that has been sent to a friend on another server can be cancelled.	Click cancel on a pending request.	Message shown that the request has been removed.	Request removed from the system and no longer displayed to either of the users.
SE-N17-052	FR6, FR8, FR5	Check that a breeding request that has been sent to a friend on another server can be cancelled.	Click cancel on a pending request.	Message shown that the request has been removed.	Request removed from the system and no longer displayed to either of the users.
SE-N17-053	FR8, FR9, FR5	Check that a friend request from a friend on another server can be rejected.	Click reject on a request	Message shows that the request has been rejected.	The request should be removed from the system, the other user should be informed that their request was rejected.
SE-N17-054	FR8, FR5	Check that a battle request from a friend on another server can be rejected.	Click reject on a request	Message shows that the request has been rejected.	The request should be removed from the system, the other user should be informed that their request was rejected.
SE-N17-055	FR8, FR5	Check that a breeding request from a friend on another server can be rejected.	Click reject on a request	Message shows that the request has been rejected.	The request should be removed from the system, the other user should be informed that their request was rejected.
SE-N17-056	N/a	Clicking on the help button.	Clicking on the help button takes you the informative help page.	User shown the help page.	Help page shown.
SE-N17-057	FR3, FR8	Set monster to be sold	Sell button pressed	Asks for price to be sold for	Asks for price
SE-N17-058	FR3, FR8	Sold monster removed from your list of monsters	Monster bought by another use	Sold monster removed	Monster removed

SE-N17-059	FR3, FR8, FR8	Set sell monster price	100	Monster sell price accepted, monster set for sale	Sell price accepted and monster for sale
SE-N17-060	FR3, FR8	Enter invalid sell monster price	rocketship	User notified that input is invalid	Input invalid, monster not set for sale
SE-N17-062	FR3, FR8	Sold monster sells for set price	Monster to buy selected by another user	Money increased by sell price of sold monster	Money increased by sell price of sold monster
SE-N17-063	FR3, FR8	Sold monster added to buyer's list of monsters	N/a	Monster previously bought is added to new owner's list	Monster now in new owner's list
SE-N17-064	FR4, FR8, FR5	Notification saying friend request accepted received	Request accepted by other	Sender receives notification saying request accepted, friend added to list	Request accepted, new friend added to list
SE-N17-065	FR4, FR8, FR10, FR5	Notification saying battle results received	Battle request accepted by other user	Sender receives notification and results	Notification and results received
SE-N17-066	FR4, FR8, FR5	Notification saying breed request accepted received	Breeding request accepted by another user	Breeding results received	Breeding results received
SE-N17-067	FR3, FR8	Set breeding price for a monster	100	Price accepted, monster now costs money to breed with	Price accepted
SE-N17-068	FR3, FR8	Enter invalid breeding price	THREE	User notified that input is invalid	User notified that input is invalid
SE-N17-069	FR3, FR8	Correct breeding price paid when monster is selected to breed with	Monster to breed with selected	Breeding begins and money paid	Breeding begins and money paid