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| SE-N17-006 | FR1, FR7 | Check a user with a valid email but incorrect password is not authenticated. | Input on login page for existing user.  User name: slj11[@aber.ac.uk](mailto:xxx@aber.ac.uk)  password: mywrongpass | Error message warns that the user entered the wrong password. | User is not authenticated. 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 the site if they are registered and authenticated. | Attempt to access all other pages of the site other than the login/register page. | Should be redirected back to the login/register page. | Unregistered/Unauthenticated users are redirected back 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 friend’s 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 their 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 fight/breeding results) check that the list is empty when there are none of said request. | On the profile page click the notifications button. | User should be shown none of that notification. | No notifications there. |
| 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 friend’s 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. 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-N17-029 | FR3, FR4, FR6, FR8 | Check that breeding monsters is executed correctly. | Once breeding cost is set by user1. User2 who is friends with user 1 can breed with your monster and user 1 get the breed cost money. | A baby monster goes to the user2 who paid the breed money. | A baby monster goes to user2 who paid the breed money. |
| 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 declined. | Click decline on a pending request. | Fades out and message is 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 declined. | Click decline on a pending request. | Fades out and message is removed. | Request removed from the system and no longer displayed to either of the users. |
| SE-N17-034 | FR6, FR8 | Check that you can’t set breed cost as anything except numbers | Invalid input such as characters e.g. egg | Message pops up saying “please enter a valid number” | You can’t set breed cost as anything that is not numbers |
| SE-  N17-  035 | FR6, FR8 | Check that you can set a valid breeding amount | Set a valid breeding amount e.g. 100 | Breeding amount is set | Breeding amount gets set |
| SE-N17-036 |  | Check that you can set a valid sell cost for a monster | Set a valid sell amount  e.g. 80 | Sell amount gets set | Sell amount gets set |
| SE-N17-036A |  | Check that you can’t set an invalid sell cost for a monster | Set an invalid sell amount  e.g. milk | Message pops up saying “please enter a valid number” | You can’t set sell cost as anything that is not numbers |
| SE-N17-036B |  | Check that selling a monster is executed correctly | Check that when user1 has set a sell amount for a monster, user 2 who is friends with user 1 can buy it and gains the monster. User 2 loses money and user 1 gains the money. | User 2 gets monster and loses the set amount of money.  User 1 gains the money. | User 2 gets monster and loses the set amount of money.  User 1 gains the money. |
| SE-N17-037 | FR11 | Check that a rich list of the player’s friends can be viewed. | Go to the friend’s 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: no one  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-N17-043 | FR4, FR8,  FR5 | Check that a user can send a battle request to a friend on another server. | 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-N17-044 | 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-N17-050 | FR6, FR8, FR9,  FR5 | Check that a friend request that has been sent to a friend on another server can be declineled. | Click decline 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-N17-051 | FR6, FR8,  FR5 | Check that a battle request that has been sent to a friend on another server can be declineled. | Click decline 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 declineled. | Click decline 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 |