**4Stones: Tests Case Report**

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| TEST CASE 1 | | Start new game | | | |
| Assumptions | |  | | | |
| Pre-conditions | | Application is closed | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | Applications starts-up | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Start application | | Application starts | P |  |

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| TEST CASE 2 | | Register new player | | | |
| Assumptions | | Game is on the “Login” screen | | | |
| Pre-conditions | | Player “Foo” is not yet registered | | | |
| Entrance Criteria | | Player “Foo” does not exist | | | |
| Exit Criteria | | Player “Foo” is created | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Enter “Foo” in the text box | |  |  |  |
| 2 | Click **Register** | | Prompt appears to confirm creating the new player (yes/no) | P |  |
| 3 | Click **Yes** to confirm | | Game advances to “Difficulty Selection” screen | P |  |

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| TEST CASE 3 | | Register new player but cancel before confirming | | | |
| Assumptions | | Game is on the “Login” screen | | | |
| Pre-conditions | | Player “Foo” is not yet registered | | | |
| Entrance Criteria | | Player “Foo” does not exist | | | |
| Exit Criteria | | Player “Foo” is not created | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Enter “Foo” in the text box | |  |  |  |
| 2 | Click **Register** | | Prompt appears to confirm creating the new player (yes/no) | P |  |
| 3 | Click **No** to cancel | | Game remains on “Login” screen | P |  |

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| TEST CASE 4 | | Register new player using a name that has already been used | | | |
| Assumptions | | Game is on the “Login” screen | | | |
| Pre-conditions | | Player “Foo” has already been registered | | | |
| Entrance Criteria | | Player “Foo” already exists | | | |
| Exit Criteria | | Player “Foo” is not created (again) | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Enter “Foo” in the text box | |  |  |  |
| 2 | Click **Register** | | Message appears saying player already exists | P |  |
| 3 | Click **OK** to close the message | | Game remains on “Login” screen | P |  |

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| TEST CASE 5 | | Login in using a registered player | | | |
| Assumptions | | Game is on the “Login” screen | | | |
| Pre-conditions | | Player “Foo” has already been registered | | | |
| Entrance Criteria | | Player “Foo” is not logged in | | | |
| Exit Criteria | | Player “Foo” is logged in | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Enter “Foo” in the text box | |  |  |  |
| 2 | Click **Register** | | Message appears saying player was found and prompts to continue (yes/no) | P |  |
| 3 | Click **Yes** | | Game advances to “Difficulty Selection” screen | P |  |

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| TEST CASE 6 | | Login in using a registered player, but cancel (i.e.: do not continue) | | | |
| Assumptions | | Game is on the “Login” screen | | | |
| Pre-conditions | | Player “Foo” has already been registered | | | |
| Entrance Criteria | | Player “Foo” is not logged in | | | |
| Exit Criteria | | Player “Foo” is logged in | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Enter “Foo” in the text box | |  |  |  |
| 2 | Click **Register** | | Message appears saying player was found and prompts to continue (yes/no) | P |  |
| 3 | Click **No** | | Game remains on “Login” screen | P |  |
| TEST CASE 7 | | Login in using a non-registered player | | | |
| Assumptions | | Game is on the “Login” screen | | | |
| Pre-conditions | | Player “Foo” is not yet registered | | | |
| Entrance Criteria | | Player “Foo” is not logged in | | | |
| Exit Criteria | | Player “Foo” is not logged in | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Enter “Foo” in the text box | |  |  |  |
| 2 | Click **Register** | | Message appears saying player was not found | P |  |
| 3 | Click **OK** | | Game remains on “Login” screen | P |  |

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| TEST CASE 8 | | Play as Guest | | | |
| Assumptions | | Game is on the “Login” screen | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | N/A | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Play as Guest** | | Game advances to “Difficulty Selection” screen | P |  |

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| TEST CASE 9 | | Pick “Easy” difficulty | | | |
| Assumptions | | Game is on the “Difficulty Selection” screen | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | Difficulty is set to “Easy” | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Easy** | | Game advances to “Who goes first?” screen | P |  |

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| TEST CASE 10 | | Pick “Medium” difficulty | | | |
| Assumptions | | Game is on the “Difficulty Selection” screen | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | Difficulty is set to “Medium” | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Medium** | | Game advances to “Who goes first?” screen | P |  |

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| TEST CASE 11 | | Pick “Hard” difficulty | | | |
| Assumptions | | Game is on the “Difficulty Selection” screen | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | Difficulty is set to “Hard” | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Hard** | | Game advances to “Who goes first?” screen | P |  |

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| TEST CASE 12 | | Pick “Play with a Friend” | | | |
| Assumptions | | Game is on the “Difficulty Selection” screen | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | Difficulty is set, accordingly | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Play with a Friend** | | Game advances to “Who goes first?” screen | P |  |

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| TEST CASE 13 | | Pick the “blue” player to go first? | | | |
| Assumptions | | Game is on the “Who goes first?” screen | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | The “blue” player is first to act | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click the **Blue** button | | Board loads and the “blue” player is first to act | P | The **Blue** button is the one with the main player’s name. |

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| TEST CASE 14 | | Pick the “red” player to go first? | | | |
| Assumptions | | Game is on the “Who goes first?” screen | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | The “red” player is first to act | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click the **Red** button | | Board loads and the “red” player is first to act | P | The **Red** button is the one for the “other” AI/human player. |

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| TEST CASE 15 | | Open the “Menu” screen | | | |
| Assumptions | | Board has been loaded | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | “Menu” screen appears | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click the **≡** (menu) button | | “Menu” screen appears | P |  |

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| TEST CASE 16 | | Click the Back (Menu) button | | | |
| Assumptions | | The “Menu” screen is open | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | Game returns to the board | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Back** | | “Menu” screen closes and returns to the board to resume the game | P |  |

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| TEST CASE 17 | | Click the New Game (Menu) button | | | |
| Assumptions | | The “Menu” screen is open | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | “Difficulty” screen appears | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **New Game** | | Game advances to “Difficulty” screen | P |  |

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| TEST CASE 18 | | Click the Restart (Menu) button | | | |
| Assumptions | | The “Menu” screen is open | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | The board is clear | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Restart** | | The board is cleared and the “first-to-act” player is still first to act | P |  |

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| TEST CASE 19 | | Click the Settings (Menu) button | | | |
| Assumptions | | The “Menu” screen is open | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | “Settings” screen appears | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Settings** | | “Settings” screen appears with a picture carousel | P |  |

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| TEST CASE 20 | | Set background | | | |
| Assumptions | | The “Settings” screen is open | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | Background is set to something or nothing | | | |
| Exit Criteria | | Background is set to something else | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click a picture | |  | P |  |
| 2 | Click **Back** | | “Menu” screen appears | P |  |

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| TEST CASE 21 | | Play 4-in-a-row | | | |
| Assumptions | | Board has been loaded | | | |
| Pre-conditions | | Game is in-session | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | Game ends | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Place stones on the board to get 4-in-a-row | | Game ends | P |  |

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| TEST CASE 22 | | View player history | | | |
| Assumptions | | The “Menu” screen is open | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | The “Player” (history) screen appears | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Player’s Name** (e.g.: “Foo”) | | Player history is displayed | P |  |

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| TEST CASE 23 | | Navigate back to “Menu” from “Player” | | | |
| Assumptions | | The “Player” screen is open | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | The “Menu” screen appears | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **<** (back) | | “Menu” screen appears | P |  |

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| TEST CASE 24 | | Delete player | | | |
| Assumptions | | The “Player” screen is open | | | |
| Pre-conditions | | N/A | | | |
| Entrance Criteria | | N/A | | | |
| Exit Criteria | | Player is deleted | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click **Delete Player’s Name** | | “Are you sure?” prompt appears | P |  |
| 2 | Click **Yes** | | “User deleted” confirmation appears | P |  |
| 3 | Click **Okay** | | “Login” screen appears | P |  |

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| TEST CASE 25 | | Place a stone | | | |
| Assumptions | | Board has been loaded | | | |
| Pre-conditions | | Board is not full | | | |
| Entrance Criteria | | Cell is empty | | | |
| Exit Criteria | | Stone appears on cell | | | |
| Step | Test Instructions | | Expected Result | P/F | Comments |
| 1 | Click an empty cell | | Stone occupies the cell | P |  |