

Test Cases

Home Menu

Test Case No.	Test Case Description	Expected results	Outcome Pass, Fail, Other (comments)
TC1	How to play button shown on the screen	How to play button is present	
TC2	About the developers button shown on the screen	About the developers button is present	
TC3	Select the How to play button	How to play screen is opened	
TC4	Select the About the developers button	About the developers screen is opened	
TC5	Play button is shown on the screen	Play button is present	
TC6	Select the play button	Game settings screen is launched	

How to Play

Test Case No.	Test Case Description	Expected results	Outcome Pass, Fail, Other (comments)
TC1	Click the How to Play button from the Home Menu screen	Opens text box with the instructions on how to play the game	
TC2	Verify all text is spelled correctly	All text is spelled correctly	
TC3	Verify a close button is present on the text box in the form of an “X”	Close button is present on the text box in the form of an “X”	
TC4	Click the “X” button present on the screen	Text box exits and the Home Menu screen is displayed	

About the Developers

Test Case No.	Test Case Description	Expected results	Outcome Pass, Fail, Other (comments)
TC1	Click the About the developers button from the Home Menu screen	Opens text box with information about the developers and the project	
TC2	Verify all text in the text box is spelled correctly	All text is spelled correctly	
TC3	Verify a close button is present on the text box in the form of an “X”	Close button is present on the text box in the form of an “X”	
TC4	Click the “X” button present on the screen	Text box exits and the Home Menu screen is displayed	

Settings

Test Case No.	Test Case Description	Expected results	Outcome Pass, Fail, Other (comments)
TC1	Select Play button from the Home Menu	Game settings screen is launched	
TC2	Verify game difficulty, first mover, opponent, and number of rows selectors are present and functional	All game settings selectors are visible and functional	
TC3	Select game difficulty of hard or easy (medium difficulty is default)	The setting should stay highlighted and the game should be easier or more difficult	
TC4	Select user or computer for first mover	The selected option should stay highlighted and that selection be evident at the start of a game	
TC5	Select the number of rows for the game	Selection should stay highlighted and rows in game should be same as selected	
TC6	Select opponent	User will be able to select whether to play against a computer using A.I. or to play against another human user	

Gameplay

Test Case No.	Test Case Description	Expected results	Outcome Pass, Fail, Other (comments)
TC1	From the Settings screen: set the number of rows = 4, first mover = user, and game difficulty = easy, opponent = computer	All parameters set as per user selection	
TC2	Select “Start Game”	Game has begun	
TC3	Verify number of rows, first mover, and game difficulty matches the settings set in previous 2 steps	All parameters match as per user selection for the game	
TC4	Select a match from the second row	Graphics engine activates, enabling the match to display different graphics	
TC5	Verify a check mark of green color appears prompting to confirm user move	Green check mark appears	
TC6	Select the green check mark, therefore, confirming user move	A.I. engine instantiates and makes a move	
TC7	Verify there is a “Pause Game” button available	Pause game button is available	
TC8	Select “Pause Game” button	Pause game screen is open	
TC9	Select “Resume Game”	Game has resumed	
TC10	Verify that the game is kept real time up to date through SQLite	The game is kept up to date through SQLite	

Pause Game

Test Case No.	Test Case Description	Expected results	Outcome Pass, Fail, Other (comments)
TC1	Launch a game, and select the “Pause Game” button	Pause game screen is launched	
TC2	Verify “Current Move” indicator is displaying	Current Move indicator is present and will show who’s move it currently is (Computer or Player)	
TC3	Verify “Time” indicator is displaying	Time indicator is present and will show the duration of the current game	
TC4	Verify “Quit Game” button is present	Quit Game button is present	
TC5	Verify “Resume Game” button is present	Resume Game button is present	
TC6	Select “Resume Game”	Game is resumed and everything is the same as before	
TC7	Select “Pause Game” button once more	Pause game screen is launched	
TC8	Select “Quit Game”	Game exits and Results screen is launched	

Results

Test Case No.	Test Case Description	Expected results	Outcome Pass, Fail, Other (comments)
TC1	Launch a game with any settings (make sure to set opponent = computer (A.I.)), and make sure to defeat the computer (A.I.)	Once game is finished, Results screen is launched	
TC3	Winner indicator is displayed with a large font reading text: “USER WINS” at the very top	USER WINS is displayed at the very top	
TC4	Time Duration of game is displayed under the winner indicator	Correct time duration of the game is displayed underneath USER WINS	
TC5	Verify “Restart Game” button is present	Restart Game button is present	
TC6	Verify “Start New Game” button is present	Start New Game button is present	
TC7	Select “Restart Game”	Game is restarted with the same settings that the user had chosen previously	
TC8	Play the game once again and beat the computer (A.I.)	Results Screen is launched	
TC9	Select “Start New Game”	Results screen exits and Settings Screen is launched	