

Frontend Application Test-Cases

Description	Value
TestID	1
Test Case Description	Validation of play game
Test Case Result (Pass/Fail)	Pass
Prerequisites	1- Application ready to run 2- Having an existing user with username: "testUser" Password:" testUser" email:"testUser@gmail.com"
Test Scenario	User log in successfully and start game
Steps	1- User login the page 2- User start game with play game single player 3- User see the game play scene
Expected Result	1- User can see the game play seen

Case 2

Description	Value
TestID	2
Test Case Description	Roll Button Test
Test Case Result (Pass/Fail)	Pass
Prerequisites	- Application ready to run - Having an existing user with username: "testUser" Password:" testUser" email:"testUser@gmail.com"
Test Scenario	User log in successfully and start game
Steps	- User login the page - User start game with play game single player - User see the game play scene - User press roll button - Dices rolls
Expected Result	- User can see the rolls of the player

Case 3

Description	Value
TestID	3
Test Case Description	Move test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Application ready to run- Having an existing user with username: "testUser" Password:" testUser" email:"testUser@gmail.com"
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none">- User login the page- User start game with play game single player- User see the game play scene- User press roll button- Dices rolls- User move
Expected Result	<ul style="list-style-type: none">- User can see the movement of the player

Case 4

Description	Value
TestID	4
Test Case Description	Roll Double test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Application ready to run- Having an existing user with username: "testUser" Password:" testUser" email:"testUser@gmail.com"
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none">- User login the page- User start game with play game single player- User see the game play scene

	<ul style="list-style-type: none"> - User press roll button - Dice Values are 2 -2 - User press end turn - User press roll button
Expected Result	<ul style="list-style-type: none"> - User should play two turn

Case 5

Description	Value
TestID	5
Test Case Description	Roll Double Two time test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Application ready to run - Having an existing user with username: "testUser" Password:" testUser" email:"testUser@gmail.com"
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none"> - User login the page - User start game with play game single player - User see the game play scene - User press roll button - Dice Values are 2 -2 - User press end turn - User press roll button - Dice Values are 2 -2 - User press end turn
Expected Result	<ul style="list-style-type: none"> - User should play three turn

Case 6

Description	Value
TestID	6
Test Case Description	Roll double three times
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Application ready to run- Having an existing user with username: "testUser" Password:" testUser" email:"testUser@gmail.com"
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none">- User login the page- User start game with play game single player- User see the game play scene- User press roll button- Dice Values are 2 -2- User press end turn- User press roll button- Dice Values are 2 -2- User press end turn- User press roll button- Dice Values are 2 -2
Expected Result	<ul style="list-style-type: none">- User should go to jail

Case 7

Description	Value
TestID	7
Test Case Description	Go Jail Test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Application ready to run- Having an existing user with username: "testUser"

	Password:" testUser" email:"testUser@gmail.com"
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none"> - User login the page - User start game with play game single player - User see the game play scene - User press roll button - Dice Values are 6-6
Expected Result	<ul style="list-style-type: none"> - User should go to jail

Case 8

Description	Value
TestID	8
Test Case Description	Purchase Property Test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Application ready to run - Having an existing user with username: "testUser" Password:" testUser" email:testUser@gmail.com - User should have 1500 money
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none"> - User login the page - User start game with play game single player - User see the game play scene - User press roll button - Dice Values are 1 – 1 - Player will move 2 space in game board - User press the purchase button
Expected Result	<ul style="list-style-type: none"> - User should buy the deed

Case 9

Description	Value
TestID	9
Test Case Description	Purchase Rail Way Test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Application ready to run- Having an existing user with username: "testUser" Password:" testUser" email:testUser@gmail.com- User should have 1500 money
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none">- User login the page- User start game with play game single player- User see the game play scene- User press roll button- Dice Values are 2 – 1- Player will move 2 space in game board- User press the purchase button
Expected Result	<ul style="list-style-type: none">- User should buy the rail ways

Case 10

Description	Value
TestID	10
Test Case Description	Can not purchase Property Test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Application ready to run- Having an existing user with username: "testUser" Password:" testUser" email:testUser@gmail.com

	<ul style="list-style-type: none"> - User should have 100 money
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none"> - User login the page - User start game with play game single player - User see the game play scene - User press roll button - Dice Values are 1 – 1 - Player will move 2 space in game board - User press the purchase button
Expected Result	<ul style="list-style-type: none"> - User should not buy the deed

Case 11

Description	Value
TestID	11
Test Case Description	Can not purchase Property Test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Application ready to run - Having an existing user with username: "testUser" Password:" testUser" email:testUser@gmail.com - User should have 100 money
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none"> - User login the page - User start game with play game single player - User see the game play scene - User press roll button - Dice Values are 1 – 1 - Player will move 2 space in game board - User press the purchase button
Expected Result	<ul style="list-style-type: none"> - User should not buy the deed

Case 12

Description	Value
TestID	12
Test Case Description	Can not move in jail
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Application ready to run- Having an existing user with username: "testUser" Password:" testUser" email:testUser@gmail.com- User should in jail
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none">- User login the page- User start game with play game single player- User see the game play scene- User press roll button- Dice Values are 6 – 6- User go to jail- User press end turn button- Bot play its turn and press end turn- User press Jail time button
Expected Result	<ul style="list-style-type: none">- User should not roll just stay in jail

Case 13

Description	Value
TestID	13
Test Case Description	Leave jail
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Application ready to run- Having an existing user with username: "testUser" Password:" testUser" email:testUser@gmail.com- User should in jail

Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none"> - User login the page - User start game with play game single player - User see the game play scene - User press roll button - Dice Values are 6 – 6 - User press end turn button - Bot play its turn and press end turn - User press Jail time button - Bot play its turn and press end turn - User press Jail time button - Bot play its turn and press end turn - User play roll button
Expected Result	- User should leave the jail and play the game

Case 14

Description	Value
TestID	14
Test Case Description	Go to pay tax space
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Application ready to run - Having an existing user with username: "testUser" Password:" testUser" email:testUser@gmail.com - User money 1500
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none"> - User login the page - User start game with play game single player - User see the game play scene - User press roll button - Dice Values are 5 – 3 - Bot play its turn and press end turn

Expected Result	- User should go to pay tax space and give 50 so money is 1450

Case 15

Description	Value
TestID	15
Test Case Description	Pay rent test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Application ready to run - Having an existing user with username: "testUser" Password:" testUser" email:testUser@gmail.com - Bot should have a space in sixth space rent is 28 - User have 1500 money
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none"> - User login the page - User start game with play game single player - User see the game play scene - User press roll button - Dice Values are 4 – 2 - User go to
Expected Result	- User should pay 28 so money result is 1472

Case 16

Description	Value
TestID	16
Test Case Description	User attempt to log in
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- User has a registered account
Test Scenario	User gives wrong then give correct password
Steps	<ul style="list-style-type: none">- User opens login page- User attempt to login with wrong password- User will be notified about the wrong credentials- User then will give correct password- User will be directed to session page.
Expected Result	<ul style="list-style-type: none">- User will redirected to a session page with its name on it

Case 17

Description	Value
TestID	17
Test Case Description	Having more than two rail way test
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Application ready to run- Having an existing user with username: "testUser" Password:" testUser" email:testUser@gmail.com
Test Scenario	User log in successfully and start game
Steps	<ul style="list-style-type: none">- User login the page- User start game with play game single player- User see the game play scene- User press roll button

	<ul style="list-style-type: none"> - Dice Values are 2 – 1 - User go to KaraTren and buy it - Bot play its turn - User press roll button and 2 -2 - User purchase TCDD
Expected Result	<ul style="list-style-type: none"> - TCDD and Kara Tren cost is now 50

Case 18

Description	Value
TestID	18
Test Case Description	User attempt to register
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - User has a email account
Test Scenario	User will create an account with the unique email and username
Steps	<ul style="list-style-type: none"> - User opens register page - User attempt to register with existing user name - User will be notified about user name already taken - User then will attempt to register with existing email - User will be notified about user with the given email exists - Then user will register with unique name and email - User will be redirected to login page
Expected Result	<ul style="list-style-type: none"> - User will be able to login with the new account

Case 19

Description	Value
TestID	19
Test Case Description	User forgets password
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- User has a registered account
Test Scenario	User will reset its password
Steps	<ul style="list-style-type: none">- User opens log in page- User opens forget password page- User writes its email- If given email is not in database user will be notified- If email is in database password reset link will be sent to the user
Expected Result	<ul style="list-style-type: none">- User will be able to resets password.

Multiplayer Game Tests:

Case 20:

Description	Value
TestID	20
Test Case Description	Find a game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Another user login and searching another multiplayer game
Test Scenario	Find an multiplayer game
Steps	<ul style="list-style-type: none">- User login and click play multiplayer game button- User see waiting another player screen- User start play game with other player
Expected Result	<ul style="list-style-type: none">- User start play a multiplayer game

Case 21:

Description	Value
TestID	21
Test Case Description	See roll values
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Two user login and find an online match
Test Scenario	Rolling in multiplayer game
Steps	<ul style="list-style-type: none">- When active player make a roll other player get action information an move according to the roll values- User should see the active player movement in scene
Expected Result	<ul style="list-style-type: none">- User should see movement of the other player

Case 22:

Description	Value
TestID	22
Test Case Description	Buying a deed in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Two user login and find an online match
Test Scenario	Buy a deed
Steps	<ul style="list-style-type: none"> - Active player make a roll and go to a not purchased deed and buy it. - Not active player should see the purchase(color change and money change of the active player) action in the scene
Expected Result	<ul style="list-style-type: none"> - Not active player see the result of the active player purchase action

Case 23:

Description	Value
TestID	23
Test Case Description	Go to jail in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Two user login and find an online match
Test Scenario	Go to jail
Steps	<ul style="list-style-type: none"> - Active player roll with dice values 6 -6 and go to jail - Not active player should see active players going to the jail
Expected Result	<ul style="list-style-type: none"> - Not active player see the result of the active player going jail action

Case 24:

Description	Value
TestID	24
Test Case Description	Stay in jail in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Two user login and find an online match and one of the player should be in the jail
Test Scenario	Stay in jail
Steps	<ul style="list-style-type: none">- Active player should press the Jail Time button and end turn button.- Not active player should see the jail time action which is doing nothing.
Expected Result	<ul style="list-style-type: none">- Not active player see the result of jail time action results

Case 25:

Description	Value
TestID	25
Test Case Description	Roll Double Test in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Two user login and find an online match
Test Scenario	Roll double
Steps	<ul style="list-style-type: none">- Active player should roll 1-1- Active player press end turn button- Active player roll again- Not active player should see all of the results of the actions of active player
Expected Result	<ul style="list-style-type: none">- Not active player see the result of roll double

Case 26:

Description	Value
TestID	26
Test Case Description	Roll Double two times Test in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Two user login and find an online match
Test Scenario	Roll double two times
Steps	<ul style="list-style-type: none"> - Active player should roll 1-1 - Active player press end turn button - Active player should roll 1-1 - Active player should play again - Not active player should see all of the results of the active player actions
Expected Result	<ul style="list-style-type: none"> - Not active player see the result of roll double two times

Case 27:

Description	Value
TestID	27
Test Case Description	Game finish Test in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Two user login and find an online match , active player money should be 0
Test Scenario	Game finish test
Steps	<ul style="list-style-type: none"> - Active player should go to tax pay space and should be bankrupt - Both of the player should see game finish scene
Expected Result	<ul style="list-style-type: none"> - Both of the player should see the game finish scene

Case 28

Description	Value
TestID	28
Test Case Description	Game finish force Test in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Two user login and find an online match
Test Scenario	Game finish force test
Steps	<ul style="list-style-type: none"> - Active player should press ctrl + 9 - Both player should see the game finish scene
Expected Result	<ul style="list-style-type: none"> - Both of the player should see the game finish scene

Case 29:

Description	Value
TestID	29
Test Case Description	Roll Double three times Test in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none"> - Two user login and find an online match
Test Scenario	Roll double three times
Steps	<ul style="list-style-type: none"> - Active player should roll 1-1 - Active player press end turn button - Active player should roll 1-1 - Active player should play again - Active player should roll 1-1 - Active player should go jail - Not active player should see all of the results of the active player actions

Expected Result	- Not active player see the result of roll double two times
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Case 30:

Description	Value
TestID	30
Test Case Description	Pay rent Test in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	- Two user login and find an online match, not active player should buy Istanbul deed
Test Scenario	Pay rent
Steps	<ul style="list-style-type: none"> - Active player should go to the Istanbul deed - Active player should pay the rent of the deed and money should be decrease - Not active players money should be increase
Expected Result	- Active player money should decrease not active player money should increase

Case 31:

Description	Value
TestID	31
Test Case Description	Having more than two rail ways in multiplayer game
Test Case Result (Pass/Fail)	Pass
Prerequisites	<ul style="list-style-type: none">- Two user login and find an online match, active player should purchase a railway
shouTest Scenario	Purchase two railways
Steps	<ul style="list-style-type: none">- Active player should go to not purchased railway and should buy it- Not active player should see the purchase action and new rent prices of railways
Expected Result	<ul style="list-style-type: none">- Railways rents should be changed