|  |  |
| --- | --- |
| **Description** | **Value** |
| TestID | 1 |
| Test Case Description | Validation of play game |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisities | 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 |

Frontend Application Test-Cases

**Case 2**

|  |  |
| --- | --- |
| **Description** | **Value** |
| TestID | 2 |
| Test Case Description | Roll Button Test |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisities | * 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 |
| Prerequisities | * 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 * User move |
| Expected Result | * 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 |
| Prerequisities | * 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 * Dice Values are 2 -2 * User press end turn * User press roll button |
| Expected Result | * 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 |
| Prerequisities | * 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 * Dice Values are 2 -2 * User press end turn * User press roll button * Dice Values are 2 -2 * User press end turn |
| Expected Result | * User should play three turn |

**Case 6**

|  |  |
| --- | --- |
| **Description** | **Value** |
| TestID | 6 |
| Test Case Description | Roll double three times |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisities | * 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 * 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 | * User should go to jail |

**Case 7**

|  |  |
| --- | --- |
| **Description** | **Value** |
| TestID | 7 |
| Test Case Description | Go Jail Test |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisities | * 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 * Dice Values are 6-6 |
| Expected Result | * User should go to jail |

**Case 8**

|  |  |
| --- | --- |
| **Description** | **Value** |
| TestID | 8 |
| Test Case Description | Purchase Property Test |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisities | * Application ready to run * Having an existing user with username: “testUser”   Password:” testUser” email:[testUser@gmail.com](mailto:testUser@gmail.com)   * User should have 1500 money |
| 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 * Dice Values are 1 – 1 * Player will move 2 space in game board * User press the purchase button |
| Expected Result | * User should buy the deed |

**Case 9**

|  |  |
| --- | --- |
| **Description** | **Value** |
| TestID | 9 |
| Test Case Description | Purchase Rail Way Test |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisities | * Application ready to run * Having an existing user with username: “testUser”   Password:” testUser” email:[testUser@gmail.com](mailto:testUser@gmail.com)   * User should have 1500 money |
| 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 * Dice Values are 2 – 1 * Player will move 2 space in game board * User press the purchase button |
| Expected Result | * 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 |
| Prerequisities | * Application ready to run * Having an existing user with username: “testUser”   Password:” testUser” email:[testUser@gmail.com](mailto:testUser@gmail.com)   * User should have 100 money |
| 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 * Dice Values are 1 – 1 * Player will move 2 space in game board * User press the purchase button |
| Expected Result | * 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 |
| Prerequisities | * Application ready to run * Having an existing user with username: “testUser”   Password:” testUser” email:[testUser@gmail.com](mailto:testUser@gmail.com)   * User should have 100 money |
| 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 * Dice Values are 1 – 1 * Player will move 2 space in game board * User press the purchase button |
| Expected Result | * 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 |
| Prerequisities | * Application ready to run * Having an existing user with username: “testUser”   Password:” testUser” email:[testUser@gmail.com](mailto:testUser@gmail.com)   * User should in jail |
| 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 * 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 | * 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 |
| Prerequisities | * Application ready to run * Having an existing user with username: “testUser”   Password:” testUser” email:[testUser@gmail.com](mailto:testUser@gmail.com)   * User should in jail |
| 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 * 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 |
| Prerequisities | * Application ready to run * Having an existing user with username: “testUser”   Password:” testUser” email:[testUser@gmail.com](mailto:testUser@gmail.com)   * User money 1500 |
| 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 * 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 |
| Prerequisities | * Application ready to run * Having an existing user with username: “testUser”   Password:” testUser” email:[testUser@gmail.com](mailto: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 | * 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 | Having more than two rail way test |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisities | * Application ready to run * Having an existing user with username: “testUser”   Password:” testUser” email:[testUser@gmail.com](mailto: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 * 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 | * TCDD and Kara Tren cost is now 50 |