

List of System Test Cases

1. Client Side

a. TestAccountHandler

1. testRegisterUser()
2. testRegisterUserAlreadyRegistered()
3. testRegisterUserFailure()
4. testUnregisterUser()
5. testValidateLogin()
6. testLogout()

b. TestBoardSquare

1. testConstructorWithPlayerColor()
2. testClearPiece()
3. testIsEmpty()
4. testIsEmpty_not()
5. testSetPiece()
6. testSetPiece_null()

c. TestGameBoard

1. testGetPieceAt_normal()
2. testGetPieceAt_column_too_big()
3. testGetPieceAt_column_too_small()
4. testGetPieceAt_empty_square()
5. testGetPieceAt_row_too_big()
6. testGetPieceAt_row_too_small()
7. testGetSquareAt_top_left_table_edge()
8. testGetSquareAt_bottom_right_table_edge()
9. testGetSquareAt_column_too_big()
10. testGetSquareAt_column_too_small()
11. testGetSquareAt_row_too_big()
12. testGetSquareAt_row_too_small()
13. testGetValidMoves_corner()
14. testGetValidMoves_leopard()
15. testMovePiece()

d. TestGamePiece

1. testSetLocation_bottom_right_corner()
2. testSetLocation_column_too_big()
3. testSetLocation_column_too_small()
4. testSetLocation_row_too_big()
5. testSetLocation_row_too_small()
6. testSetPowerLevel_zero()
7. testSetPowerLevel_too_small()

8. testSetPowerLevel_eight()
9. testSetPowerLevel_too_big()
10. testCanOccupy_river()
11. testCanOccupy_river_rat()
12. testCanOccupy_friendly_piece()
13. testCanOccupy_friendly_den()
14. testCanOccupy_square_not_adjacent_row()
15. testCanOccupy_square_not_adjacent_column()
16. testCanOccupy_square_not_adjacent_leopard()

2. Server Side