

Client Acceptance Tests

Test Name	Start Server
Acceptance Test ID	001
Feature Being Tested	Server
Use Case ID	N/A
Pre-Requisites	1. Database has been properly setup
Steps to Take	1. Start server application
Expected Result	The server application starts without error.
Actual Result	The server application starts without error.

Test Name	Start Client
Acceptance Test ID	002
Feature Being Tested	Client
Use Case ID	N/A
Pre-Requisites	1. Server Started
Steps to Take	1. Start server application
Expected Result	The server application starts without error, and connects to the server.
Actual Result	The server application starts without error, and connects to the server.

Test Name	Register - Normal
Acceptance Test ID	003
Feature Being Tested	Registration
Use Case ID	001
Pre-Requisites	1. Server & Client started
Steps to Take	<ol style="list-style-type: none"> 1. Click the "Register" on the login page 2. Enter a valid email address, nickname, and password with correct confirmation
Expected Result	The client is registered on the server, and appears in the database.
Actual Result	The client is registered on the server, and appears in the database.

Test Name	Register - Invalid Email
Acceptance Test ID	004
Feature Being Tested	Registration
Use Case ID	001
Pre-Requisites	1. Server & Client started
Steps to Take	<ol style="list-style-type: none"> 1. Click the "Register" on the login page 2. Enter a invalid email address 3. Enter a nickname, and password with correct confirmation
Expected Result	The client does not allow registration, and highlights the email field
Actual Result	The client does not allow registration, and highlights the email field

Test Name	Register - Bad Password Confirmation
Acceptance Test ID	005
Feature Being Tested	Registration
Use Case ID	001
Pre-Requisites	1. Server & Client started
Steps to Take	<ol style="list-style-type: none"> 1. Click the "Register" on the login page 2. Enter a valid email address 3. Enter a nickname 4. Enter a password with an incorrect confirmation password
Expected Result	The client does not allow registration, and highlights the confirmation password field
Actual Result	The client does not allow registration, and highlights the confirmation password field

Test Name	Register - Details Not Entered
Acceptance Test ID	006
Feature Being Tested	Registration
Use Case ID	001
Pre-Requisites	1. Server & Client started
Steps to Take	<ol style="list-style-type: none"> 1. Click the "Register" on the login page 2. Fill in any number of fields correctly, while leaving one or more blank
Expected Result	The client does not allow registration, and highlights the missing fields
Actual Result	The client does not allow registration, and highlights the missing fields

Test Name	Login - Normal Login
Acceptance Test ID	007
Feature Being Tested	Login
Use Case ID	008
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered to the system
Steps to Take	<ol style="list-style-type: none"> 1. Fill in the correct email and password 2. Click login
Expected Result	You are authenticated, and the home screen is displayed
Actual Result	You are authenticated, and the home screen is displayed

Test Name	Login - Nonexistent Account (or bad email)
Acceptance Test ID	008
Feature Being Tested	Login
Use Case ID	008
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started
Steps to Take	<ol style="list-style-type: none"> 1. Provide any unregistered email address 2. Provide any password 3. Click login
Expected Result	You are not logged in, and an error is displayed
Actual Result	You are not logged in, and an error is displayed

Test Name	Login - Bad Password
Acceptance Test ID	009
Feature Being Tested	Login
Use Case ID	008
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered
Steps to Take	<ol style="list-style-type: none"> 1. Provide a registered email address 2. Provide an incorrect password 3. Click login
Expected Result	You are not logged in, and an error is displayed
Actual Result	You are not logged in, and an error is displayed

Test Name	Create Game - No Active Games
Acceptance Test ID	010
Feature Being Tested	Create Game
Use Case ID	002
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have no active games
Steps to Take	<ol style="list-style-type: none"> 1. Click "Create Game"
Expected Result	A new game is created, and is displayed in the home screen.
Actual Result	A new game is created, and is displayed in the home screen.

Test Name	Create Game - >1 Active Games
Acceptance Test ID	011
Feature Being Tested	Create Game
Use Case ID	002
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have at least one active game
Steps to Take	<ol style="list-style-type: none"> 1. Click "Create Game"
Expected Result	A new game is created, and is displayed in the home screen. The game is selected in the active games list.
Actual Result	A new game is created, and is displayed in the home screen. The game is selected in the active games list.

Test Name	Invite Player - Player Exists
Acceptance Test ID	012
Feature Being Tested	Send Invite
Use Case ID	003
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. Another register user exists in the system 5. You have at created a new game
Steps to Take	<ol style="list-style-type: none"> 1. Select the game options menu 2. Click invite player 3. Enter an existing player nickname
Expected Result	An invitation is sent to the player
Actual Result	An invitation is sent to the player

Test Name	Invite Player - Player Does Not Exist
Acceptance Test ID	013
Feature Being Tested	Send Invite
Use Case ID	003
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have at created a new game
Steps to Take	<ol style="list-style-type: none"> 1. Select the game options menu 2. Click invite player 3. Enter a non-existent player nickname
Expected Result	An error message is displayed
Actual Result	An error message is displayed

Test Name	Invite Player - Multiple Invites
Acceptance Test ID	014
Feature Being Tested	Send Invite
Use Case ID	003
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have at created a new game
Steps to Take	<ol style="list-style-type: none"> 1. Select the game options menu 2. Click invite player 3. Enter an existing player nickname 4. Repeat at least once
Expected Result	Multiple invitations are sent
Actual Result	Multiple invitations are sent

Test Name	Invitation Receival
Acceptance Test ID	015
Feature Being Tested	Respond To Invite
Use Case ID	004
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have at created a new game 5. Another client has sent you an invitation
Steps to Take	<ol style="list-style-type: none"> 1. Wait for invitation to appear in your invitations list
Expected Result	The invitation appears
Actual Result	The invitation appears

Test Name	Invitation Acceptance
Acceptance Test ID	016
Feature Being Tested	Respond To Invite
Use Case ID	004
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have at created a new game 5. Another client has sent you an invitation
Steps to Take	<ol style="list-style-type: none"> 1. Click the invite accept button
Expected Result	The game is started and displayed for both users.
Actual Result	The game is started and displayed for both users.

Test Name	Invitation Rejection
Acceptance Test ID	017
Feature Being Tested	Respond To Invite
Use Case ID	004
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have at created a new game 5. Another client has sent you an invitation
Steps to Take	<ol style="list-style-type: none"> 1. Click the invite reject button
Expected Result	The invitation is removed from the invites list. The other player is not notified.
Actual Result	The invitation is removed from the invites list. The other player is not notified.

Test Name	Move Piece
Acceptance Test ID	018
Feature Being Tested	Move Piece
Use Case ID	010
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have created a game 5. You have invited another player to your game 6. The other player accepted your invitation
Steps to Take	<ol style="list-style-type: none"> 1. Select one of your pieces 2. Select a position to move the piece to.
Expected Result	The board is updated on the opponent's screen.
Actual Result	The board is updated on the opponent's screen.

Test Name	Move Piece - Win on Den Square
Acceptance Test ID	019
Feature Being Tested	Move Piece
Use Case ID	010
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have created a game 5. You have invited another player to your game 6. The other player accepted your invitation
Steps to Take	<ol style="list-style-type: none"> 1. Move one of your pieces onto the enemy's den square
Expected Result	You win, the winning screen is displayed, and the list is updated.
Actual Result	You win, the winning screen is displayed, and the list is updated.

Test Name	Move Piece - Win on Capture all Pieces
Acceptance Test ID	020
Feature Being Tested	Move Piece
Use Case ID	010
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have created a game 5. You have invited another player to your game 6. The other player accepted your invitation
Steps to Take	<ol style="list-style-type: none"> 1. Capture all enemy pieces
Expected Result	You win, the winning screen is displayed, and the list is updated.
Actual Result	You win, the winning screen is displayed, and the list is updated.

Test Name	Quit Game - Ongoing
Acceptance Test ID	021
Feature Being Tested	Quit Game
Use Case ID	005
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have created a game 5. You have invited another player to your game 6. The other player accepted your invitation
Steps to Take	<ol style="list-style-type: none"> 1. From the game options menu, select quit game
Expected Result	The game is removed from your client, the win screen is displayed on the opponent's client.
Actual Result	The game is removed from your client, the win screen is displayed on the opponent's client.

Test Name	Quit Game - Pending
Acceptance Test ID	022
Feature Being Tested	Quit Game
Use Case ID	005
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have created a game
Steps to Take	<ol style="list-style-type: none"> 1. From the game options menu, select quit game
Expected Result	The game is removed from your client.
Actual Result	The game is removed from your client.

Test Name	Quit Game - Completed
Acceptance Test ID	022
Feature Being Tested	Quit Game
Use Case ID	005
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have created a game 5. You have invited another player to your game 6. The other player accepted your invitation 7. Either player has won the game
Steps to Take	<ol style="list-style-type: none"> 1. From the game options menu, select quit game
Expected Result	The game is removed from your client.
Actual Result	The game is removed from your client.

Test Name	Logout
Acceptance Test ID	023
Feature Being Tested	Logout
Use Case ID	009
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in
Steps to Take	<ol style="list-style-type: none"> 1. From the settings menu, select logout
Expected Result	You returned to the login screen, and your session has been ended.
Actual Result	You returned to the login screen, and your session has been ended

Test Name	Unregister
Acceptance Test ID	024
Feature Being Tested	Unregister
Use Case ID	009
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in
Steps to Take	<ol style="list-style-type: none"> 1. From the settings menu, select unregister. 2. Select 'Okay'
Expected Result	You returned to the login screen
Actual Result	You returned to the login screen

Test Name	Unregister - Login
Acceptance Test ID	025
Feature Being Tested	Unregister
Use Case ID	009
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in
Steps to Take	<ol style="list-style-type: none"> 1. From the settings menu, select unregister. 2. Select 'Okay' 3. Attempt to login
Expected Result	You receive an error stating the email cannot be found
Actual Result	You receive an error stating the email cannot be found

Test Name	Unregister - Re-Register
Acceptance Test ID	026
Feature Being Tested	Unregister
Use Case ID	009
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in
Steps to Take	<ol style="list-style-type: none"> 1. From the settings menu, select unregister. 2. Select 'Okay' 3. Select "Register" 4. Enter the same details used for the un-registered account
Expected Result	You are registered, logged in, and the home screen is displayed.
Actual Result	You are registered, logged in, and the home screen is displayed.

Test Name	Switch Game
Acceptance Test ID	027
Feature Being Tested	Switch Game
Use Case ID	011
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have created multiple games
Steps to Take	<ol style="list-style-type: none"> 1. Select on a non-active game in the games list
Expected Result	The game board is re-loaded to display the selected game
Actual Result	The game board is re-loaded to display the selected game

Test Name	Switch Game - After Login
Acceptance Test ID	028
Feature Being Tested	Switch Game
Use Case ID	011
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. You have created multiple games
Steps to Take	<ol style="list-style-type: none"> 1. Logout 2. Close the client and reopen it 3. Login
Expected Result	The games list is populated with active games
Actual Result	The games list is populated with active games

Test Name	Invite Player - Shows registered users
Acceptance Test ID	029
Feature Being Tested	Send Invite
Use Case ID	003
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. Another register user exists in the system
Steps to Take	<ol style="list-style-type: none"> 1. Select the game options menu 2. Click invite player
Expected Result	A list of registered players should be provided
Actual Result	A list of registered players should be provided

Test Name	Show Player Profile
Acceptance Test ID	030
Feature Being Tested	Send Invite
Use Case ID	007
Pre-Requisites	<ol style="list-style-type: none"> 1. Server & Client started 2. You are registered 3. You are logged in 4. Another register user exists in the system
Steps to Take	<ol style="list-style-type: none"> 1. Select the player profile button 2. Select the user you would like to view the profile of
Expected Result	The player's profile is displayed
Actual Result	The player's profile is displayed