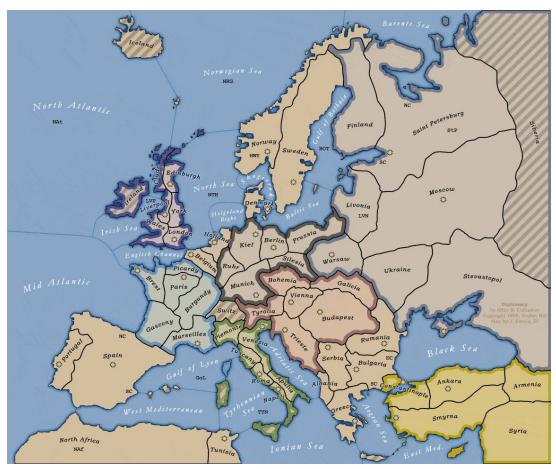
# Diplomacy

# Master Test Plan



# **Project Development Team B:**

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# **Revision History**

Version	Date	Author	Description of Change
1.0	2/25/2019	Justin Terry	Initial Test Plan
2.0	5/2/2019	Justin Terry	Revisions across the document

# References

Version	Date	Document Name
1.0	2/19/2019	Diplomacy Use Cases
1.0	2/19/2019	Project Plan - Team B
1.0	2/19/2019	Vision Document

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## 1. Introduction

## 1.1 Purpose

This test plan will cover the overall strategy we will use to drive the testing of the Diplomacy game. This document will introduce the following:

- Testing strategies:
  - o Items that will and won't be tested.
  - Features that will and won't be tested.
  - Processes to be used to test each item/feature.
  - Criteria that will constitute pass or fail.
  - Deliverables required for each test case.
- Management of the testing process:
  - o Responsibilities for each team member.
  - What test cases each member will be expected to complete.
  - Timeline outlining when individual test cases are expected to be completed.
- Risks and contingencies for the project.

## 1.2 Project Overview

Diplomacy is a classic strategy and warfare game in which players compete using their armies and fleets to take control of as many supply centers as they can. The first player or group to control 18 supply centers is declared the winner.

The goal of this project is to reproduce the Diplomacy board game in a modern form. The game will follow, as closely as possible, the rules laid out by the original board game. In order to implement the game we will utilize the Electron framework and focus on developing an application that can be used on desktop computers with possible mobile and web based versions being developed if time permits.

## 2. Test Items

# 2.1 Configuration

The Diplomacy game is designed to run on Windows, Mac and Linux desktops by utilizing the Electron framework. Any configuration that is needed will be handled by the user and will not be in the scope of our project. Consult user manual for officially supported OS versions. Other OS versions may work but will not be tested.

#### 2.2 Items To Be Tested

Item To Be Tested	Version
Game Play Logic	1.0
Database	1.0
Application Backend	1.0
User Interface	1.0
Installation/Operation on supported platforms/OS	1.0

#### 2.3 Item Not To Be Tested

Item Not To Be Tested	Version
Installation/Operation on platforms/OS outside the supported range	1.0

# 2.4 Testing Requirements

- Software modules to be tested must be implemented.
- Test cases created.
- Test cases assigned to testers.
- Test case reporting method defined.

#### 2.5 Related Documentation

See reference section, page 1.

# 3. Test Features

# 3.1 Features To Be Tested

Test Case ID	Item(s) Being Tested	Case Being Tested
TC-1a	User Interface, Application Backend	Register (UC-1) - Normal Flow
TC-1b	User Interface, Application Backend	Register (UC-1) - Invalid Data
TC-2a	User Interface, Application Backend	Login (UC-2) - Normal Flow
TC-2b	User Interface, Application Backend	Login (UC-2) - Invalid Data
TC-2c	User Interface, Application Backend	Login (UC-2) - Invalid Data
TC-3	User Interface	Logout (UC-3) - Normal Flow
TC-4a	User Interface, Application Backend	Start Game (UC-4) - Normal Flow
TC-4b	User Interface, Application Backend	Start Game (UC-4) - Invalid Data
TC-5a	User Interface, Application Backend	Accept Game (UC-5) - User Accepts
TC-5b	User Interface, Application Backend	Accept Game (UC-5) - User Declines
TC-6	User Interface, Application Backend	Resume Game (UC-6) - Normal Flow
TC-7a-a	User Interface, Application Backend	Chat: Private (UC-7a) - Normal Flow
TC-7a-b	User Interface	Chat: Private (UC-7a) - Invalid Data
TC-7b-a	User Interface, Application Backend	Chat: Public (UC-7b) - Normal Flow
TC-7b-b	User Interface	Chat: Public (UC-7b) - Invalid Data
TC-8a	User Interface, Application	Place Order - Move (UC-8a) - Normal

	Backend	Flow
TC-8b	User Interface, Application Backend	Place Order - Hold (UC-8b) - Normal Flow
TC-8c	User Interface, Application Backend	Place Order - Support (UC-8c) - Normal Flow
TC-8d	User Interface, Application Backend	Place Order - Convoy (UC-8d) - Normal Flow
TC-8e	User Interface, Application Backend	Place Order - Delete Existing Order (UC-8e) - Normal Flow
TC-9a	Gameplay Logic, User Interface, Application Backend	Submit Orders (UC-9) - Valid Army Move Order (Empty Landlocked Territory)
TC-9b	Gameplay Logic, User Interface	Submit Orders (UC-9) - Valid Army Move Order (Empty Coastal Territory)
TC-9c	Gameplay Logic, User Interface	Submit Orders (UC-9) - Valid Fleet Move Order (Empty Coastal Territory)
TC-9d	Gameplay Logic, User Interface	Submit Orders (UC-9) - Valid Fleet Mover Order (Empty Oceanic Territory)
TC-9e	Gameplay Logic, User Interface	Submit Orders (UC-9) - Invalid Army Move Order (Oceanic Territory)
TC-9f	Gameplay Logic, User Interface	Submit Orders (UC-9) - Invalid Fleet Move Order (Landlocked Territory)
TC-9g	Gameplay Logic, User Interface	Submit Orders (UC-9) - Invalid Move Orders (Non-Adjacent Territories)
TC-9h	Gameplay Logic, User Interface	Submit Orders (UC-9) - Invalid Army Move Order (Occupied Territory, Strength Of 1 Matched By 1), Valid Hold Order
TC-9i	Gameplay Logic, User Interface	Submit Orders (UC-9) - Invalid Army Move Order (Occupied Territory, Strength Of 2 Matched By 2), Valid Support Order
TC-9j	Gameplay Logic, User Interface	Submit Orders (UC-9) - Invalid Fleet Move Order (Occupied Territory, Strength of 1 Matched By 1)
TC-9k	Gameplay Logic, User Interface	Submit Orders (UC-9) - Invalid Fleet Move Order (Occupied Territory, Strength Of 2 Matched By 2)

TC-9I	Gameplay Logic, User Interface	Submit Orders (UC-9) - Valid Army Move Order (Occupied Territory, Strength of 2 Greater Than 1), Invalid Hold Order
TC-9m	Gameplay Logic, User Interface	Submit Orders (UC-9) - Valid Fleet Move Order (Occupied Territory, Strength of 2 Greater Than 1)
TC-9n	Gameplay Logic, User Interface	Submit Orders (UC-9) - Valid Hold Order (No Attacks)
TC-9o	Gameplay Logic, User Interface	Submit Orders (UC-9) - Invalid Support Order
TC-9p	Gameplay Logic, User Interface	Submit Orders (UC-9) - Valid Convoy Order (Single)
TC-9q	Gameplay Logic, User Interface	Submit Orders (UC-9) - Valid Convoy Order (Chain)
TC-9r	Gameplay Logic, User Interface	Submit Orders (UC-9) - Invalid Convoy Order
TC-10	Gameplay Logic, User Interface, Application Backend	Retreat Or Disband Order Functionality (UC-10) - Normal Flow
TC-11	Gameplay Logic, User Interface, Application Backend	Build New Unit (UC-11) - Normal Flow
TC-12	User Interface, Application Backend	Leave Session (UC-12) - Normal Flow
TC-13	User Interface, Application Backend	Withdraw (UC-13) - Normal Flow
TC-14	User Interface, Application Backend	View Game Rules (UC-14) - Normal Flow
TC-15	User Interface, Application Backend	Respond To Draw (UC-15) - Normal Flow
TC-16	User Interface, Application Backend	Send Draw Offer (UC-16) - Normal Flow
TC-17	User Interface, Application Backend	View Game Statistics (UC-17) - Normal Flow
TC-18	User Interface, Application Backend	View Move History (UC-18) - Normal Flow

# 3.2 Features Not To Be Tested

Item Being Tested	Case Not Being Tested
Game Play Logic	
User Interface	Negotiating moves

# 4. Testing Approach

## 4.1 Methodology

Throughout the testing process we will utilize the Agile Scrum software development and testing methodology. In doing so the development team will be broken into smaller groups that will be responsible for testing specific test cases assigned to them at the beginning of each sprint cycle.

Testing will include:

- Unit Testing
  - Functionality Ensure each unit of the software works correctly as defined by the project plan and this document.
- Performance Testing
  - Functionality Ensuring that each system works correctly as defined by project plan and this document.
  - Regression Ensuring changes made to the system do not cause functionality problems within the system.

Each test case will be kept in their own spreadsheet so that they can be updated and maintained easily throughout the development process. The current version of the spreadsheets will also be maintained in the Appendix of this document.

# 4.2 Required Tools

None.

#### 4.3 Metrics Collected

For each test case the tester will collect the following:

- Result of the overall test case Pass or Fail.
- Result of each step of the test case.
- Number of defects found.
- Severity of the defect.
- Description of the defect.

During testing the following metrics will be monitored and recorded for reporting purposes by the Test Engineer:

- Total number of test cases.
- Number of test cases passed.
- Number of test cases failed.
- Number of test cases yet to be run.

- Total number of defects found.
- Number of defects at each severity.
- Number of defects resolved.
- Number of defects unresolved.

Reports of testing status will be updated weekly and made available to the team.

## **4.4 Regression Test Rules**

Regression tests will be done after a new module is integrated into existing code or when existing code is modified in order to fix a defect. The regression tests will follow the test case outlined for of the affected module(s) when applicable. If an existing test case does not encompass the modules needing to be tested a new test case will be created by the Test Engineer to ensure completeness.

## 4.5 Configurations To Be Tested

**Operating Systems** 

- Windows 10
- macOS 10.12, 10.14.3
- Ubuntu 18.04

## 5. Pass/Fail Criteria

#### 5.1 Evaluation Team

The initial determination of whether a test case is passed or failed will be made by the team member executing the test. Upon receiving a passing evaluation, the test case will be reviewed by the Test Engineer and be given a final approval.

#### 5.2 Test Case Exit Criteria

The following conditions must be met in order for a test case to receive a pass and final approval:

- All defects preventing the main functionality of the module must be cleared.
- Any other defects must be reported and a workaround must be present.
- All possible entry and exit cases to the test case must have a passing test.
- A test report has been generated by the tester.
- A final approval has been given by the Test Engineer.

#### 5.3 Test Case Evaluation

When a feature or item is tested a report with the following should be submitted by the tester to the Test Engineer:

- Summary of the results of the testing and defect(s) found.
- Severity of the defect(s) found and explanation of how they could affect the overall project.
- Tester's analysis of the defect(s) found:
  - Defect is present but does not affect the function of the module/system.
  - Defect is present but only affects module/system in minor cases.
  - Defect causes complete system/module failure.

# 6. Suspension/Resumption Criteria

# 6.1 Suspension Criteria

If either of the following conditions are met the tester should suspend testing unless additional tests will provide information needed to resolve defects found:

- A defect is found that results in system failure making continued testing of the feature/item impossible.
- A portion of the system that is required to support the feature/item is unavailable.
- A feature/item is not complete or unavailable to test.

If a defect is found that does not result in system failure the test should continue with the tester documenting the defects in the test report.

# 6.2 Resumption Criteria

When testing is suspended it may resume after a team member has submitted a fix for the defect(s) that caused the system failure or once the feature/item is available to be tested.

# 7. Test Deliverables

This plan will include the following deliverables:

- Test plan.
- Test strategies.
- Test scenarios.
- Test case specifications.
- Test data.
- Test summary reports.
- Test status report (weekly) once testing begins.

# 8. Test Tasks

Task	Assigned To	Milestone
Create Test Plan	Test Engineer	M2
Create Test Strategies and Scenarios	Test Engineer	M2
Create Test Cases	Co-Test Engineer	M2
Generate Test Data	Test Engineer	M5
Perform Tests and Generate Test Summary Reports	Testers	M5
Generate Test Status Report	Test-Engineer	Weekly

# 9. Environmental Requirements

## 9.1 Hardware Requirements

None.

## 9.2 Operating System Requirements

One of the following:

- Windows 10
- macOS 10.12, 10.14
- Ubuntu 18.04

# 9.3 Connectivity Requirements

In order to test the game play features/items testers will need to be on an internet connected system.

## 9.4 Communication/File Sharing

- Communication between the team members will be done via a private Slack channel. Team members will be added to the channel by Project Manager.
- Version control will be handled using a shared GitHub repository which all members will have access to.
- Documentation sharing and collaboration will be handled using Google Drive and the suite for Google office products.
- Test data will be provided to testers via the test case specifications which will be available on the team's Google Drive.

# 10. Responsibilities

## 10.1 Roles and Responsibilities

**Test Engineer** 

- Develop test plan.
- Debug and verify performance of application.
- Track and prepare reports on testing progress.
- Manage testers and assign test cases

#### Tester

- Execute test cases as assigned.
- Provide documentation as laid out in this test plan for tracking tests.

# 11. Staffing and Training

# 11.1 Team Assignments

Role	Team Member
Project Manager	Michael Scheid
Project Manager Assistant	Vincent Tran
Test Engineer	Justin Terry
Co-Test Engineer	
Tester	Michael Scheid
Tester	
Tester	

# **11.2 Training Needs**

None.

# 12. Appendix

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ı	-1	2

1C-1a											
Test Case	ID	TC-1a	Test Case	Description		Test User Valid Data		ectionality (UC-1	), Normal F	low,	
Created B	у	Eli	Reviewed	Ву			Version		1.	0	
QA Tester	's Log										
Tester's N	ame		Date Test	ed			Test Case (I Executed)	Pass/Fail/Not			
S #	Prerequ	uisites:			S #	Test Data					
1	Access to platform				1	Username = TestUser1					
2	Applica	application is installed			2	Password = ayx&*90re					
3				3							
4					4						
Test Scenario	1		g valid use nt is regist	rname and pas ered	ssword,						
Step#	Step	Details	ı	Expected Results	s	Actual	Results	Pass / Fail / Sus	Not execuspended	ited /	
1	Open applica	ition	Login paç	ge is displayed							
2	Click C Accour		Register	page is display	ed						
3	Enter d	lata	Input box	es reflect the d	ata						
4	- Data is registered and saved in backend - The user is directed to the dashboard										

## TC-1b

Test (	Case ID	TC-1b	Test Case Description	Test User Register Functionality (UC-1), Alternate Flow, Invalid Data
--------	---------	-------	-----------------------	---

Created B	у	Eli	Reviewed	Ву		Justin	Version		1.	.0
<b>QA Tester</b>	's Log									
Tester's N	lame		Date Test	ed			Test Case (Pass/Fail Executed	/Not		
S #	Prerequ	uisites:			S #	Test Data				
1	Access to platform	to a supported 1 ation is installed 2			1	Username = TestUser1				
2	Applica	tion is inst	alled	led 2			= ytpro%8	800		
3	Usernai taken	me in Test	n Test Data is			Email = test1@test.com				
4					4					
Test Scenario	Verify of	on enterin	g a taken	username with oth	erwise va	lid data, th	ne user's a	account is not	registered	
Step#	Step	Details		Expected Results		Actual	Results	Pass / Fail / Not executed / Suspended		uted /
1	Open applica	ition	Login pag	ge is displayed						
2	Click C Accour		Register	page is displayed						
3	Enter d	lata	Input box	es reflect the data						
4	Click Su	Account is not registered, user notified of the error			is					

## TC-2a

Test Case ID	TC-2a	Test Case	lest Case Description			Test the User Login Functionality (UC-2), Normal F Valid Data					
Created By	eated By Eli Reviewed By				Version		1.0				
OA Tester's Log	QA Tester's Log										
Tester's Name	ester's Name Date Tested				Test Case						

							(Pass/Fail			
S#	Prerequis	ites:			S #	Test Data				
1	Access to platform	a supporte	d		1	Username	e = TestUse	r1		
2	Applicatio	n is installe	ed		2	Password	= ayx&*90	)re		
3	An account is registered with the Test Data		red with		3					
4					4					
Test Scenario	Verify on user is lo		valid userr	name and pass	sword, the					
Step#	Step D	Details		Expected Resul	ts	Actual	Results	Pass / Fail Su	/ Not exec spended	uted /
1	Open app	olication	Login pag	ge is displayed	I					
2	Enter dat	а	Input box	es reflect the	data					
3	Click Sub	omit		erified and use d to the dashb						

#### TC-2b

Test Case				Test Case Description			Test the User Login Functionality (UC-2), Alternate Flow Invalid Data				
Created B	у	Eli	Reviewed	Ву			Version		1	.0	
<b>QA Tester</b>	Tester's Log										
Tester's N	Tester's Name Date T		Date Test	Date Tested			Test Case Executed)	(Pass/Fail/Not			
S #	Prerequisi	ites:			S #	Test Data					
1	Access to	a supported	platform		1	Username	e = TestUse	r1			
2	Applicatio	tion is installed 2			2	Password = ytpro%8800					
3	An accoun	it is not regi	stered		3						

	with the Test	Data							
4					4				
Test	Verify on en	itering in	valid useri	name and p	assword,				
<u>Scenario</u>	the user is r	not logge	d in						
Step#	Step Det	tails	Ex	xpected Res	ults	Actual	Results	il / Not exec	uted /
1	Onon applie								
1	Open applic	ation	Login pag	ge is display	/ed				
2	Enter data	alion		es reflect th	·				

#### TC-3

Test Case I	D	TC-3	Test Case D	escriptio	n	Test Sign O	ut Function	ality (UC-3), Norr	nal Flow	
Created By		Eli	Reviewed I	Зу			Version		1.	0
QA Tester's	s Log									
Tester's Na	Tester's Name Date Te		Date Teste	d			Test Case ( Executed)	Pass/Fail/Not		
S #	Prerequisites: S				S #	Test Data				
1	Access to	a supporte	d platform		1					
2	Application	on is installe	ed		2					
3	Logged ir displayed	n and dashbo	oard is		3					
4					4					
Test Scenario	Verify a log in	successful	sign out af	ter a suc	cessful					
Step#	Step Details Expected Results			ults	Actual	Results		/ Not execu spended	ted /	
1	Click Sign Out Login page is displayed			ayed						

#### TC-4a

Test Case ID	TC-4a	Test Case Description	Test Start Game Functionality (UC-4), Normal
			Flow, Valid Data

Created	Ву	Eli	Reviewe	ed By			Version		1.	0
QA Test	er's Log									
Tester's	Name		Date Tested			Test Case (Pass/Fail/Not Executed)				
S #	Prerequi	isites:			S #	Test Dat	а			
1	Access to	o a supported platform			1	usernam	ne = Testl	Jser1		
2	Applicati	ion is installed			2					
3	Logged i	n and dashboard is display	⁄ed		3					
4	A User is registered with the usernam Test Data				4					
Test Scenari O	Verify a	successful creation of a	ı game if	valid data is e	ntered					
Step#		Step Details		Expected Result	s	Actual	Results	Pass / Fail / Sus	Not executed	cuted /
1	Click St	art New Game	Game p	age is displaye	ed					
2	Enter another user's username to invite them to the game		the syst	sername is sav em ser starting the the user was ir	game is					
3	Select game constraints			ected constrain by the system	ts are					
4	Click Sub	omit	- The backend is updated - Requests to users entered in step 2 are sent out - The user is directed to the game page							

#### TC-4b

Test Case	e ID	TC-4b	Test Case Description			Test Start Game Functionality (UC-4), Alternate Flow, Invalid Data				
Created	Ву	Eli	Reviewed By		Version		1.0			
QA Teste	er's Log									

Tester's	Name		Date Te	Date Tested			Test Cas (Pass/Fa	ail/Not		
S #	Prerequ	isites:			S #	Test Dat	ta			
1	Access t	o a supported platform			1	usernan	ne = Test	Usr1		
2	Applicat	ion is installed			2					
3	Logged i	n and dashboard is displa	yed		3					
4	No user in Test D	is registered with the use Data	rname		4					
Test Scenari O	Verify a entered	user is not added to th	e game	after invalid data i	S					
Step#		Step Details		Expected Results		Actual	Results	Pass / Fail / Sus	Not exe	cuted /
1	Click St	art New Game	Game p	page is displayed						
2	Enter another user's the sy username to invite them to - The			sername is not sa tem ser starting the ga the username wa	me is					

## TC-5a

Test Cas	se ID	TC-5a	Test Cas	se Description				ne Functional er Accepts	ity (Uc-5)	,
Created	l Ву	Eli	Review	ed By			Version	l	1.	0
QA Test	er's Log									
Tester's	Name		Date Te	sted			Test Ca (Pass/F Execute	ail/Not		
S #	Prerequisites:				S #	Test Da	ta			
1	1 Access to a supported platform				1					
2	Applicat	cion is installed			2					

3	Logged	in and dashboard is displa	ayed		3					
4		ation for a game has been ccount which is logged in			4					
<u>Test</u>										
Scenar io	Verify a	user is added to a gar	ne if the	y click accept						
Step#		Step Details	Expected Results			Actual	Results	Pass / Fail / Sus	Not exe	cuted /
1	Click A	ccept	entered backen	ser is confirmed to I into the game in t d ser is directed to th	he					

#### TC-5b

Test Cas	se ID	TC-5b	Lest Case Description					ne Functional Jser Declines		),
Created	I Ву	Eli	Reviewe	ed By			Version		1.	.0
QA Test	ter's Log									
Tester's	. Name		Date Te	sted		Test Cas (Pass/Fa Execute	ail/Not			
S #	Prerequ	isites:			S #	Test Da	ta			
1	Access t	o a supported platform			1					
2	Applicat	ion is installed			2					
3	Logged	in and dashboard is displ	ayed		3					
4		ation for a game has been ccount which is logged in			4					
Test Scenar io	Verify a	user is not added to a	game if	they click decline						
Step#		Step Details		Expected Results		Actual	Results	Pass / Fail /	Not exe	cuted /

		- The user is confirmed to be removed from the game in the	
1	Click Decline	backend	
		- The invitation is removed from	
		the user's gui	

## TC-6

10-0			_							
Test Case	ID	TC-6	Test Case	Descripti	on	Test Resu	me Game F	unctionality (U	C-6), Norm	al Flow
Created B	у	Eli	Reviewed	Ву			Version		1.	0
QA Tester	's Log									
Tester's N	ame		Date Test	ed			Test Case (Pass/Fail Executed)			
S#	Prerequis	ites:			S #	Test Data				
1	Access to	a supported platfo	rm		1					
2	Applicatio	n is installed			2					
3	Logged in	and dashboard is o	displayed		3					
4	The accou	nt which is logged in a game	into is		4					
Test Scenario	Verify a u	iser is able to res ul log in	ume a gar	ne after	а					
Step#	Step Details Exp			cted Res	ults	Actual	Results	Pass / Fail Su	/ Not exec	uted /
1	Click Resume Game  The use game possible for the control of the co				ed to the					

#### TC-7a-a

Test Cas	Test Case ID TC-7a-a			Test Case Description				Test One On One Chat Functionality (UC-7a), Normal Flow, Valid Data				
Created	Created By Eli		Reviewed By			Version		1.0				
<b>QA Test</b>	er's Log											
Tester's	Tester's Name		Date Tes	Date Tested			Test Cas (Pass/Fa					

							Executed	d)			
S #	Prerequi	isites:			S #	Test Dat	а				
1	Access to	o a supporto	ed		1	200 rand	lomly ger	erated valid	messages	s (script)	
2	Applicati	ion is install	ed		2						
3	Logged i	n and game d	page is		3						
4					4						
<u>Test</u> Scenari	Verify a	user is ab	le to cha	t one on one with another ເ	user in						
<u>o</u>	the sam	ie game ar	nd send v	/alid messages							
Step#	Step	Details		Expected Results		Actual	Results	Pass / Fail , Su	/ Not exe spended	cuted /	
1	Select r	ecipient with	previous	n creates a chat session ar s chat logs from the DB s directed to one on one ch							
2	Input me	essages id all		the messages are entered sent to both users' chat pa							

#### TC-7a-b

Test Cas	e ID	TC-7a-b	Test Cas	est Case Description			Test One On One Chat Functionality (UC-7 Alternate Flow, Invalid Data				
Created	Ву	Eli	Reviewe	d By			Version		1.	0	
QA Test	er's Log										
Tester's	Name	e Date Tested					Test Cas (Pass/Fa Execute	il/Not			
S #	Prerequ	isites:			S #	Test Dat	a				
1	Access to	o a supported	d		1	message	message1 = ""				
2	Applicat	ion is installe	d		2	message	2 = ""				
3	Logged in and one on one chat page is open				3						
4					4						

Test Scenari O	Verify a one cha		able to s	end empty messages i	nac	one on					
Step#	Step Details Expected Results						Actual	Results	Pass / Fail ,	/ Not exe	cuted /
1	Type mand hit	essages send		jes are not entered into ge is not updated for bo							

#### TC-7b-a

TC-7b-a										
Test Cas	e ID	TC-7b-a	Test Case	e Description		Test Gro Flow, Va		unctionality (I	JC-7b), N	ormal
Created	Ву	Eli	Reviewe	d By			Version		1.	.0
QA Teste	er's Log		I							
							Test Case	<u> </u>		
Tester's	Name		Date Tes	Date Tested (Pass/Fail/Not Executed)						
S #	Prerequi	sites:			S #	Test Dat	a			
1	Access to platform	o a supporte	ed		1	200 rand	lomly gen	erated valid n	nessages	(script)
2	Applicati	on is install	ed		2					
3	Logged in	n and game d	page is		3					
4					4					
Test Scenari Ω	-			te a group chat room with d send valid messages	n all					
Step#	Step	ep Details Expected Results					Results	Pass / Fail , Sus	/ Not exec spended	cuted /
1	Click Create Chat Room  User is directed to group chat page									
2	Input messages 98% of the messages are entered into the and send all DB and sent to all users' chat pages									

#### TC-7b-b

Test Cas	se ID	TC-7b-b	Test Cas	e Description				Functionality Ivalid Data	(UC-7b),	
Created	Ву	Eli	Reviewe	ed By			Version		1.	.0
QA Test	er's Log									
Tester's	Name		Date Tes	sted			Test Cas (Pass/Fa Executed	ii/Not		
S#	Prerequ	isites:			S#	Test Dat	:a			
1	Access to	o a supporte	d		1	message	21 = ""			
2	Applicat	ion is installe	ed		2	message	2 = ""			
3		n and group lisplayed	chat		3					
4					4					
Test Scenari Ω	Verify a chat	user is not	able to s	send empty messages in a	group					
Step#	step Details Expected Results					Actual	Results	Pass / Fail /	Not exe	cuted /
1	Type messages Messages are not entered into chat page is not updated for all									

#### TC-8a

Test Case	e ID	TC-8a	Test Case	Description		Test Plac	e Order -	Move (UC-8a),	, Normal F	low
Created	Ву	Ahmed	Reviewe	d By		Eli	Version		1.	0
QA Tester's Log				I						
Tester's Name			Date Tes	ted			Test Case (Pass/Fa Executed	il/Not		
S #	Prerequi	sites:			S#	Test Data				

1	Access to	a supported platfor	·m		1					
2	Applicati	on is installed			2					
3		n and game page is d	lisplayed		3					
					_					
4	In a game	9			4					
Test Scenari Ω	Verify a	fy a user is successfully ab		place a move	order					
Step#	S	Step Details		Expected Results		Actual	Results	Pass / Fail ,	Not executed	cuted /
1	User sel order"	ects "create new	SYSTEM displays a drop down for the available units							
2	User selects the unit		SYSTEM down	M displays mo	ves drop					
3	User sel order	Jser selects the move SYS		SYSTEM displays location drop own						
4		User selects the location to move the unit to		′STEM displays save button						
5	User sele	ser selects save button		informs the use	r the					

## TC-8b

Test Case	e ID	TC-8b	Test Case	Description		Test Place	e Order - H	lold (UC-8b), N	Iormal Flo	w
Created I	Ву	Ahmed	Reviewed	d By		Eli	Version		1	.0
<b>QA Teste</b>	r's Log									
Tester's Name			Date Test	ted	Test Case (Pass/Fail/Not Executed)					
S #	Prerequis	sites:			S #	Test Data	1			
1	Access to	a supported pla	tform		1					
2	Application	on is installed			2					
3	Logged in displayed	and game page	e is		3					
4	In a game				4					

Test Scenario	Verify a user is success	sfully able to place a hold order		
Step#	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	User selects "create new order"	SYSTEM displays a drop dowr for the available units		
2	User selects the unit	SYSTEM displays moves drop down		
3	User selects the hold order	SYSTEM displays save button		
4	User selects save button	SYSTEM informs the user the mov has been saved	2	

#### TC-8c

Test Ca	ise ID	TC-8c	Test Ca	ase Description		Test Pl		ler - Suppoi	rt (UC-8c),	
Create	d By	Ahmed	Review	ved By		Eli	Versio	n	1.0	
QA Tes Log	ter's									
Tester'	s		Date T	ested			Test Ca (Pass/ Execut	Fail/Not		
S#	# Prerequisites:				S#	Test D	t Data			
1		to a supported platform			1	1000				
2	Applica	ition is installed			2					
3	Logged	in and game page is displayed	ed		3					
4	In a gar	me			4					
Test Scena rio	a Verify a user is successfully able		to plac	ce a support order						
Step #		Step Details		Expected Results		1	tual sults	1	/ Fail / Not	ed
1	User s	elects "create new order"	SYST	EM displays a drop dowr	for					

		the available units	
2	User selects the unit	SYSTEM displays moves drop down	
3	User selects the support order	SYSTEM displays three dropdowns: location, unit, and country they wish to support	
4	User selects the unit they wish to support and where they are moving to	SYSTEM displays save button	
5	User selects save button	SYSTEM informs the user the move has been saved	

#### TC-8d

Test Ca	ase ID	TC-8d	Test Ca	ase Description			lace Ord	ler - Convo	y (UC-8a),
Create	d By	Ahmed	Review	ved By		Eli	Versio	n	1.0
QA Tes	ster's								
Tester'	's		Date Tested				Test Ca (Pass/I	Fail/Not	
S#	Prereg	uisites:			S #	Test D	ata		
1		ccess to a supported platform			1				
2	Applica	pplication is installed			2				
3	Logged	I in and game page is displa	yed		3				
4	In a ga	me	I		4			I	
Test Scena rio	Verify	a user is successfully abl	e to pla	ace a convoy order					
Step #		Step Details		Expected Results			tual sults		Fail / Not / Suspended
1	User s order"			EM displays a drop down fo ble units	r the				
2	User select s the		SYST	EM displays moves drop do	wn				

	unit			
3	User s	selects the convoy order	SYSTEM displays two dropdowns: army to convoy, and where the army is moving to	
4		elects the army they wish yoy and where they are g to	SYSTEM displays save button	
5	User se	elects save button	SYSTEM informs the user the move has been saved	

#### TC-8e

TC-8e										
Test Ca	se ID	By Ahmed  er's	Test Ca	se Description				er- Delete E Normal Flo	_	
Create	d By		Review	red By		Eli	Versio	n	1	.0
QA Tes Log	ter's									
Tester'	s		Date To	ested			Test Ca (Pass/I Execut	ail/Not		
S #	Prereq	uisites:			S #	Test Data				
1	Access	to a supported platform			1					
2	Applica	plication is installed			2					
3	Logged	in and game page is displ	ayed		3					
4	In a gar	me			4					
5	An orde	er has been saved	5							
Test Scena rio	Verify	a user is successfully a	ole to d	elete an existing order						
Step#		Step Details		Expected Results			tual sults	Pass / executed	' Fail / N I / Suspe	
1		•	"Build	your order" window pops (	nb					
2	User b order	uilds and submits new		w is closed, old order rem urrent orders and deleted tion						

#### TC-9a

Test Cas	se ID	TC-9a	Test Cas	e Description		Valid Ar	my Move	rs Functional Order d Territory)	ity (UC-9),	
Created	Ву	Eli	Reviewe	ed By			Version		1.0	
QA Test	er's Log									
Tester's	Name		Date Tes	sted			Test Cas (Pass/Fa Executed	il/Not		
S#	Prerequ	isites:			S #	Test Da	ta			
1		o a supported platfor	m		1	SYR M EAS				
2		ion is installed			2	LVP M MOS				
3	Logged i (Russia)	gged in and game page is displayed ussia)			3					
4	-	tic negotiations stage			4					
5	Russian	Army in WAR								
6	Orders h	ave been saved for alder list	ll units							
Test Scenari O	-	•		submit a valid army move correct results are displa						
Step#		Step Details		Expected Results		Actual	Results	Pass / Fa execut Suspe	uted /	
1	Click Su	ubmit Orders	- Once evaluate DB - Result	m waits for round to end round has ended, orders ed and results are saved as of the round are display rs (Russian Order = Succ	in the					

#### TC-9b

			Test Submit Orders Functionality (UC-9),	
Test Case ID	TC-9b	Test Case Description	Valid Army Move Order	
			(Empty Coastal Territory)	

Created I	Ву	Eli	Reviewed	d By			Version		1.0	
QA Teste	r's Log									
Tester's I	Name		Date Test	ted			Test Case (Pass/Fai Executed	il/Not		
S #	Prerequis	sites:			S #	Test Data	а			
1	Access to	a supported platform			1	Russian C	Order = A N	MOS - LVN		
2	Application	on is installed			2					
3	Logged in (Russia)	and game page is displaye	d		3					
4		ic negotiations stage has be d for the season	een		4					
5	Russian A	rmy in MOS								
6		ave been saved and submit n the order lists	ted for							
Test Scenari Ω	Verify the correct results are displayed for order (empty coastal territory)			a valid army ı	nove					
Step#		Step Details	E	expected Resul	ts	Actual	Results	Pass / Fa executed / S		
1	View dis	iew displayed results 1		an Order = Sı	ıccess					

#### TC-9c

Test Case ID	TC-9c	Test Case Description			Test Submit Orders Functionality (UC-9), Valid Fleet Move Order (Empty Coastal Territory)				
Created By	Eli				Version				)
QA Tester's Log			I						
Tester's Name		Date Tes	ted			Test Case (Pass/Fai Executed	I/Not		

S #	Prerequisites:		S #	Test Data					
1	Access to a supported platform			1	Russian Order = F STP - LVN				
2	Application is installed		2						
3	Logged in and game page is displaye (Russia)		3						
4	Diplomatic negotiations stage has be completed for the season		4						
5	Russian Fleet in STP								
6	Orders have been saved and submittall units in the order lists	ted for							
Test Scenari O	Verify the correct results are disp order (empty coastal territory)	a valid fleet n	nove						
Step#	Step Details	Expected Results		Actual Results		Pass / Fail / Not executed / Suspended			
1	View displayed results 1) Russian Ord			iccess					

#### TC-9d

Test Case ID		TC-9d	Test Case Description			Test Submit Orders Functionality (UC-9), Valid Fleet Move Order (Empty Oceanic Territory)					
Created By E		Eli	Reviewed By			Version			1.0		
_											
QA Teste	er's Log										
Tester's Name			Date Tes	Date Tested			Test Case (Pass/Fai Executed	I/Not			
S #	Prerequis	sites:			S #	Test Data	a				
1	Access to	a supported platform			1	Russian (	Order = F S	TP - BOT			
2	Application	on is installed			2						
3	Logged in and game page is displayed (Russia)				3						
4	Diplomatic negotiations stage has been completed for the season				4						
5	Russian F	leet in STP									

6		ave been saved and submi n the order lists	tted for							
Test Scenari Ω	Verify the correct results are displayed for a valid fleet move order (empty oceanic territory)									
Step#	Step Details		Expected Results		ts	Actual	Results	Pass / Fa	-	
1	View displayed results		1) Russian Order = Success							

#### TC-9e

Test Case ID TC-9e			Test Case Description			Test Submit Orders Functionality (UC-9), Invalid Army Move Order (Oceanic Territory)					
Created	Ву	Eli Reviewed By					Version		1.0		
QA Teste	er's Log										
Tester's	Name Date 1			e Tested			Test Case (Pass/Fai Executed	l/Not			
S #	Prerequis	sites:	S #	Test Dat	a						
1	Access to	a supported platform		1	Russian Order = A LVN - BOT						
2	Application	Application is installed			2						
3	Logged in and game page is displayed (Russia)				3						
4	Diplomatic negotiations stage has been completed for the season				4						
5	Russian A	army in LVN									
6		Orders have been saved and submitted for all units in the order lists									
Test Scenari Q	Verify the correct results are displayed for an invalid army move order (oceanic territory)										
Step#		Step Details	E	Expected Results			Results	Pass / Fa			

1	View displayed results	1) Russian Order = Fail	

## TC-9f

Test Case	e ID	TC-9f	Test Case	e Description		Invalid Fl	mit Orders eet Move ked Territo		(UC-9),	
Created I	Ву	Eli	Reviewe	d By			Version		1.0	)
QA Teste	er's Log									
							_			
Tester's I			ted			Test Case (Pass/Fai Executed	I/Not			
S #	Prerequis	sites:	S#			Test Data	a			
1	Access to	a supported platform				Russian (	Order = F S	TP - MOS		
2	Application	tion is installed			2					
3	Logged in (Russia)	and game page is displaye	ed		3					
4		ic negotiations stage has bo d for the season	een		4					
5	Russian F	leet in STP								
6		ave been saved and submit in the order lists	ted for							
Test Scenari O	1	e correct results are disp ndlocked territory)	layed for	an invalid flee	t move					
Step#		Step Details	E	Expected Result	S	Actual	Results	Pass / Fa		
1	View dis	ew displayed results 1) Russian Ord			il					

# TC-9g

Test Case ID	TC-9g	Test Case Descrip	Test Case Description			Test Submit Orders Functionality (UC-9), Invalid Move Orders (Non-Adjacent Territories)			
<b>Created By</b>	Eli	Reviewed By	Reviewed By				1.0	)	
OA Tester's Log									

Tester's I	Name		Date Tes	ted			Test Case (Pass/Fai Executed	il/Not	
S #	Prerequi	sites:			S #	Test Data	)		
1	Access to	a supported platform			1	Russian C	Order 1 = F	STP - BAL	
2	Application	on is installed			2	Russian C	Order 2 = <i>A</i>	A MOS - SIL	
3	Logged ir (Russia)	n and game page is displaye	d		3				
4	-	iplomatic negotiations stage has been ompleted for the season			4				
5	Russian F	leet in STP							
6	Russian A	Army in MOS							
7		ave been saved and submit n the order lists	ted for						
Test Scenari O		e correct results are disp acent territories)	layed for	invalid move	orders				
Step#		Step Details	E	Expected Resul	ts	Actual	Results	Pass / Fa	
1	View dis	played results	-	an Order 1 = I an Order 2 = I					

#### TC-9h

Test Case	e ID	TC-9h	Test Case Description			Test Submit Orders Functionality (UC- Invalid Army Move Order (Occupied Territory, Strength Of 1 Ma By 1), Valid Hold Order				.,
Created I	Ву	Eli	Reviewe	Reviewed By			Version		1	.0
QA Teste	er's Log									
Tester's I	Name		Date Tes	Date Tested			Test Case (Pass/Fai Executed	I/Not		
S #	Prerequi	sites:	S#		S #	Test Data	a			

1	Access to a supported platform			1	Russian (	Order = A	WAR - SIL	
2	Application is installed			2	German	Order = A	SIL HOLDS	
3	Two accounts logged in and game p displayed (Russia/Germany)	ages are		3				
4	Diplomatic negotiations stage has be completed for the season	een		4				
5	Russian Army in WAR							
6	German Army in SIL							
7	Orders have been saved and submi	tted for						
Test Scenari O	Verify the correct results are disporder (occupied territory, strengt Verify the correct results are disp	h of 1 ma	atched by 1)					
Step#	Step Details		Expected Resu	ılts	Actual	Results	Pass / Fa	
1	View displayed results		ian Order = Fa an Order = Si					

#### TC-9i

10-91										
Test Cas	se ID	TC-9i	Test Case Description			Test Submit Orders Functionality (UC-9), Invalid Army Move Order (Occupied Territory, Strength Of 2 Matched By 2), Valid Support Order				
Created	Ву	Eli	Reviewe	d By			Version		1.0	
QA Test	er's Log									
Tester's	Name		Date Tested			Test Cas (Pass/Fa Execute	ail/Not			
S #	Prerequi	isites:			S #	Test Da	ta			
1	Access to	o a supported platform			1	Russian	Order 1 =	A GAL - BUD		
2	Applicati	ion is installed			2	Russian	Order 2 =	A RUM S A G	AL - BUD	
3	Two accounts logged in and game pages are displayed (Russia/Austria-Hungary)				3	Austro-l	Hungariar	Order 1 = A E	BUD HOLDS	
4	Diplomatic negotiations stage has been completed for the season		en		4	Austro-H HOLDS	Hungariar	Order 2 = A \	/IE S A BUD	

5	Russian	Army in GAL							
6	Russian	Army in RUM							
7	Austro-H	lungarian Army in BUD							
8	Austro-H	lungarian Army in VIE							
9		ave been saved and submitto the order lists	ed for all						
Test Scenari O	order (o	ne correct results are displaceupied territory, strength ne correct results are displa	of 2 mate	ched by 2)					
Step#		Step Details		Expected Resi	ults	Actual	Results	Pass / Fa	

## TC-9j

Test Cas	e ID	TC-9j	Test Case	e Description		Invalid F	leet Move	s Functionality Order y, Strength Of		
Created	Ву	Eli	Reviewe	d By			Version		1	1.0
QA Test	er's Log									
Tester's	Date Tes		ted			Test Case (Pass/Fa Executed	il/Not			
S #	Prerequi	sites:			S #	Test Dat	a			
1	Access to	a supported platform			1	Russian	Order = F	SEV - BLA		
2	Applicati	on is installed			2	Turkish (	Order = F	ANK - BLA		
3	Two accounts logged in and game pages are displayed (Russia/Turkey)				3					
4	Diplomatic negotiations stage has been completed for the season				4					

5	Russian F	leet in SEV								
6	Turkish F	leet in ANK								
7		ave been saved and submin the order lists	tted for							
Test Scenari O	_	e correct results are disp ccupied territory, strengt	•		et move					
Step#		Step Details		Expected Resu	ılts	Actual	Results	Pass / Fa	•	
1	View dis	played results	,	an Order = Fa sh Order = Fa						

## TC-9k

Test Case	e ID	TC-9k	Test Case	e Description		Invalid F	leet Move	s Functionalit Order y, Strength Of		
Created	Ву	Eli	Reviewe	d By			Version		1	0
QA Teste	er's Log									
Tester's	Name		Date Tested				Test Case (Pass/Fai Executed	I/Not		
S #	Prerequi	sites:			S #	Test Data				
1	Access to	a supported platform			1	Russian Order 1 = F LVN - BAL				
2	Application	on is installed			2	Russian Order 2 = F PRU S F LVN - BAL				
3		ounts logged in and game ayed (Russia/England)	pages		3	English (	Order 1 = F	BAL HOLDS		
4		ic negotiations stage has ed for the season	been		4	English (	Order 2 = F	SWE S F BAL	HOLD:	S
5	Russian F	leet in LVN								
6	Russian F	leet in PRU								
7	English Fl	leet in BAL								
8	English Fl	leet in SWE								
9	Orders have been saved and submitted for									

	all units	in the order lists								
Test Scenari O	,	ne correct results are dis			eet move					
Step#		Step Details		Expected Resu	lts	Actual	Results	Pass / Fa	-	
1	View dis	splayed results	2) Russi 3) Englis	ian Order 1 = F ian Order 2 = F sh Order 1 = S sh Order 2 = S	ail uccess					

#### TC-9I

TC-9I			_								
Test Cas	e ID	TC-9I	Test Case Description			Test Submit Orders Functionality (UC-9), Valid Army Move Order (Occupied Territory, Strength Of 2 Greate Than 1), Invalid Hold Order					
Created	Ву	Eli	Reviewed By			Version			1.0		
QA Test	er's Log										
Tester's	Name		Date Tested				Test Cas (Pass/Fa Executed	il/Not			
S #	Prerequi	isites:			S #	Test Data					
1	Access to	o a supported platform			1	Russian Order 1 = A GAL - BUD					
2	Applicati	ion is installed			2	Russian Order 2 = A RUM S A GAL - BUD				UD	
3		ounts logged in and game pag d (Russia/Austria-Hungary)	ges are		3	Austro-H	lungarian	Order = A BL	JD HO	LDS	
4	-	tic negotiations stage has bee	en		4						
5	Russian A	Army in GAL									
6	Russian <i>i</i>	Army in RUM									
7	Austro-H	lungarian Army in BUD									
8		ave been saved and submitte he order lists									

Test Scenari O	(occupied territory, strength	erify the correct results are displayed for a valid army move order ccupied territory, strength of 2 greater than 1) erify the correct results are displayed for an invalid hold order							
Step#	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended					
1	View displayed results	1) Russian Order 1 = Success 2) Russian Order 2 = Success 3) Austro-Hungarian Order = Fail							

## TC-9m

Test Case		TC-9m	Test Case Description			Test Submit Orders Functionality (UC-9), Valid Fleet Move Order (Occupied Territory, Strength Of 2 Greater Than 1)					
Created	Ву	Eli	Reviewe	riewed By			Version		1.0		
QA Teste	er's Log										
Tester's	Tester's Name			Date Tested			Test Case (Pass/Fa	il/Not			
S #	Prerequis	sites:			S #	Test Data	a				
1	Access to	a supported platform			1	Russian Order 1 = F LVN - BAL					
2	Application	on is installed			2	Russian Order 2 = F PRU S F LVN - BAL					
3		unts logged in and game ayed (Russia/England)	pages		3	English Order = F BAL HOLDS					
4		ic negotiations stage has ed for the season	been		4						
5	Russian F	leet in LVN									
6	Russian F	leet in PRU									
7	English Fl	eet in BAL									
8	Orders have been saved and submitted for all units in the order lists										
Test Scenari Ω		e correct results are dis ocupied territory, streng			move						

Step#	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	View displayed results	1) Russian Order 1 = Success 2) Russian Order 2 = Success 3) English Order = Fail		

#### TC-9n

Test Case	e ID	TC-9n	Test Case	e Description				s Functionality	(UC-9),	
Created	Ву	Eli	Reviewe	d By			Version		1.0	
QA Teste	er's Log		ı	ı						
Tester's	ester's Name			Date Tested			Test Case (Pass/Fai Executed	il/Not		
S #	Prerequi	rerequisites:			S#	Test Data				
1	-	a supported platform			1	Russian Order = A MOS HOLDS				
2	Application is installed				2					
3	Logged ir (Russia)	n and game page is display	yed		3					
4	-	ic negotiations stage has ed for the season	been		4					
5	Russian A	Army in MOS								
6		ave been saved and subm n the order lists	itted for							
Test Scenari Ω	Verify the correct results are displayed for a valid fleet hold order (no attacks)									
Step#		Step Details		Expected Resu	ilts	Actual	Results	Pass / Fa		
1	View dis	√iew displayed results		Russian Order = Success						

## TC-9o

Test Case ID	TC-9o	Test Case Description	Test Submit Orders Functionality (UC-9),	
1000 0000 12	10 30	rest case Description	Invalid Support Order	

Created	Ву	Eli	Reviewe	d By			Version		1	1.0
QA Test	er's Log									
Tester's	Name		Date Tes	ited			Test Case (Pass/Fail/Not Executed)			
S #	Prerequi	sites:			S #	Test Data				
1	Access to	a supported platform			1	Russian Order 1 = A WAR HOLDS				
2	Applicati	Application is installed  Two accounts logged in and game pages are			2	Russian	Order 2 =	A UKR S A W	AR HO	OLDS
3		ounts logged in and game page d (Russia/Austria-Hungary)	es are		3	Austro-H	lungarian	Order = A GA	۱L - U	KR
4	Diplomatic negotiations stage has been completed for the season				4					
5	Russian A	Army in WAR								
6	Russian A	Army in UKR								
7	Austro-H	lungarian Army in GAL								
8		ave been saved and submitted he order lists	d for all							
Test Scenari O	Verify th	ne correct results are display	ed for a	n invalid supp	oort order					
Step#	Step Details			Expected Resi	ults	Actual	Results	Pass / Fa		
1	View displayed results 2) Rus			ian Order 1 = ian Order 2 = o-Hungarian	Fail					

#### TC-9p

Test Case ID		TC-9p	Test Case	Test Case Description			Test Submit Orders Functionality (UC-9), Valid Convoy Order (Single)					
Created By		Eli	Reviewed By				Version		1.0			
QA Teste	QA Tester's Log											

Tester's	Name		Date Tes	ited			Test Cas (Pass/Fa Executed	il/Not		
S #	Prerequi	isites:			S #	Test Dat	а			
1	Access to	o a supported platform			1	Russian	Order 1 =	A LVN - FIN		
2	Applicati	ion is installed			2	Russian	Order 2 =	F BOT C A LV	N - FIN	
3	Logged i	n and game page is displayed (	(Russia)		3					
4	1	tic negotiations stage has beer ed for the season	า		4					
5	Russian	Army in LVN								
6	Russian	Fleet in BOT								
7		ave been saved and submitted the order lists	d for all							
Test Scenari o	Verify th (single)	ne correct results are display	ed for a	valid convoy	order					
Step#		Step Details		Expected Res	ults	Actual	Results	Pass / Fa		
1	I VIEW displayed results				der 1 = Success der 2 = Success					

# TC-9q

Test Cas	e ID	TC-9q	Test Case Description			Test Submit Orders Functionality (UC-9 Valid Convoy Order (Chain)				
Created	Ву	Eli	Reviewe	d By			Version		1.0	
QA Test	er's Log									
Tester's	Name		Date Tested				Test Cas (Pass/Fa Executed			
S #	Prerequi	sites:			S #	Test Dat	а			
1	Access to a supported platform				1	Russian Order 1 = A STP - PRU				
2	Application is installed				2	Russian Order 2 = F BOT C A STP - PRU			P - PRU	
3	Logged in and game page is displayed (Russia)				3	Russian Order 3 = F BAL C A STP - PRU				

4	1 '	tic negotiations stage has bee ed for the season	n		4				
5	Russian A	Army in STP							
6	Russian I	Fleet in BOT							
7	Russian I	Fleet in BAL							
8		ave been saved and submitte the order lists	d for all						
Test Scenari O	Verify th (chain)	ne correct results are displa	yed for a	valid convoy	order				
Step#	Step Details			Expected Resi	ults	Actual	Results	Pass / Fa	
1	View dis	splayed results	2) Russ	ian Order 1 = ian Order 2 = ian Order 3 =	Success				

#### TC-9r

Test Case	e ID	TC-9r	Test Case Description			Test Submit Orders Functionality (UC-9), Invalid Convoy Order				
Created	Ву	Eli	Reviewe	d By			Version		1.0	0
QA Teste	er's Log									
Tastanla	s Name Date T			4 - d			Test Case			
resters	Name Date I			tea			(Pass/Fa Executed			
S #	Prerequi	sites:			S #	Test Data				
1	Access to	a supported platform			1	Russian Order 1 = A LVN - DEN				
2	Applicati	on is installed			2	Russian (	Order 2 =	F BAL C A LVN	- DEN	
3	Logged in	n and game page is displayed (R	ussia)		3					
4		ic negotiations stage has beened for the season			4					
5	Russian A	Russian Army in LVN								
6	Russian Fleet in BAL									
7		Orders have been saved and submitted for all units in the order lists								

Test Scenari O	Verify th	Verify the correct results are displayed for an invalid convoy order								
Step#	Step Details		Expected Results			Actual	Results	Pass / Fa	•	
1	View dis	View displayed results		1) Russian Order 1 = Fail 2) Russian Order 2 = Fail						

Test Cas	se ID	TC-10	Test Cas	se Description	1		treat Or I , Normal	Disband Orde	er Functio	onality	
Created	Ву	Eli	Review	ed By			Version			.0	
QA Test	er's Log										
Tester's	s Name Date Tested					Test Cas (Pass/Fa	ail/Not				
	_										
S #	Prerequ				S#	Test Da		l - A \ A \ A \ A	LIKE		
1		o a supported platform			1	Russian	ussian Command = A WAR - UKR				
2		ion is installed			2						
3		in and game page is displayed (R			3						
4	Order re	esolution stage has been comple son	ted for		4						
5		t a battle in the previous stage of more supply centers than units	or ended								
6	Russian	Army in MOS									
7	Russian	Army in WAR									
Test Scenar io	-	user is successfully able to rest a battle or ended up with mo									
								_ ,			
Step#	Step Details		E	xpected Resu	lts	Actual	Results	Pass / Fail / Not executed / Suspended			

1-1	Click Retreat and enter command	- Order is saved - System waits for retreat/disband phase to end - System evaluates orders and saves result in the DB - System displays the results of the phase to the user (Russian Command = Success)	
1-2	Click Disband A in MOS	Unit is removed from the backend and frontend	

Test Ca	se ID	TC-11	Test Ca	se Description		Test Bu Normal		Unit Functio	nality (L	JC-11),
Created	і Ву	Eli	Review	ed By			Version	1	1.	.0
QA Test Log	ter's									
Tester's	s Name		ite Tested			Test Ca (Pass/F Execute	ail/Not			
S #	Prerequ	uisites:			S #	Test Da	ıta			
1	Access	to a supported platform			1					
2	Applica	tion is installed			2					
3	Logged	in and game page is displayed			3					
4	Retreat	/disband stage has been complet	ted for		4					
5	User m	ust have more supply centers tha	ın units							
6	-	nust have a supply center in their	r home							
Test Scenar io	-	a user is successfully able buil		on one of their	home					
Step#	Step Details			Expected Result	s	Actual Results		Pass / Fail / Not executed / Suspended		

		- System waits for build phase	
	User selects the supply center and	to end	
1	the type of unit they wish to build	- The unit is added to the	
	there	territory in the backend and	
		frontend	

Test Case	ID	TC-12	Test Case	Description		Test Leave	e Session F	unctionality (U	C-12), Nor	mal Flow
Created B	Ву	Eli	Reviewed	Ву			Version		1.	.0
QA Tester	r's Log		I	I	l					
Tester's N	lame		Date Test	ed			Test Case (Pass/Fail Executed)			
S #	Prerequis	ites:			S #	Test Data				
1	Access to	a supported	platform		1					
2	Application	n is installed			2					
3	Logged in displayed	and game pa	age is		3					
4					4					
Test Scenario	Verify a u		essfully al	ole to leave a g	ame they					
Step#	Step	Details		Expected Result	:s	Actual	Results	Pass / Fail Su	/ Not exec	uted /
1	Click Qui	t	unsaved	saves all relev game informat directed to the rd						

Test Cas	Test Case ID TC-13 Test Case Description				Test Withdraw Functionality (UC-13), Normal Flow						
Created	reated By Eli Reviewed By				Version 1.0			0			
QA Test	QA Tester's Log										

Tester's	Name		Date Tes	sted			Test Cas (Pass/Fa Executed	il/Not		
S #	Prerequ	isites:			S #	Test Dat	a			
1	Access to platform	o a support	ted		1					
2	Applicat	ion is instal	lled		2					
3	Logged i displaye	n and game d	e page is		3					
4					4					
Test Scenari O	Verify a are curr		ıccessful	ly able to withdraw from a ga	ame they					
Step#	Step	Details		Expected Results		Actual	Results	Pass / Fail , Sus	/ Not exe spended	cuted /
1	Click W	ithdraw	_	displays a warning confirming will be removed from the ga	-					
2	Click Accept from the backend and to a click Accept.			ser's game information is reme backend and frontend ser is directed to the dashboa ser can no longer resume tha	ard					

Test Case	ID	TC-14	Test Case	est Case Description			Test View Game Rules Functionality (UC-14), Norma Flow					
Created E	Ву	Eli	Reviewed	Ву			Version		1.	0		
QA Teste	r's Log											
Tester's N	Tester's Name		Date Tested				Test Case Executed)	(Pass/Fail/Not				
S #	Prerequis	ites:			S #	Test Data	ı					
1	Access to	a supported	platform		1							
2	Application is installed 2			2								
3	Logged in and dashboard is displayed			3								

4					4				
Test Scenario	Verify a u	iser is succe	essfully abl	e to view	the game				
Step#	Step Details Ex		pected Res	ults	Actual	Results	/ Not exec ispended	uted /	
1	Click Viev	w Game	User is di page	rected to t	he rules				

Test Cas	se ID	TC-15	Test Cas	se Description		Test Res		Draw Functi	onality (	UC-15),
Created	Ву	Eli	Review	ed By			Version		1.	0
QA Test	er's Log									
Tester's	Name		Date Te	sted		Test Cas (Pass/Fa Execute	ail/Not			
S#	Prerequ	isites.			S #	Test Da	·a			
1		o a suppo	rted		1	Test Da	ıa			
1	platform	า			1					
2	Applicat	ion is insta	alled		2					
3	Logged i	in and gan yed	ne page		3					
4	A draw i	request wa ser	as sent		4					
Test Scenar io	Verify a	user is s	uccessf	ully able to respond to a draw of	er er					
Step#	Step	Details		Expected Results		Actual	Results	Pass / Fail / Sus	Not exe	cuted /
1-1	Click A	ccept	<ul> <li>The system waits for all users to respond to the offer</li> <li>If all users accept, the game ends in a draw, backend is updated, result is displayed to users</li> </ul>							

		- All users can no longer resume the game	
1-2	Click Decline	- The draw offer is invalidated and removed from users who have not responded - All other game information remains the same	

Test Case ID TC-16			Lest Case Description			Test Send Draw Offer Functionality (UC-16), Normal Flow						
Created By Eli		Eli	Reviewed By				Version		1.0			
<b>QA Teste</b>	r's Log		ı	1	ı							
Tester's Name			Date Tested				Test Case (Pass/Fai Executed	l/Not				
S #	Prerequis	sites:			S #	Test Data	3					
1	Access to a supported platform				1							
2	Application is installed				2							
3	Logged in and game page is displayed				3							
4		4										
Test Scenario	Verify a user is successfully able to send a draw offer to all players				offer to							
Step#	Step	Details		Expected Results	Actual	Results	Pass / Fail	/ Not exec spended	cuted /			
1	- Draw offer is recorded in the backend Offer - All users in the game except the sender receive a draw offer											

Test Case ID		TC-17	lest Case Description			Test View Game Statistics Functionality (UC-17), Normal Flow				
Created By		Eli	Reviewed By				Version		1.0	
QA Tester's Log										

Tester's Name			Date Tested				Test Case (Pass/Fa Executed	il/Not		
S #	Prerequisites:				S #	Test Data	9			
1	Access to a supported platform				1					
2	Application is installed				2					
3	Logged in and game lobby page is displayed				3					
4				4						
Test Scenari O	Verify a	user is suc	able to view game st	atistics						
Step#	Step	Details	tails Expected Results			Actual	Results	Pass / Fail Su	/ Not exec spended	cuted /
1				story and statistics re kend and displayed	turned					

Test Case ID TC-18		Test Case Description			Test View Move History Functionality (UC-18), Normal Flow					
Created By		Eli	Reviewe	Reviewed By			Version		1.0	
QA Tester's Log										
Tester's Name			Date Test	Date Tested			Test Case (Pass/Fai Executed	I/Not		
S #	Prerequis	sites:			S #	Test Data				
1	Access to a supported platform				1					
2	Application is installed				2					
3	Logged in and game lobby page is displayed			3						
4					4					

Test Scenari O	Verify a us	ser is succ	cessfully	able to view game sta						
Step #	Step Details Expected Results			Actual	Results	Pass / Fail , Su	/ Not exec	cuted /		
1	Click Move History		Game history and statistics returned from backend and displayed							