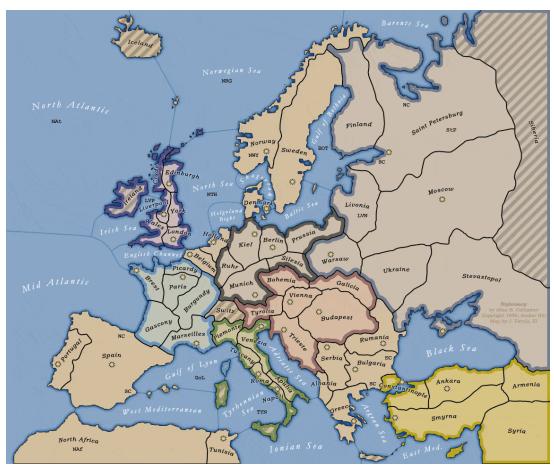
Diplomacy

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

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-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 Backend	Place Order - Move (UC-8a) - Normal Flow
TC-8b	User Interface, Application	Place Order - Hold (UC-8b) - Normal

	Backend	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.
- Requirements traceability matrix.
- 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
Create/Update Requirements Traceability Matrix	Test-Engineer	Weekly
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	Eli Gomez
Tester	Steven Duong
Tester	Ahmed Arbi
Tester	Benson Gao

11.2 Training Needs

None.

12. Appendix

Test Case	ID	TC-1a	Test Case	Description		Test User Data	Register Fur	nctionality (UC-1), Normal F	low, Valid
Created B	у	Eli	Reviewed	Ву			Version		1	0
QA Tester	's Log									
Tester's N	ame		Date Teste	ed			Test Case (Executed)	Pass/Fail/Not		
S #	Prerequ	uisites:			S#	Test Data				
1	Access to	tess to a supported tform plication is installed			1	Username	e = TestUser	1		
2	Applica	tion is installed			2	Password	= ayx&*90r	e		
3					3					
4					4					
Test Scenario	_		g valid use nt is regist	ername and pas ered	ssword,					
Step#	Step	Details		Expected Results	5	Actual	Results	Pass / Fail / Sus	Not execu	ited /
1	Open applica	ıtion	Login paç	ge is displayed						
2	Click C		Register	page is display	ed					
3	Enter o	Enter data Input boxes reflect the d			ata					
4	- Data is registered and so backend - The user is directed to t dashboard									

TC-1b

Test Case	ID	TC-1b	Test Case	Description		Test User Register Functionality (UC-1), Alternate Flow, Invalid Data						
Created B	Created By		Reviewed	Ву			Version		1.	0		

QA Tester	r's Log										
Tester's N	lame		Date Teste	ed			Test Case Executed	(Pass/Fail/Not			
S#	Prerequ	uisitos:			S #	Test Data					
3#	Prerequ	uisites:			3#	iest Data					
1	Access platforr	to a suppo n	rted		1	Username	e = TestUse	er1			
2	Applica	tion is inst	alled		2	Password	= ytpro%8	800			
3	Userna taken	me in Test	Data is		3						
4					4						
Test Scenario	-		g invalid ι nt is not re	sername and pass	word,						
Step #	Step	Details		Expected Results		Actual	Results	Pass / Fail , Sus	/ Not exec spended	uted /	
1	Open applica	ation	Login pa	ge is displayed							
2	Click C Accour		Register	page is displayed							
3	Enter o	lata	Input box	Input boxes reflect the data							
4	Click Su	bmit		not registered, user f the error	is						

TC-2a

Test Case	ID	TC-2a	Test Case	Description		Test the U Valid Data	Ū	unctionality (UC	C-2), Norm	al Flow,
Created B	у	Eli	Reviewed	Ву			Version		1.	.0
QA Tester	's Log									
Tester's N	ame		Date Teste	Date Tested			Test Case Executed)	(Pass/Fail/Not		
S #	Prerequis	ites:			S #	Test Data				
1	1 Access to a supported platform 1			1	Username	e = TestUse	r1			

2	Applicatio	n is installe	ed		2	Password	= ayx&*90	re		
3	An accour	nt is registe ata	red with		3					
4					4					
Test Scenario	Verify on user is lo	_	/alid userr	name and pass	sword, the					
Step #	Step [Details		Expected Resul	lts	Actual	Results		/ Not execuspended	uted /
1	Open app	plication	Login pa	ge is displayed	i					
2	Enter dat	a	Input box	es reflect the	data					
3	Click Submit Data is verified and use redirected to the dashboton									

TC-2b

Test Case	ID	TC-2b	Test Case I	Description		Test the U	_	unctionality (UC	-2), Alterna	te Flow,		
Created B	у	Eli	Reviewed	Ву			Version		1.	0		
QA Tester	's Log											
Tester's Na	ame		Date Teste	ed			Test Case (Executed)	Pass/Fail/Not				
S#	Prerequisi	tes:			S #	Test Data						
1	Access to	a supported	platform		1	Username	e = TestUser	1				
2	Applicatio	n is installed			2	Password	Password = ytpro%8800					
3	An accoun	t is not regis est Data	stered		3							
4					4							
<u>Test</u> <u>Scenario</u>	-	entering in		name and p	assword,							
Step#	Step Details Expected Resul		ults	Actual Results		Pass / Fail Sus	/ Not exect spended	uted /				
1	Open application Login page is displaye			/ed								

2	Enter data	Input boxes reflect the data	
3	ICIICK SUDMIT	User is not logged in, user is notified of the error	

TC-3

Test Case II	D	TC-3	Test Case D	escription	n	Test Sign O	ut Function	ality (UC-3), Norn	nal Flow	
Created By	,	Eli	Reviewed I	Ву			Version		1.	0
QA Tester's	Log		,							
Tester's Na	me		Date Teste	d			Test Case (Executed)	Pass/Fail/Not		
S #	Prerequi	sites:			S #	Test Data				
1	Access to a supported platform				1					
2	Application	on is installe	ed		2					
3	Logged ir displayed	n and dashb	oard is		3					
4					4					
Test Scenario	Verify a successful sign out after a succe log in				cessful					
Step #	ep # Step Details Exp		Ехре	ected Resu	ılts	Actual	Results		/ Not execuspended	ted /
1	Click Sign Out Login page			e is displa	ayed					

TC-4a

Test Case ID	TC-4a	Test Cas	e Description			est Start Game Functionality (UC-4), Norma low, Valid Data			
Created By	Eli	Reviewe	ed By			Version		1	.0
QA Tester's Log									
Tester's Name		Date Tested				Test Cas (Pass/Fa Execute	il/Not		

S #	Prerequi	isites:			S#	Test Dat	a			
1	Access to	o a supported platform			1	usernam	ne = TestU	Jser1		
2	Applicati	ion is installed			2					
3	Logged i	n and dashboard is display	ed		3					
4	A User is Test Data	registered with the usern	ame in		4					
Test Scenari O	Verify a	successful creation of a	game if	valid data is er	ntered					
Step #	Step Details			Expected Result	Actual	Results	Pass / Fail / Sus	Not exe	cuted /	
1	Click St	art New Game	Game page is displayed							
2		nother user's username them to the game	the syst	sername is save tem ser starting the the user was ir						
3	Select game constraints The s			ected constrain by the system	ts are					
4	- Requ Click Submit step 2			ckend is updated sts to users enter re sent out er is directed to t	red in					

TC-4b

Test Cas	e ID	TC-4b	Test Cas	e Description			rt Game l	Functionality	(UC-4), A	lternate
Created	Ву	Eli	Reviewe	ed By			Version		1.	.0
QA Test	er's Log									
Tester's	Name		Date Tested				Test Cas (Pass/Fa Execute	ail/Not		
S #	# Prerequisites:				S #	Test Dat	а			
1	Access to a supported platform				1	usernan	ne = TestI	Jsr1		
2	2 Application is installed				2					

3	Logged i	n and dashboard is displa	yed		3					
4	No user in Test D	is registered with the use ata	rname		4					
Test Scenari Ω	Verify a entered	user is not added to th	is							
Step #		Step Details	Expected Results			Actual	Results	Pass / Fail / Sus	/ Not exe	cuted /
1	Click St	art New Game	Game p	oage is displayed						
2		nother user's ne to invite them to ne	- The username is not saved by the system - The user starting the game is notified the username was invalid							

TC-5a

Test Cas	se ID	TC-5a	Test Cas	e Description			•	e Functionali er Accepts	ty (Uc-5)	,
Created	l Ву	Eli	Reviewe	ed By			Version		1.0	
QA Test	er's Log									
Tester's	Name		Date Tes	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 displa	ayed		3					
4		ation for a game has beer ount which is logged into	sent to		4					
Test Scenar io	Verify a	user is added to a gan	y click accept							

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1		 The user is confirmed to be entered into the game in the backend The user is directed to the game page 		

TC-5b

Test Cas	se ID	TC-5b	Test Cas	e Description				e Functionali Jser Declines		
Created	l Ву	Eli	Reviewe	ed By			Version		1.0	
QA Test	er's Log									
Tester's	Name			Date Tested			Test Cas (Pass/Fa Execute	ail/Not		
S #	Prerequ	isites:			S #	Test Dat	ta			
1	Access t	o a supported platform			1					
2	Applicat	ion is installed			2					
3	Logged	in and dashboard is displa	ayed		3					
4		ation for a game has beer ccount which is logged in	1 4							
Test Scenar io	Verify a	user is not added to a	game if	they click decline						
Step #	Step Details			Expected Results		Actual	Results		Not executed pended	1/
1	Click Decline back - The			ser is confirmed to bed from the game in description is removed er's gui	the					

TC-6

Test Case ID	TC-6	Test Case Description	Test Resume Game Functionality (UC-6), Normal Flow					
Created By	Eli	Reviewed By		Version	1.0			

QA Tester	's Log									
Tester's N	ame		Date Tested				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 n a game	into is		4					
Test Scenario	Verify a u	ser is able to res ul log in	ume a gai	me after	a					
Step #	Step Details Exp			ected Res	sults	Actual	Results	Pass / Fail Su	/ Not execuspended	uted /
1	Click Res	sume Game	is direct ge	ed to the						

TC-7a-a

Test Cas	e ID	TC-7a-a	Test Case	e Description	Test One On One Chat Functionality (UC-7a), Normal Flow, Valid Data					
Created	Ву	Eli	Reviewe	d By		Version		1.0		
QA Teste	er's Log									
Tester's	Tester's Name Date Test		Date Tes	sted			Test Cas (Pass/Fa Executed	il/Not		
S #	Prerequi	sites:			S #	Test Dat	a			
1	Access to	a support	ed		1	200 rand	lomly ger	nerated valid	messages	(script)
2	Application is installed				2					
3		Logged in and game page is displayed								

4					4					
Test Scenari O	-			t one on one with another uvalid messages	user in					
Step#	Step Details E						Pass / Fail	/ Not exe	cuted /	
	Step	Details		Expected Results		Actual	Results		spended	cutcu,
1	Select re	ecipient	previous	Expected Results on creates a chat session are schat logs from the DB and directed to one on one characters.		Actual	Results			outcu,

TC-7a-b

IC-/a-k	<u>'</u>									
Test Cas	e ID	TC-7a-b	Test Cas	e Description				Chat Functio valid Data	nality (UC	C-7a),
Created	Ву	Eli	Reviewe	ed By		Version			1.0	
QA Test	er's Log									
Tester's	Name		Date Tested				Test Cas (Pass/Fa Execute	il/Not		
S #	Prerequ	isites:			S #	Test Dat	а			
1	Access to a supported platform				1	message1 = ""				
2	Applicat	ion is installe	d		2	message2 = ""				
3		n and one on se is open	one		3					
4					4					
Test Scenari O	Verify a one cha		able to s	end empty messages in a d	one on					
Step#	Step	o Details		Expected Results		Actual	Results	Pass / Fail Sus	/ Not exe spended	cuted /
1	Type messages Mess			es are not entered into the	DB and	d				

	and hit send	chat page is not updated for both users		
--	--------------	---	--	--

TC-7b-a

Test Case	e ID	TC-7b-a	Test Case	e Description		Test Grou		unctionality (l	JC-7b), No	ormal
Created	Ву	Eli	Reviewe	d By			Version		1.0	
QA Teste	er's Log		I		I					
Tester's	Name Date Tested			ted			Test Case (Pass/Fai Executed	il/Not		
	Prerequisites:									
S #	<u> </u>				S #	Test Data	9			
1	Access to a supported platform				1	200 randomly generated valid messages (scrip				script)
2	Applicati	on is install	ed		2					
3	Logged in	n and game	page is		3					
4					4					
Test Scenari O	-			te a group chat room with d send valid messages	n all					
Step#	Step Details			Expected Results		Actual	Results	Pass / Fail , Sus	/ Not exec spended	cuted /
1	Click Cr Room	eate Chat	t 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	Test Case ID TC-7b-b Test Case Description				Test Group Chat Functionality (UC-7b), Alternate Flow, Invalid Data					
Created By		Eli	Reviewed By				Version		1.0	
QA Test	OA Tester's Log									

Tester's	Name		Date Tes	ted			Test Cas (Pass/Fa Execute	ail/Not		
S #	Prerequ	isites:			S #	Test Dat	a			
1	Access to	o a supporte	d		1	message	1 = ""			
2	Applicat	ion is installe	ed		2	message	2 = ""			
3	Logged i	n and group lisplayed	chat		3					
4					4					
Test Scenari O	Verify a chat	user is not	able to s	end empty messages in a	group					
Step #	Step	Details		Expected Results		Actual	Results	Pass / Fail / Sus	Not exe	cuted /
1	Type me	essages send		es are not entered into the ge is not updated for all us						

TC-8a

Test Case	e ID	TC-8a	Test Case	Description		Test Plac	e Order - I	Move (UC-8a),	Normal F	low
Created	Ву	Ahmed	Reviewe	d By		Eli	Version		1	.0
QA Teste	er's Log									
Tester's	Name		Date Tes	ted			Test Case (Pass/Fai Executed	il/Not		
S #	Prerequi	sites:			S #	Test Data	a			
1	Access to	a supported platfor	m		1					
2	Applicati	on is installed			2					
3	Logged in	n and game page is d	lisplayed		3					
4	In a game	In a game			4					
<u>Test</u> Scenari	Verify a	user is successfull	y able to	place a move	order					

Ω										
Step #	S	tep Details	I	Expected Resul	ts	Actual	Results	Pass / Fail Su	/ Not exe spended	cuted /
1	User sel order"	ects "create new		M displays a d vailable units	rop down					
2	User selects the unit		SYSTEN down	И displays mo	ves drop					
3	User sel order	Jser selects the move		SYSTEM displays location drop down						
4	User sele	ects the location to e unit to	SYSTEM	M displays sav	e button					
5	User sele	ects save button		nforms the use s been saved	r the					

TC-8b

	ID	TC-8h	Test Case	Description		Test Place	e Order - H	old (UC-8b), N	Iormal Flov	Λ/
								olu (OC-85), N	1	
Created E	Tester's Log ter's Name Tester's Name Tester's Name Tester's Name Tester's Log T	Ahmed	Reviewed	l Ву		Eli	Version		1.	0
QA Teste	r's Log		'							
Tester's N	Name		Date Test	ed			Test Case (Pass/Fail Executed)	/Not		
S #	Prerequis				S #	Test Data	1			
1	Access to	ccess to a supported platform			1					
2	Application				2					
3			e is		3					
4	In a game	1			4					
Test Scenario	Verify a ı	user is success	sfully able	to place a hold	d order					
Step#	Ste	Step Details		Expected Results		Actual	Results	Pass / Fail Su	/ Not exec	uted /
1	User sele	er selects "create SYST		1 displays a dro vailable units	p down					

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 move has been saved	

TC-8c

TC-8c										
Test Ca	se ID	TC-8c	Test Ca	se Description		Test Pla Norma		er - Suppor	t (UC-8d	:),
Create	d By	Ahmed	Review	ved By		Eli	Version	1	1	.0
QA Tes Log	ter's									
Tester's	s		Date To	ested			Test Ca (Pass/F Executo	ail/Not		
S #	Prereq				S #	Test Da	ata			
1	Access	to a supported platform			1					
2	Applica	ition is installed			2					
3	Logged	in and game page is displayed	yed							
4	In a gar	ne								
Test Scena rio	Verify	a user is successfully able	to plac	ce a support order						
Step#		Step Details		Expected Results			ual ults	Pass / executed	Fail / N / Suspe	
1	User s	elects "create new order"		EM displays a drop down ailable units	for					
2	User s	elects the unit	SYSTI	EM displays moves drop	down					
3	User s	elects the support order	SYSTEM displays three dropdowns: location, unit, and country they wish to support							
4		elects the unit they wish to t and where they are to	SYSTI	EM displays save button						

5 User selects save button SYSTEM informs the user the move has been saved	
--	--

TC-8d

TC-8d										
Test Ca	ase ID	TC-8d	Test Ca	ase Description			ace Ord al Flow	ler - Convo	y (UC-8a	a),
Create	d By	Ahmed	Reviev	ved By		Eli	Versio	n	1.	0
QA Tes	ster's									
Log										
Tester' Name	's		Date T	ested			Test Ca (Pass/ Execut	Fail/Not		
S #	Prerea	uisites:			S #	Test D	ata			
1		to a supported platform			1					
2		ation is installed			2					
3	Logged	I in and game page is displa	yed		3					
4	In a ga	me			4					
Test Scena rio	Verify	a user is successfully abl	e to pla	ace a convoy order						
Step #		Step Details		Expected Results			tual sults	Pass / executed	Fail / N / Suspe	
1	User s order"	selects "create new		EM displays a drop down fo ble units	r the					
2	User select s the unit		SYST	EM displays moves drop do	wn					
3	User s	selects the convoy order		EM displays two dropdowns voy, and where the army is g to	s: army					
4	l l	elects the army they wish yoy and where they are g to	SYST	EM displays save button						
5	User se	elects save button	SYSTEN been s	A informs the user the move haved	ias					

TC-8e

Test Ca	se ID	TC-8e	Test Ca	se Description				er- Delete E Normal Flo	_
Created	d By	Ahmed	Review	ed By		Eli	Versio	n	1.0
QA Tes Log	ter's								
Tester's	s Name		Date Te	ested			Test Ca (Pass/I	Fail/Not	
S#	Prereq	uisites:			S #	Test [Data		
1		to a supported platform			1	1000			
2	Applica	pplication is installed			2				
3	Logged	Application is installed Logged in and game page is dis			3				
4	In a gar	ne	4						
5	An orde	er has been saved			5				
Test Scena rio	Verify a	a user is successfully at	ole to d	elete an existing order					
Step#	Step Details		Expected Results				ctual esults	1	/ Fail / Not I / Suspended
1	User clicks delete from the order menu		SYSTEM gives a dropdown of all orders.						
2			SYSTEM locally updates the order list and returns the unit to the list of available units						

TC-9a

Test Cas		TC-9a						Test Submit Orders Functionality (UC-9), Valid Army Move Order (Empty Landlocked Territory)						
Created	Ву	Eli	Reviewe	ed By			Version		1.	.0				
QA Teste	er's Log													

Tester's	Name		Date Tes	ted			Test Cas (Pass/Fa Execute	il/Not		
S #	Prerequ	isites:			S #	Test Dat	a			
1	Access to	o a supported platfori	m		1	Russian	Order = A	A WAR - SIL		
2	Applicat	ion is installed			2					
3	Logged i (Russia)	n and game page is di	splayed		3					
4		tic negotiations stage mpleted for the seaso			4					
5	Russian	Army in WAR								
6	Orders h	ave been saved for al	l units in							
Test Scenari o				submit a valid army move correct results are displa						
Step #		Step Details		Expected Results		Actual	Results	Pass / Fa	-	
1	Click Su	ubmit Orders	- Once i evaluate DB - Result	n waits for round to end round has ended, orders ed and results are saved s of the round are display rs (Russian Order = Succ	in the red to					

TC-9b

Test Cas	e ID	TC-9b	Test Case	Description		Test Submit Orders Functionality (UC-9), Valid Army Move Order (Empty Coastal Territory)							
Created	Ву	Eli	Reviewed	d By			Version		1.0)			
QA Teste	er's Log		·										
Tester's	Name		Date Test	Date Tested			Test Case (Pass/Fail/Not Executed)						
S #	Prerequi	sites:	S#				Test Data						

1	Access to a supported platform			1	Russian C	Order = A I	MOS - LVN		
2	Application is installed			2					
3	Logged in and game page is displaye (Russia)	d		3					
4	Diplomatic negotiations stage has be completed for the season		4						
5	Russian Army in MOS								
6	Orders have been saved and submittunits in the order lists								
Test Scenari Ω	Verify the correct results are displorder (empty coastal territory)	a valid army r	nove						
Step #	Step Details	I	Expected Results		Actual Results		Pass / Fail / Not executed / Suspended		
1	View displayed results	1) Russi	an Order = Sı	iccess					

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		Reviewed By				Version		1.0			
OA Tester's Log											
Tester's Name			Date Tested				Test Case (Pass/Fail/Not Executed)				
S #	Prerequis	sites:			S #	S # Test Data					
1	Access to	a supported platform			1	Russian Order = F STP - LVN					
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 Fleet in STP										
6	Orders ha	ave been saved and submit	ted for all								

	units in t	he order lists								
Test Scenari O	Verify the correct results are displayed for a valid fleet move order (empty coastal territory)									
Step #		Step Details	ı	Expected Results		Actual	Results	Pass / Fa	•	
1	View dis	played results	1) Russi	1) Russian Order = Success						

TC-9d

Test Case ID		TC-9d	Test Case	Description		Valid Flee	Test Submit Orders Functionality (UC-9), Valid Fleet Move Order (Empty Oceanic Territory) Version 1.0				
Created By Eli		Eli	Reviewed	і Ву			Version				
QA Teste	er's Log										
Tester's	Name		Date Test	Test C (Pass) Execu				Fail/Not			
S#	Prerequis	sites:			S#	Test Data	3				
1		ccess to a supported platform			1	Russian Order = F STP - BOT					
2	Application	Application is installed			2						
3	Logged in (Russia)	Logged in and game page is displayed (Russia)			3						
4		ic negotiations stage has bed for the season	een		4						
5	Russian F	leet in STP									
6		ave been saved and submit ne order lists	ted for all								
Test Scenari O	Verify the correct results are displayed for order (empty oceanic territory)			a valid fleet m	ove						
Step#		Step Details	E	Expected Results		Actual Results		Pass / Fail / Not executed / Suspended			
1	View dis	played results	1) Russi	an Order = Su	ccess						

TC-9e

10-36										
Test Case ID		TC-9e	Test Case	Description		Invalid Ar	nit Orders rmy Move Territory)	Functionality Order	(UC-9),	
Created By Eli		Eli	Reviewed By				Version			
QA Teste	QA Tester's Log									
Tester's I	Name		Date Test	ested			Test Case (Pass/Fail/Not Executed)			
S #	Prerequis	sites:		S #	Test Data	1				
1	Access to	Access to a supported platform			1	Russian C	Order = A I	VN - BOT		
2	Application	Application is installed			2					
3	Logged in (Russia)	Logged in and game page is displayed (Russia)			3					
4		ic negotiations stage has be d for the season	een		4					
5	Russian A	rmy in LVN								
6		ave been saved and submitine order lists	ted for all							
Test Scenari Ω	-	e correct results are disp ceanic territory)	an invalid arm	y move						
Step #		Step Details	i	Expected Results		Actual Results		Pass / Fail / Not executed / Suspended		
1	View dis	played results	1) Russi	an Order = Fa	il					

TC-9f

Test Case ID Created By		TC-9f	Test Case	Test Submit Orders Functionality (UC-Submit Orders Functionali						-9),	
		Eli Reviewed By				Version		1.0			
QA Tester's Log				·							

Tester's I	Name		Date Tested				Test Case (Pass/Fai Executed	I/Not		
S #	Prerequis	sites:			S #	Test Data	ı			
1	Access to	a supported platform			1	Russian C	rder = F S	TP - MOS		
2	Application	on is installed			2					
3	Logged in (Russia)	and game page is displaye		3						
4	-	ic negotiations stage has be d for the season		4						
5	Russian F	leet in STP								
6		ave been saved and submitt ne order lists	ed for all							
Test Scenari Ω	-	e correct results are displ ndlocked territory)	an invalid flee	t move						
Step #		Step Details	Expected Resul	ts	Actual	Results	Pass / Fa executed / S			
1	View dis	played results	an Order = Fa	il						

TC-9g

Test Case	: ID	TC-9g	Test Case Description			Test Submit Orders Functionality (UC-9), Invalid Move Orders (Non-Adjacent Territories)				
Created I	Ву	Eli	Reviewed	d Ву			Version		1.0)
QA Teste	r's Log									
Tester's I	Name		Date Tested				Test Case (Pass/Fai Executed	I/Not		
S #	Prerequis	sites:			S #	Test Data	1			
1	Access to a supported platform				1	Russian C	Order 1 = F	STP - BAL		
2	Application is installed				2	Russian Order 2 = A MOS - SIL				
3	Logged in and game page is displayed				3					

	(Russia)							
4	Diplomatic negotiations stage has be completed for the season	een		4				
5	Russian Fleet in STP							
6	Russian Army in MOS							
7	Orders have been saved and submit units in the order lists	ted for all						
Test Scenari O	Verify the correct results are disp (non-adjacent territories)	layed for	invalid move (orders				
Step #	Step Details	Expected Results		ts	Actual	Results	Pass / Fa	
1	View displayed 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-9), Invalid Army Move Order (Occupied Territory, Strength Of 1 Matche By 1), Valid Hold Order					
Created	Ву	Eli	Reviewe	d By			Version		1	0	
QA Teste	er's Log										
Tester's	ster'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 = A WAR - SIL					
2	Application	on is installed			2	German	Order = A	SIL HOLDS			
3	Two accounts logged in and game pages are displayed (Russia/Germany)				3						
4	Diplomatic negotiations stage has been completed for the season				4						
5	Russian Army in WAR										
6	German Army in SIL										

7		ave been saved and submin the order lists	nitted for							
<u>Test</u>	,	e correct results are dis	. ,		my move					
<u>Scenari</u>	order (o	ccupied territory, strengt	th of 1 ma	atched by 1)						
Ω	Verify th	e correct results are dis	played fo	r a valid hold (order					
Step #		Step Details	Expected Results		ılts	Actual	Results	Pass / Fa	•	
1	View dis	splayed results	1) Russian Order = Fail 2) German Order = Success							

TC-9i

TC-9i										
Test Cas	e ID	TC-9i	Test Case Description			Test Submit Orders Functionality (UC: 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 Teste	er's Log									
Tester's	Name		Date Tested				Test Case (Pass/Fa Executed	il/Not		
S #	S # Prerequisites:				S #	Test Data				
1	Access to	o a supported platform			1	Russian Order 1 = A GAL - BUD				
2	Applicati	on 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-Hungarian Order 1 = A BUD HOL			OLDS	
4		tic negotiations stage has bee	en		4	Austro-H HOLDS	lungarian	Order 2 = A \	/IE S A	BUD
5	Russian /	Army in GAL								
6	Russian /	Army in RUM								
7	Austro-Hungarian Army in BUD									
8	Austro-Hungarian Army in VIE									
9	Orders have been saved and submitted for all units in the order lists									

Test Scenari O	order (o	ne correct results are displa occupied territory, strength ne correct results are displa	of 2 mate	ched by 2)	-				
Step#		Step Details	Expected Results			Actual	Results	Pass / Fa	•
1	View displayed results		2) Russ 3) Austr Succes	o-Hungarian	Fail Order 1 =				

TC-9i

1C-9j												
Test Case	e ID	TC-9j	Test Case Description			Test Submit Orders Functionality (UC-9), Invalid Fleet Move Order (Occupied Territory, Strength Of 1 Matche By 1)						
Created	Ву	Eli	Reviewe	d By			Version		1	0		
QA Teste	er's Log											
Tester's I	Name		Date Tested (Pa			-	est Case Pass/Fail/Not executed)					
S #	Prerequisites:				S #	Test Data						
1	Access to	a supported platform			1	Russian Order = F SEV - BLA						
2	Application	on is installed			2	Turkish Order = F ANK - BLA						
3		unts logged in and game p (Russia/Turkey)	pages are		3							
4	-	ic negotiations stage has bed for the season	een		4							
5	Russian F	leet in SEV										
6	Turkish Fl	eet in ANK										
7	Orders have been saved and submitted for all units in the order lists											
Test Scenari O		e correct results are disp ccupied territory, strengt			et move							

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

TC-9k

Test Case	reated By TC-9k Eli			Test Case Description			Test Submit Orders Functionality (UC-9), Invalid Fleet Move Order (Occupied Territory, Strength Of 2 Match By 2)				
Created	Ву	Eli	Reviewed By			Version			1.0		
QA Teste	er's Log										
Tester's	Name Date Tested					Test Case (Pass/Fai Executed	il/Not				
СИ	Duana mui				C #	To at Date	_				
S #		equisites: S#				Test Data					
1		a supported platform		1	1	Russian Order 1 = F LVN - BAL					
2		on is installed			2	Russian Order 2 = F PRU S F LVN - BAL					
3		Two accounts logged in and game pages are displayed (Russia/England)			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			5		
5	Russian F	leet in LVN									
6	Russian F	leet in PRU									
7	English Fl	eet in BAL									
8	English F	leet in SWE									
9		ave been saved and subm	itted for								
Test Scenari O			Its are displayed for an invalid fleet move ory, strength of 2 matched by 2)								
Step#		Step Details		Expected Resu	lts	Actual	Results	Pass / Fa			

1 View displayed results

TC-9I

TC-9I										
Test Case	e ID	TC-9I	Test Case	e Description		Valid Arr	ny Move ed Territoi	rs Functionalit Order ry, Strength O old Order		
Created	Ву	Eli	Reviewe	d By			Version		1	.0
QA Teste	er's Log									
Tester's	Name		Date Tested				Test Case (Pass/Fa Executed	il/Not		
S #	Prerequi	sites:			S #	Test Data	а			
1	Access to	a supported platform			1	Russian	Order 1 =	A GAL - BUD		
2	Applicati	on 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-Hungarian Order = A BUD HOLDS				LDS
4	1	tic negotiations stage has bee	en		4					
5	Russian A	Army in GAL								
6	Russian A	Army in RUM								
7	Austro-H	lungarian Army in BUD								
8		ave been saved and submitte he order lists	ed for all							
Test Scenari Ω	(occupie	Verify the correct results are displayed for a v (occupied territory, strength of 2 greater than Verify the correct results are displayed for an								
Step#		Step Details		Expected Resu	ılts	Actual	Results	Pass / Fa		
1	View dis	splayed results	1) Russian Order 1 = Success 2) Russian Order 2 = Success 3) Austro-Hungarian Order = Fail							

TC-9m

Test Case	e ID	TC-9m	Test Case Description			Valid Fle	et Move O	Functionality order y, Strength Of	
Created	Ву	Eli	Reviewe	d By			Version	1.0	
QA Teste	er's Log			ı					
Tester's	Name		Date Test	ted		Test Case (Pass/Fail/Not Executed)			
S #	Prerequi	sites:			S #	Test Dat	a		
1	Access to	a supported platform			1	Russian	Order 1 = I	F LVN - BAL	
2	Application	on is installed			2	Russian	Order 2 = I	F PRU S F LVN	- BAL
3		ounts logged in and game ayed (Russia/England)	pages		3	English (Order = F B	AL 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 F	leet in BAL							
8		ave been saved and subm n the order lists	itted for						
Test Scenari O		e correct results are dis ccupied territory, streng			move				
Step #		Step Details		Expected Resu	ılts	Actual	Results	Pass / Fa	
1	View dis	played results	2) Russi	ssian Order 1 = Success ssian Order 2 = Success lish Order = Fail					

TC-9n

Test Case ID	TC-9n	Test Case Description	Test Submit Orders Functionality (UC-9),
	10 3.11	rest dase Description	Valid Hold Order (No Attacks)

Created	Ву	Eli	Reviewe	red By			Version		1.0	
QA Teste	er's Log									
Tester's I	Name		Date Test	ed		Test Case (Pass/Fail/N Executed)		il/Not		
S #	Prerequis	sites:			S #	Test Data				
1	Access to	a supported platform			1	Russian (Order = A	MOS HOLDS		
2	Application	on is installed			2					
3	Logged ir (Russia)	and game page is display	/ed		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 O	Verify the		played fo	for a valid fleet hold order						
Step #		Step Details		Expected Results		Actual	Results	Pass / Fa		
1	View dis	played results	1) Russi	an Order = Sı	uccess					

TC-9o

Test Cas	e ID	TC-9o	Test Case	Test Case Description			Test Submit Orders Functionality (UC-9), Invalid Support Order					
Created	Ву	Eli	Reviewed By			Version		1.0				
QA Teste	er's Log											
Tester's	Name		Date Tested			Test Cas (Pass/Fa Execute	il/Not					
S #	S # Prerequisites:			S #	Test Dat	a						

1	Access to a supported platform	1 1			Russian	Order 1 =	A WAR HOLD	S	
2	Application is installed			2	Russian	Order 2 =	A UKR S A W	AR HO	OLDS
3	Two accounts logged in and game paged displayed (Russia/Austria-Hungary)	ges are		3	Austro-Hungarian Order = A GAL - UKR				KR
4	Diplomatic negotiations stage has becompleted for the season	en		4					
5	Russian Army in WAR								
6	Russian Army in UKR								
7	Austro-Hungarian Army in GAL								
8	Orders have been saved and submitte units in the order lists	ed for all							
Test Scenari O	Verify the correct results are displa	ayed for a	n invalid supp	oort order					
Step #	Step Details	Expected Results		Actual	Results	Pass / Fa			
1	View displayed results	2) Russ	 Russian Order 1 = Success Russian Order 2 = Fail Austro-Hungarian Order = Fail 						

TC-9p

Test Cas	e ID	ТС-9р	lest Case Description		Test Submit Orders Functionalit Valid Convoy Order (Single)				C-9),	
Created	Ву	Eli	Reviewed By			Version		1.0		
QA Teste	er's Log									
Tester's	Name		Date Tested			Test Cas (Pass/Fa Execute	il/Not			
S #	Prerequi	sites:			S #	Test Dat	а			
1	Access to	o a supported platform			1	Russian Order 1 = A LVN - FIN				
2	Application is installed				2	Russian	Order 2 =	F BOT C A LV	N - FI	N
3	Logged i	Logged in and game page is displayed (Russia)			3					
4	Diploma	tic negotiations stage has bee	n 4							

	complete	ed for the season								
5	Russian A	Army in LVN								
6	Russian I	Fleet in BOT								
7		ave been saved and submitted the order lists	d for all							
Test Scenari O	Verify the correct results are displayed for a valid convoy order (single)									
Step #		Step Details	Expected Results		Actual	Results	Pass / Fa	•		
1	View dis	splayed results	1) Russian Order 1 = Success 2) Russian Order 2 = Success							

TC-9q

Test Cas	e ID	TC-9q	lest Case Description					rs Functionali er (Chain)	ty (UC	:-9),
Created	Ву	Eli	Reviewed By				Version		1.0	
QA Test	er's Log									
Tester's	Name		Date Tested			Test Case (Pass/Fa Executed	il/Not			
S #	Prerequi	sites:			S #	Test Dat	a			
1	Access to	a supported platform			1	Russian	Order 1 =	A STP - PRU		
2	Applicati	on is installed			2	Russian	Order 2 =	F BOT C A ST	P - PR	U
3	Logged i	n and game page is displayed ((Russia)		3	Russian	Order 3 =	F BAL C A STI	P - PRI	U
4		tic negotiations stage has beened for the season	n		4					
5	Russian A	Army in STP								
6	Russian I	Fleet in BOT								
7	Russian Fleet in BAL									
8		ave been saved and submitted he order lists	d for all							

Test Scenari Q	Verify th	ne correct results are displa								
Step #		Step Details		Expected Resi	ults	Actual	Results	Pass / Fa	•	
1	View dis	splayed results	1) Russian Order 1 = Success 2) Russian Order 2 = Success 3) Russian Order 3 = Success							

TC-9r

Test Case	e ID	TC-9r	Test Case	e Descripti	on		mit Orders onvoy Orde	Functionality er	(UC-9)),
Created	Ву	Eli	Reviewe	d By			Version		1.0	
QA Teste	er's Log									
Tester's	Name		Date Tested			Test Case (Pass/Fail Executed	I/Not			
S #	Prerequi	sites:			S #	Test Data	a			
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	lussia)		3					
4	-	cic negotiations stage has been ed for the season			4					
5	Russian A	Army in LVN								
6	Russian F	leet in BAL								
7		ave been saved and submitted he order lists	for all							
Test Scenari Ω	Verify th	e correct results are displaye	ed for an	invalid co	nvoy order					
Step#		Step Details	Ex	pected Re	esults	Actual	Results	Pass / Fa		
1	View dis	played results	-	an Order an Order			_			

TC-10

Test Cas	e ID	TC-10	Test Cas	e Description	1		reat Or I	Disband Orde Flow	er Functio	onality
Created	Ву	Eli	Reviewe	ed By			Version	n		.0
QA Teste	er's Log									
4/11000										
Tester's	Name		Date Tes	sted			Test Cas (Pass/F Execute	ail/Not		
S #	Prerequ	isites:			S#	Test Da	ta			
								a d	LIKD	
		o a supported platform			1	Kussian	Comma	nd = A WAR	- UKK	
2	Applicat	ion is installed			2					
3	Logged i	n and game page is displayed (R	ussia)		3					
4	Order re	solution stage has been complet on	ed for		4					
5		t a battle in the previous stage o more supply centers than units	r 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	Ex	xpected Resu	lts	Actual	Results	Pass / Fail Sus	/ Not exe spended	
1-1	Click Ro	etreat and enter command	- Syster retreat/eend - Syster and sav - Syster results user	is saved m waits for disband pha m evaluates ves result in m displays the of the phase an Commands)						
1-2	Click Di	sband A in MOS	Unit is r	removed fro	m the					
1-2	Click Di	sband A in MOS	Unit is r	removed fro	m the					

backend and frontend		
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10-11						T+ D-	that Nianna i	Late Frances		C 44\
Test Cas	se ID	TC-11	Test Cas	se Description		Normal		Jnit Functio	naiity (U	C-11),
Created	l By	Eli	Review	ed By			Version		1.	0
QA Test Log	ter's		ı							
Tester's	Name		Date Te	sted			Test Cas (Pass/F Execute	ail/Not		
S#	Prerequ	ıisites:			S #	Test Da	ta			
1		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 son	ed for		4					
5	User mi	ust have more supply centers tha	n units							
6	-	nust have a supply center in their that is unoccupied	r home							
Test Scenar io	-	a user is successfully able buil es after the retreat/disband sta		on one of their	home					
Step #		Step Details		Expected Results			Results	Pass / Fail / Su	/ Not ex spended	
1		elects the supply center and e of unit they wish to build	to end - The u	m waits for buil init is added to t y in the backend d	he					

Test Case I	D	TC-12	Test Case	Description		Test Leave Session Functionality (L			JC-12), Normal Flow		
Created By	/	Eli	Reviewed	Ву			Version		1.	0	

QA Tester	's Log	Log								
Tester's N	ame		Date Test	ed			Test Case (Pass/Fail Executed)	/Not		
S #	Prerequis	ites:	a supported platform		S #	Test Data				
1	Access to	a supported	platform		1					
2	Applicatio	n is installed			2					
3	Logged in displayed	ged in and game page is			3					
4					4					
Test Scenario	Verify a ι are curre		essfully at	ole to leave a g	ame they					
Step#	Step	Step Details Expected Resul		:s	Actual	Results	Pass / Fail Su	/ Not exec spended	cuted /	
1	Click Qui	t	unsaved	saves all relev game informat directed to the rd						

Test Cas	e ID	TC-13	Test Cas	e Description		Test Withdraw Functionality (UC-13), Normal Flow					
Created	Ву	Eli	Reviewe	ed By			Version		1.	0	
<u>QA Test</u>	er's Log										
Tester's	Name		Date Tes	ited			Test Cas (Pass/Fa Execute	il/Not			
S #	Prerequ	isites:			S #	Test Dat	a				
1	Access to	o a support	ted		1						
2	Applicat	ion is instal	lled								
3	Logged i	n and game	e page is		3						

	displaye	d								
4					4					
Test Scenari O	Verify a are curr		ıccessful	ly able to withdraw from a g	ame they					
Step #	Step	Details		Expected Results		Actual	Results	Pass / Fail ,	/ Not exe spended	cuted /
Step#	Step Click W			Expected Results displays a warning confirmire r will be removed from the g	Ū	Actual	Results			cuted /

Test Case	ID	TC-14	Tost Coso	Description		Tost View	Cama Bula	s Functionality ((UC 14) No	rmal Ela
					1	lest view		S FullClionality	· · ·	
reated B	Ву	Eli	Reviewed	Ву	ı		Version		1	0
A Tester	's Log		1		I					
							Toot Coco	(Docs/Foil/Not		
ester's N	lame		Date Teste	ed			Executed)	(Pass/Fail/Not		
S #	Prerequis	ites:			S #	Test Data				
1	Access to	a supported _ا	olatform		1					
2	Applicatio	n is installed			2					
3	Logged in displayed	and dashboa	rd is		3					
4					4				1	
est cenario	Verify a u	iser is succe	essfully abl	e to view t	the game					
Step#	o # Step Details Expected R				sults	Actual	Results		/ Not exec spended	uted /
1	Click View	w Game	User is di page	rected to t	the rules					

Test Cas	e ID	TC-15	Test Cas	e Description		Test Res		Draw Function	onality (L	JC-15),
Created	Ву	Eli	Reviewe	ed By			Version		1.	0
QA Test	er's Log		I							
Tester's	Name		Date Tes	sted			Test Cas (Pass/Fa Execute	ail/Not		
S#	Prerequ	isites:			S #	Test Dat	ta			
1	Access t	o a suppoi า	rted		1					
2	Applicat	ion is insta	alled		2					
3	Logged i	in and gam yed	ne page		3					
4	A draw i	request wa ser	is sent		4					
Test Scenar io	Verify a	user is s	uccessfu	ully able to respond to a draw off	er					
Step#	Step	Details		Expected Results		Actual	Results	Pass / Fail / Sus	Not exe	cuted /
1-1	Click A	ccept	the offe - If all u backen	ystem waits for all users to respo or sers accept, the game ends in a d is updated, result is displayed ers can no longer resume the ga	draw, to users					
1-2	Click D	ecline	- 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	Test Case	Test Case Description			Test Send Draw Offer Functionality (UC-16), Normal Flow					
Created By	Eli	Reviewed	I Ву			Version		1.0)		

QA Teste	r's Log									
Tester's N	lame		Date Test	ed			Test Case (Pass/Fai Executed	I/Not		
S #	Prerequis	sites:	S#			Test Data	1			
1	Access to platform	a supported	1							
2	Application	on is installe	installed 2							
3	Logged in displayed	and game p	page is		3					
4					4					
Test Scenario	-		cessfully a	able to send a draw	offer to					
Step #	Step	Details Expected Results				Actual	Results	Pass / Fail Su	/ Not exec spended	cuted /
1	Click Send Draw Offer backend - All users in the		ffer is recorded in the sin the game exce eceive a draw offer							

Test Case	e ID	TC-17	Test Case	Description		Test View Normal F		atistics Function	onality (UC-1	L7),
Created	Ву	Eli	Reviewe	d By			Version		1.0	
QA Teste	r's Log									
Tester's I	ester's Name Date Tes		Date Test	ted			Test Case (Pass/Fai Executed	il/Not		
S #	Prerequi	sites:			S #	Test Data	9			
1	Access to a supported platform				1					
2	Application	on is installe	nstalled				•			
3	Logged in and game lobby			3						

	page is displayed								
4				4					
Test Scenari Ω	Verify a user is s	uccessfully	able to view game sta	atistics					
							Pass / Fail	/ Not over	cutod /
Step #	Step Details		Expected Results		Actual	Results		spended	luteu /
1	Click Game Statistics		istory and statistics re ckend and displayed	turned					

TC-18										
Test Case	e ID	TC-18	Test Case	Description		Test View Normal F		tory Function	ality (UC-1	18),
Created	Ву	Eli	Reviewed	d By			Version		1	.0
QA Teste	er's Log									
Tester's	Name		Date Test	ted		Test Case (Pass/Fai Executed	I/Not			
S #	Prerequi	sites:		S#			3			
1	Access to platform	a supporte	d		1					
2	Application	on is installe	ed		2					
3	Logged ir page is d	n and game isplayed	lobby		3					
4					4					
Test Scenari O	Verify a	user is suc	cessfully	able to view game sta	atistics					
Step#	Step	Details		Expected Results			Results	Pass / Fail Su	/ Not exec	cuted /
1	Click Mo History	ove		ame history and statistics returned om backend and displayed						