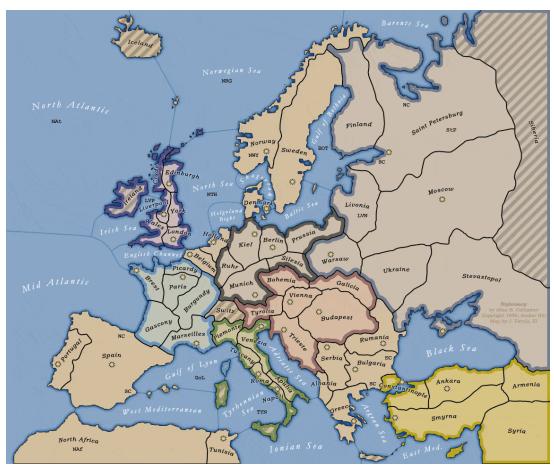# Diplomacy

## Master Test Plan



## Project Development Team B:

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Vincent Tran

# 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 |
| | | |
| | | |

# Table of Contents

# 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:
    - 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:
    - 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-9l | 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

**TC-1a**

| Test Case ID | TC-1a | Test Case Description | | Test User Register Functionality (UC-1), Normal Flow, Valid Data | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |
| QA Tester's Log | | | | | |
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Username = TestUser1 | |
| 2 | Application is installed | | 2 | Password = ayx&*90re | |
| 3 | | | 3 | | |
| 4 | | | 4 | | |
| | | | | | |
| Test Scenario | Verify on entering valid username and password, the user's account is registered | | | | |
| | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Open application | Login page is displayed | | |
| 2 | Click Create Account | Register page is displayed | | |
| 3 | Enter data | Input boxes reflect the data | | |
| 4 | Click Submit | - Data is registered and saved in the backend<br>- 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 By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |

| S # | Prerequisites: | | | S # | Test Data | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | Access to a supported platform | | | 1 | Username = TestUser1 | | | |
| 2 | Application is installed | | | 2 | Password = ytpro%88oo | | | |
| 3 | Username in Test Data is taken | | | 3 | | | | |
| 4 | | | | 4 | | | | |
| | | | | | | | | |
| Test Scenario | Verify on entering invalid username and password, the user's account is not registered | | | | | | | |
| | | | | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Open application | Login page is displayed | | |
| 2 | Click Create Account | Register page is displayed | | |
| 3 | Enter data | Input boxes reflect the data | | |
| 4 | Click Submit | Account is not registered, user is notified of the error | | |

**TC-2a**

| Test Case ID | TC-2a | Test Case Description | | Test the User Login Functionality (UC-2), Normal Flow, Valid Data | | | |
|---|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | | 1.0 | |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | | |

| S # | Prerequisites: | | | S # | Test Data | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | Access to a supported platform | | | 1 | Username = TestUser1 | | | |

| 2 | Application is installed | | | 2 | Password = ayx&*90re | | | |
|---|---|---|---|---|---|---|---|---|
| 3 | An account is registered with the Test Data | | | 3 | | | | |
| 4 | | | | 4 | | | | |

| Test Scenario | Verify on entering valid username and password, the user is logged in | | | | | | | |
|---|---|---|---|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Open application | Login page is displayed | | |
| 2 | Enter data | Input boxes reflect the data | | |
| 3 | Click Submit | Data is verified and user is redirected to the dashboard | | |

**TC-2b**

| Test Case ID | TC-2b | Test Case Description | | Test the User Login Functionality (UC-2), Alternate Flow, Invalid Data | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |

| QA Tester's Log | | | | | |
|---|---|---|---|---|---|
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Username = TestUser1 |
| 2 | Application is installed | | 2 | Password = ytpro%88oo |
| 3 | An account is not registered with the Test Data | | 3 | |
| 4 | | | 4 | |

| Test Scenario | Verify on entering invalid username and password, the user is not logged in | | | | | | | |
|---|---|---|---|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Open application | Login page is displayed | | |

| 2 | Enter data | Input boxes reflect the data | | |
|---|---|---|---|---|
| 3 | Click Submit | User is not logged in, user is notified of the error | | |

**TC-3**

| Test Case ID | TC-3 | Test Case Description | | Test Sign Out Functionality (UC-3), Normal Flow | | | |
|---|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | | 1.0 | |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | | | |
| | | | | | | | |

| S # | Prerequisites: | | S # | Test Data | | | |
|---|---|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | | | | |
| 2 | Application is installed | | 2 | | | | |
| 3 | Logged in and dashboard is displayed | | 3 | | | | |
| 4 | | | 4 | | | | |
| | | | | | | | |
| Test Scenario | Verify a successful sign out after a successful log in | | | | | | |
| | | | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Sign Out | Login page is displayed | | |

**TC-4a**

| Test Case ID | TC-4a | Test Case Description | | Test Start Game Functionality (UC-4), Normal Flow, Valid Data | | | |
|---|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | | 1.0 | |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | | | |
| | | | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | username = TestUser1 |
| 2 | Application is installed | | 2 | |
| 3 | Logged in and dashboard is displayed | | 3 | |
| 4 | A User is registered with the username in Test Data | | 4 | |

| Test Scenario | Verify a successful creation of a game if valid data is entered |
|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Start New Game | Game page is displayed | | |
| 2 | Enter another user's username to invite them to the game | - The username is saved by the system<br>- The user starting the game is notified the user was invited | | |
| 3 | Select game constraints | The selected constraints are saved by the system | | |
| 4 | Click Submit | - The backend is updated<br>- Requests to users entered in step 2 are sent out<br>- The user is directed to the game page | | |

**TC-4b**

| Test Case ID | TC-4b | Test Case Description | | Test Start Game Functionality (UC-4), Alternate Flow, Invalid Data | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |
| QA Tester's Log | | | | | |
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | |
| S # | Prerequisites: | | | S # | Test Data |
| 1 | Access to a supported platform | | | 1 | username = TestUsr1 |
| 2 | Application is installed | | | 2 | |

| 3 | Logged in and dashboard is displayed | | 3 | |
|---|---|---|---|---|
| 4 | No user is registered with the username in Test Data | | 4 | |

| | | | | | |
|---|---|---|---|---|---|
| **Test Scenario** | Verify a user is not added to the game after invalid data is entered | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Start New Game | Game page is displayed | | |
| 2 | Enter another user's username to invite them to the game | - The username is not saved by the system<br>- The user starting the game is notified the username was invalid | | |

**TC-5a**

| Test Case ID | TC-5a | Test Case Description | | Test Accept Game Functionality (Uc-5), Normal Flow, User Accepts | |
|---|---|---|---|---|---|
| **Created By** | Eli | **Reviewed By** | | **Version** | 1.0 |

| | | | | | |
|---|---|---|---|---|---|
| **QA Tester's Log** | | | | | |

| **Tester's Name** | | **Date Tested** | | **Test Case (Pass/Fail/Not Executed)** | |
|---|---|---|---|---|---|

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | | |
| 2 | Application is installed | | 2 | | |
| 3 | Logged in and dashboard is displayed | | 3 | | |
| 4 | An invitation for a game has been sent to the account which is logged into | | 4 | | |

| | | | | | |
|---|---|---|---|---|---|
| **Test Scenario** | Verify a user is added to a game if they click accept | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Accept | - The user is confirmed to be entered into the game in the backend<br>- The user is directed to the game page | | |

**TC-5b**

| Test Case ID | TC-5b | Test Case Description | | Test Accept Game Functionality (UC-5), Alternate Flow, User Declines | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |
| QA Tester's Log | | | | | |
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | | |
| 2 | Application is installed | | 2 | | |
| 3 | Logged in and dashboard is displayed | | 3 | | |
| 4 | An invitation for a game has been sent to the account which is logged into | | 4 | | |
| | | | | | |
| Test Scenario | Verify a user is not added to a game if they click decline | | | | |
| | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Decline | - The user is confirmed to be removed from the game in the backend<br>- The invitation is removed from the user's gui | | |

**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 |

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |
| | | | | | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | |
| 2 | Application is installed | | 2 | |
| 3 | Logged in and dashboard is displayed | | 3 | |
| 4 | The account which is logged into is currently in a game | | 4 | |

| Test Scenario | Verify a user is able to resume a game after a successful log in |
|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Resume Game | The user is directed to the game page | | |

**TC-7a-a**

| Test Case ID | TC-7a-a | Test Case Description | | Test One On One Chat Functionality (UC-7a), Normal Flow, Valid Data | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |

| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | |
|---|---|---|---|---|---|---|

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | 200 randomly generated valid messages (script) |
| 2 | Application is installed | | 2 | |
| 3 | Logged in and game page is displayed | | 3 | |

| 4 | | | 4 | |
|---|---|---|---|---|

| Test Scenario | Verify a user is able to chat one on one with another user in the same game and send valid messages | | | | | | | |
|---|---|---|---|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Select recipient to chat with | - System creates a chat session and loads previous chat logs from the DB<br>- User is directed to one on one chat page | | |
| 2 | Input messages and send all | 98% of the messages are entered into the DB and sent to both users' chat pages | | |

**TC-7a-b**

| Test Case ID | TC-7a-b | Test Case Description | | Test One On One Chat Functionality (UC-7a), Alternate Flow, Invalid Data | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |

| QA Tester's Log | |
|---|---|

| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
|---|---|---|---|---|---|

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | message1 = "" |
| 2 | Application is installed | | 2 | message2 = "" |
| 3 | Logged in and one on one chat page is open | | 3 | |
| 4 | | | 4 | |

| Test Scenario | Verify a user is not able to send empty messages in a one on one chat | | | | | | | |
|---|---|---|---|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Type messages | Messages are not entered into the DB and | | |

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

**TC-7b-a**

| Test Case ID | TC-7b-a | Test Case Description | | | Test Group Chat Functionality (UC-7b), Normal Flow, Valid Data | | |
|---|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | | Version | | 1.0 |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | 200 randomly generated valid messages (script) |
| 2 | Application is installed | | 2 | |
| 3 | Logged in and game page is displayed | | 3 | |
| 4 | | | 4 | |

| Test Scenario | Verify a user is able to create a group chat room with all users in the same game and send valid messages |
|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Create Chat Room | User is directed to group chat page | | |
| 2 | Input messages and send all | 98% of the messages are entered into the DB and sent to all users' chat pages | | |

**TC-7b-b**

| 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 Tester's Log | | | | | | | |
| | | | | | | | |

| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | |
|---|---|---|---|---|---|---|

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | message1 = "" |
| 2 | Application is installed | | 2 | message2 = "" |
| 3 | Logged in and group chat page is displayed | | 3 | |
| 4 | | | 4 | |

| Test Scenario | Verify a user is not able to send empty messages in a group chat |
|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Type messages and hit send | Messages are not entered into the DB and chat page is not updated for all users | | |

**TC-8a**

| Test Case ID | TC-8a | Test Case Description | Test Place Order - Move (UC-8a), Normal Flow | | |
|---|---|---|---|---|---|
| Created By | Ahmed | Reviewed By | Eli | Version | 1.0 |

| QA Tester's Log | | | | |
|---|---|---|---|---|

| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | |
|---|---|---|---|---|---|---|

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | |
| 2 | Application is installed | | 2 | |
| 3 | Logged in and game page is displayed | | 3 | |
| 4 | In a game | | 4 | |

| Test Scenari | Verify a user is successfully able to place a move order |
|---|---|

| Step # | Step Details | | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|---|
| **o** | | | | | |
| | | | | | |
| 1 | User selects "create new order" | | SYSTEM displays a drop down for the available units | | |
| 2 | User selects the unit | | SYSTEM displays moves drop down | | |
| 3 | User selects the move order | | SYSTEM displays location drop down | | |
| 4 | User selects the location to move the unit to | | SYSTEM displays save button | | |
| 5 | User selects save button | | SYSTEM informs the user the move has been saved | | |

**TC-8b**

| Test Case ID | TC-8b | Test Case Description | | Test Place Order - Hold (UC-8b), Normal Flow | |
|---|---|---|---|---|---|
| Created By | Ahmed | Reviewed By | | Eli | Version | 1.0 |

| QA Tester's Log | | | | | |
|---|---|---|---|---|---|
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | | |
| 2 | Application is installed | | 2 | | |
| 3 | Logged in and game page is displayed | | 3 | | |
| 4 | In a game | | 4 | | |

| Test Scenario | Verify a user is successfully 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 down 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 move has been saved | | |

**TC-8c**

| Test Case ID | TC-8c | Test Case Description | | Test Place Order - Support (UC-8c), Normal Flow | | |
|---|---|---|---|---|---|---|
| Created By | Ahmed | Reviewed By | | Eli | Version | 1.0 |
| | | | | | | |
| QA Tester's Log | | | | | | |
| | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | |
| 2 | Application is installed | | 2 | |
| 3 | Logged in and game page is displayed | | 3 | |
| 4 | In a game | | 4 | |
| | | | | |

| Test Scenario | Verify a user is successfully able to place a support order |
|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | User selects "create new order" | SYSTEM displays a drop down 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 Case ID | TC-8d | | Test Case Description | | | Test Place Order - Convoy (UC-8a), Normal Flow | | | |
|---|---|---|---|---|---|---|---|---|---|
| Created By | Ahmed | | Reviewed By | | | Eli | Version | | 1.0 |
| | | | | | | | | | |
| QA Tester's Log | | | | | | | | | |
| | | | | | | | | | |
| Tester's Name | | | Date Tested | | | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | |
| 2 | Application is installed | | 2 | |
| 3 | Logged in and game page is displayed | | 3 | |
| 4 | In a game | | 4 | |
| | | | | |

| Test Scenario | Verify a user is successfully able to place a convoy order | | | | | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | User selects "create new order" | SYSTEM displays a drop down for the available units | | |
| 2 | User selects the unit | SYSTEM displays moves drop down | | |
| 3 | User selects the convoy order | SYSTEM displays two dropdowns: army to convoy, and where the army is moving to | | |
| 4 | User selects the army they wish to convoy 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-8e**

| Test Case ID | TC-8e | Test Case Description | | Test Place Order- Delete Existing Order(UC-8e), Normal Flow | | | |
|---|---|---|---|---|---|---|---|
| Created By | Ahmed | Reviewed By | | Eli | Version | | 1.0 |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | |
| 2 | Application is installed | | 2 | |
| 3 | Logged in and game page is displayed | | 3 | |
| 4 | In a game | | 4 | |
| 5 | An order has been saved | | 5 | |

| Test Scenario | Verify a user is successfully able to delete an existing order | | | | | |
|---|---|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | User clicks delete from the order menu | SYSTEM gives a dropdown of all orders. | | |
| 2 | User clicks on an order displayed in the order list and hits delete | SYSTEM locally updates the order list and returns the unit to the list of available units | | |

**TC-9a**

| Test Case ID | TC-9a | Test Case Description | | Test Submit Orders Functionality (UC-9), Valid Army Move Order (Empty Landlocked Territory) | | | |
|---|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | | Version | | 1.0 |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |

| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | |
|---|---|---|---|---|---|---|
| | | | | | | |

| S # | Prerequisites: | | S # | Test Data | | |
|---|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order = A WAR - SIL | | |
| 2 | 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 Army in WAR | | | | | |
| 6 | Orders have been saved for all units in the order list | | | | | |

| Test Scenario | Verify a user is successfully able to submit a valid army move order (empty landlocked territory) and the correct results are displayed | | | |
|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Submit Orders | - System waits for round to end<br>- Once round has ended, orders are evaluated and results are saved in the DB<br>- Results of the round are displayed to the users (Russian Order = Success) | | |

**TC-9b**

| Test Case ID | TC-9b | Test Case Description | | Test Submit Orders Functionality (UC-9), Valid Army Move Order (Empty Coastal Territory) | | |
|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | | 1.0 |

| QA Tester's Log | |
|---|---|
| | |

| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | |
|---|---|---|---|---|---|---|
| | | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|

| 1 | Access to a supported platform | | 1 | Russian Order = A MOS - LVN | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 2 | 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 Army in MOS | | | | | | | | |
| 6 | Orders have been saved and submitted for all units in the order lists | | | | | | | | |
| | | | | | | | | | |

| Test Scenario | Verify the correct results are displayed for a valid army move order (empty coastal territory) |
|---|---|

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

**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 |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | | |

| 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 displayed (Russia) | | 3 | | | | | | |
| 4 | Diplomatic negotiations stage has been completed for the season | | 4 | | | | | | |
| 5 | Russian Fleet in STP | | | | | | | | |
| 6 | Orders have been saved and submitted for all | | | | | | | | |

| | | | | | | |
|---|---|---|---|---|---|---|
| | units in the order lists | | | | | |
| | | | | | | |
| Test Scenario | Verify the correct results are displayed for a valid fleet move order (empty coastal territory) | | | | | |
| | | | | | | |

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

**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 | Eli | Reviewed By | | | Version | 1.0 |
| | | | | | | |
| QA Tester's Log | | | | | | |
| | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order = F STP - BOT | |
| 2 | 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 Fleet in STP | | | | |
| 6 | Orders have been saved and submitted for all units in the order lists | | | | |

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | | | | |
| Test Scenario | Verify the correct results are displayed for a valid fleet move order (empty oceanic territory) | | | | | |
| | | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 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 By | Eli | Reviewed By | | | Version | | 1.0 |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | | |

| S # | Prerequisites: | | S # | Test Data | | | |
|---|---|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order = A LVN - BOT | | | |
| 2 | 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 Army in LVN | | | | | | |
| 6 | Orders have been saved and submitted for all units in the order lists | | | | | | |
| | | | | | | | |
| Test Scenario | Verify the correct results are displayed for an invalid army move order (oceanic territory) | | | | | | |
| | | | | | | | |

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

**TC-9f**

| Test Case ID | TC-9f | Test Case Description | | | Test Submit Orders Functionality (UC-9), Invalid Fleet Move Order (Landlocked Territory) | | |
|---|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | | Version | | 1.0 |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |

| Tester's Name | | | Date Tested | | | | Test Case (Pass/Fail/Not Executed) | |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |

| S # | Prerequisites: | | | S # | Test Data | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | Access to a supported platform | | | 1 | Russian Order = F STP - MOS | | | |
| 2 | 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 Fleet in STP | | | | | | | |
| 6 | Orders have been saved and submitted for all units in the order lists | | | | | | | |
| | | | | | | | | |
| Test Scenario | Verify the correct results are displayed for an invalid fleet move order (landlocked territory) | | | | | | | |

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

**TC-9g**

| Test Case ID | TC-9g | Test Case Description | | Test Submit Orders Functionality (UC-9), Invalid Move Orders (Non-Adjacent Territories) | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |
| QA Tester's Log | | | | | |
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | |

| S # | Prerequisites: | | | S # | Test Data | |
|---|---|---|---|---|---|---|
| 1 | Access to a supported platform | | | 1 | Russian 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 been completed for the season | | 4 | | |
| 5 | Russian Fleet in STP | | | | |
| 6 | Russian Army in MOS | | | | |
| 7 | Orders have been saved and submitted for all units in the order lists | | | | |

| | | | | | |
|---|---|---|---|---|---|
| **Test Scenario** | Verify the correct results are displayed for invalid move orders (non-adjacent territories) | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | View displayed results | 1) Russian Order 1 = Fail<br>2) Russian Order 2 = Fail | | |

**TC-9h**

| Test Case ID | TC-9h | Test Case Description | | Test Submit Orders Functionality (UC-9), Invalid Army Move Order (Occupied Territory, Strength Of 1 Matched By 1), Valid Hold Order | |
|---|---|---|---|---|---|
| **Created By** | Eli | **Reviewed By** | | **Version** | 1.0 |
| | | | | | |
| **QA Tester's Log** | | | | | |
| | | | | | |
| **Tester's Name** | | **Date Tested** | | **Test Case (Pass/Fail/Not Executed)** | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 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 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 | Orders have been saved and submitted for all units in the order lists | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |

| | | | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | View displayed results | 1) Russian Order = Fail<br>2) German Order = Success | | |

**TC-9i**

| Test Case 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 By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |
| QA Tester's Log | | | | | |
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order 1 = A GAL - BUD |
| 2 | Application is installed | | 2 | Russian Order 2 = A RUM S A GAL - BUD |
| 3 | Two accounts logged in and game pages are displayed (Russia/Austria-Hungary) | | 3 | Austro-Hungarian Order 1 = A BUD HOLDS |
| 4 | Diplomatic negotiations stage has been completed for the season | | 4 | Austro-Hungarian Order 2 = A VIE S A BUD HOLDS |
| 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 | | | |
| | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|

| Test Scenario | Verify the correct results are displayed for an invalid army move order (occupied territory, strength of 2 matched by 2) Verify the correct results are displayed for a valid support order | | | |
|---|---|---|---|---|
| | | | | |
| **Step #** | **Step Details** | **Expected Results** | **Actual Results** | **Pass / Fail / Not executed / Suspended** |
| 1 | View displayed results | 1) Russian Order 1 = Fail 2) Russian Order 2 = Fail 3) Austro-Hungarian Order 1 = Success 4) Austro-Hungarian Order 2 = Success | | |

**TC-9j**

| Test Case ID | TC-9j | Test Case Description | | Test Submit Orders Functionality (UC-9), Invalid Fleet Move Order (Occupied Territory, Strength Of 1 Matched By 1) | |
|---|---|---|---|---|---|
| **Created By** | Eli | **Reviewed By** | | **Version** | 1.0 |
| | | | | | |
| **QA Tester's Log** | | | | | |
| | | | | | |
| **Tester's Name** | | **Date Tested** | | **Test Case (Pass/Fail/Not Executed)** | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order = F SEV - BLA | |
| 2 | Application 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 Fleet in SEV | | | | |
| 6 | Turkish Fleet in ANK | | | | |
| 7 | Orders have been saved and submitted for all units in the order lists | | | | |
| | | | | | |
| **Test Scenario** | Verify the correct results are displayed for an invalid fleet move order (occupied territory, strength of 1 matched by 1) | | | | |

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

**TC-9k**

| Test Case ID | TC-9k | Test Case Description | | Test Submit Orders Functionality (UC-9), Invalid Fleet Move Order (Occupied Territory, Strength Of 2 Matched By 2) | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |
| QA Tester's Log | | | | | |
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order 1 = F LVN - BAL |
| 2 | Application 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 | Diplomatic negotiations stage has been completed for the season | | 4 | English Order 2 = F SWE S F BAL HOLDS |
| 5 | Russian Fleet in LVN | | | |
| 6 | Russian Fleet in PRU | | | |
| 7 | English Fleet in BAL | | | |
| 8 | English Fleet in SWE | | | |
| 9 | Orders have been saved and submitted for all units in the order lists | | | |

| Test Scenario | Verify the correct results are displayed for an invalid fleet move order (occupied territory, strength of 2 matched by 2) |
|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|

| 1 | View displayed results | 1) Russian Order 1 = Fail<br>2) Russian Order 2 = Fail<br>3) English Order 1 = Success<br>4) English Order 2 = Success | | |

**TC-9l**

| Test Case ID | TC-9l | Test Case Description | | Test Submit Orders Functionality (UC-9), Valid Army Move Order (Occupied Territory, Strength Of 2 Greater Than 1), Invalid Hold Order | |
|---|---|---|---|---|---|
| **Created By** | Eli | **Reviewed By** | | **Version** | 1.0 |
| | | | | | |
| **QA Tester's Log** | | | | | |
| | | | | | |
| **Tester's Name** | | **Date Tested** | | **Test Case (Pass/Fail/Not Executed)** | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order 1 = A GAL - BUD |
| 2 | Application is installed | | 2 | Russian Order 2 = A RUM S A GAL - BUD |
| 3 | Two accounts logged in and game pages are displayed (Russia/Austria-Hungary) | | 3 | Austro-Hungarian Order = A BUD HOLDS |
| 4 | Diplomatic negotiations stage has been completed for the season | | 4 | |
| 5 | Russian Army in GAL | | | |
| 6 | Russian Army in RUM | | | |
| 7 | Austro-Hungarian Army in BUD | | | |
| 8 | Orders have been saved and submitted for all units in the order lists | | | |

| | | | | |
|---|---|---|---|---|
| **Test Scenario** | Verify the correct results are displayed for a valid army move order (occupied territory, strength of 2 greater than 1)<br>Verify 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<br>2) Russian Order 2 = Success<br>3) Austro-Hungarian Order = Fail | | |

**TC-9m**

| Test Case ID | TC-9m | Test Case Description | | Test Submit Orders Functionality (UC-9), Valid Fleet Move Order (Occupied Territory, Strength Of 2 Greater Than 1) | | | |
|---|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | | Version | | 1.0 |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order 1 = F LVN - BAL | |
| 2 | Application 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 = F BAL HOLDS | |
| 4 | Diplomatic negotiations stage has been completed for the season | | 4 | | |
| 5 | Russian Fleet in LVN | | | | |
| 6 | Russian Fleet in PRU | | | | |
| 7 | English Fleet in BAL | | | | |
| 8 | Orders have been saved and submitted for all units in the order lists | | | | |

| Test Scenario | Verify the correct results are displayed for a valid fleet move order (occupied territory, strength of 2 greater than 1) | | |
|---|---|---|---|

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

**TC-9n**

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

| Created By | Eli | Reviewed By | | Version | 1.0 |
|---|---|---|---|---|---|
| | | | | | |
| **QA Tester's Log** | | | | | |
| | | | | | |
| **Tester's Name** | | **Date Tested** | | **Test Case (Pass/Fail/Not Executed)** | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order = A MOS HOLDS |
| 2 | 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 Army in MOS | | | |
| 6 | Orders have been saved and submitted for all units in the order lists | | | |

| Test Scenario | Verify the correct results are displayed for a valid fleet hold order (no attacks) | | | |
|---|---|---|---|---|

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

**TC-9o**

| Test Case ID | TC-9o | Test Case Description | | Test Submit Orders Functionality (UC-9), Invalid Support Order | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |
| **QA Tester's Log** | | | | | |
| | | | | | |
| **Tester's Name** | | **Date Tested** | | **Test Case (Pass/Fail/Not Executed)** | |
| | | | | | |
| S # | Prerequisites: | | S # | Test Data | |

| S # | Prerequisites | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order 1 = A WAR HOLDS |
| 2 | Application is installed | | 2 | Russian Order 2 = A UKR S A WAR HOLDS |
| 3 | Two accounts logged in and game pages are displayed (Russia/Austria-Hungary) | | 3 | Austro-Hungarian Order = A GAL - UKR |
| 4 | Diplomatic negotiations stage has been completed for the season | | 4 | |
| 5 | Russian Army in WAR | | | |
| 6 | Russian Army in UKR | | | |
| 7 | Austro-Hungarian Army in GAL | | | |
| 8 | Orders have been saved and submitted for all units in the order lists | | | |

| **Test Scenario** | Verify the correct results are displayed for an invalid support order |
|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | View displayed results | 1) Russian Order 1 = Success<br>2) Russian Order 2 = Fail<br>3) Austro-Hungarian Order = Fail | | |

**TC-9p**

| Test Case ID | TC-9p | Test Case Description | | Test Submit Orders Functionality (UC-9), Valid Convoy Order (Single) | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |

| QA Tester's Log | | | | | |
|---|---|---|---|---|---|
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order 1 = A LVN - FIN |
| 2 | Application is installed | | 2 | Russian Order 2 = F BOT C A LVN - FIN |
| 3 | Logged in and game page is displayed (Russia) | | 3 | |
| 4 | Diplomatic negotiations stage has been | | 4 | |

| | | | | | | |
|---|---|---|---|---|---|---|
| | completed for the season | | | | | |
| 5 | Russian Army in LVN | | | | | |
| 6 | Russian Fleet in BOT | | | | | |
| 7 | Orders have been saved and submitted for all units in the order lists | | | | | |

| **Test Scenario** | Verify the correct results are displayed for a valid convoy order (single) | | | | | |
|---|---|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | View displayed results | 1) Russian Order 1 = Success<br>2) Russian Order 2 = Success | | |

**TC-9q**

| Test Case ID | TC-9q | Test Case Description | | Test Submit Orders Functionality (UC-9), Valid Convoy Order (Chain) | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |

| QA Tester's Log | | | | | |
|---|---|---|---|---|---|

| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
|---|---|---|---|---|---|

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 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 |
| 3 | Logged in and game page is displayed (Russia) | | 3 | Russian Order 3 = F BAL C A STP - PRU |
| 4 | Diplomatic negotiations stage has been completed for the season | | 4 | |
| 5 | Russian Army in STP | | | |
| 6 | Russian Fleet in BOT | | | |
| 7 | Russian Fleet in BAL | | | |
| 8 | Orders have been saved and submitted for all units in the order lists | | | |

| Test Scenario | Verify the correct results are displayed for a valid convoy order (chain) | | | | |
|---|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | View displayed results | 1) Russian Order 1 = Success<br>2) Russian Order 2 = Success<br>3) Russian Order 3 = Success | | |

**TC-9r**

| Test Case ID | TC-9r | Test Case Description | | Test Submit Orders Functionality (UC-9), Invalid Convoy Order | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |

| QA Tester's Log | |
|---|---|

| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
|---|---|---|---|---|---|

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Order 1 = A LVN - DEN |
| 2 | Application is installed | | 2 | Russian Order 2 = F BAL C A LVN - DEN |
| 3 | Logged in and game page is displayed (Russia) | | 3 | |
| 4 | Diplomatic negotiations stage has been completed for the season | | 4 | |
| 5 | Russian Army in LVN | | | |
| 6 | Russian Fleet in BAL | | | |
| 7 | Orders have been saved and submitted for all units in the order lists | | | |

| Test Scenario | Verify the correct results are displayed for an invalid convoy order | | | | |
|---|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | View displayed results | 1) Russian Order 1 = Fail<br>2) Russian Order 2 = Fail | | |

**TC-10**

| Test Case ID | TC-10 | | Test Case Description | | | Test Retreat Or Disband Order Functionality (UC-10), Normal Flow | | |
|---|---|---|---|---|---|---|---|---|
| Created By | Eli | | Reviewed By | | | Version | | 1.0 |
| | | | | | | | | |
| QA Tester's Log | | | | | | | | |
| | | | | | | | | |
| Tester's Name | | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | | | |

| S # | Prerequisites: | | S # | Test Data | | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | Russian Command = A WAR - UKR | | | | |
| 2 | Application is installed | | 2 | | | | | |
| 3 | Logged in and game page is displayed (Russia) | | 3 | | | | | |
| 4 | Order resolution stage has been completed for the season | | 4 | | | | | |
| 5 | User lost a battle in the previous stage or ended up with more supply centers than units | | | | | | | |
| 6 | Russian Army in MOS | | | | | | | |
| 7 | Russian Army in WAR | | | | | | | |
| | | | | | | | | |
| Test Scenario | Verify a user is successfully able to retreat or disband units after they lost a battle or ended up with more units than supply centers | | | | | | | |
| | | | | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1-1 | Click Retreat and enter command | - Order is saved<br>- System waits for retreat/disband phase to end<br>- System evaluates orders and saves result in the DB<br>- System displays the results of the phase to the user<br>(Russian Command = Success) | | |
| 1-2 | Click Disband A in MOS | Unit is removed from the | | |

| | | backend and frontend | | |
|---|---|---|---|---|

**TC-11**

| Test Case ID | TC-11 | Test Case Description | | Test Build New Unit Functionality (UC-11), Normal Flow | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |
| QA Tester's Log | | | | | |
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | | |
| 2 | Application is installed | | 2 | | |
| 3 | Logged in and game page is displayed | | 3 | | |
| 4 | Retreat/disband stage has been completed for the season | | 4 | | |
| 5 | User must have more supply centers than units | | | | |
| 6 | Player must have a supply center in their home country that is unoccupied | | | | |
| | | | | | |
| Test Scenario | Verify a user is successfully able build a unit on one of their home territories after the retreat/disband stage | | | | |
| | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | User selects the supply center and the type of unit they wish to build there | - System waits for build phase to end<br>- The unit is added to the territory in the backend and frontend | | |

**TC-12**

| Test Case ID | TC-12 | Test Case Description | | Test Leave Session Functionality (UC-12), Normal Flow | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |

| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | |
|---|---|---|---|---|---|---|---|
| | | | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 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 leave a game they are currently in | | | | |
|---|---|---|---|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Quit | - System saves all relevant unsaved game information<br>- User is directed to the dashboard | | |

**TC-13**

| Test Case ID | TC-13 | Test Case Description | | Test Withdraw Functionality (UC-13), Normal Flow | | |
|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | | 1.0 |
| | | | | | | |
| QA Tester's Log | | | | | | |
| | | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | | |
| 2 | Application is installed | | 2 | | |
| 3 | Logged in and game page is | | 3 | | |

| | displayed | | | | |
|---|---|---|---|---|---|
| 4 | | | 4 | | |

| Test Scenario | Verify a user is successfully able to withdraw from a game they are currently in | | | | |
|---|---|---|---|---|---|
| | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Withdraw | System displays a warning confirming that the user will be removed from the game | | |
| 2 | Click Accept | - The user's game information is removed from the backend and frontend<br>- The user is directed to the dashboard<br>- The user can no longer resume that game | | |

**TC-14**

| Test Case ID | TC-14 | Test Case Description | | Test View Game Rules Functionality (UC-14), Normal Flow | |
|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | 1.0 |
| | | | | | |
| QA Tester's Log | | | | | |
| | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | |
| | | | | | |

| S # | Prerequisites: | | S # | Test Data | |
|---|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | | |
| 2 | Application is installed | | 2 | | |
| 3 | Logged in and dashboard is displayed | | 3 | | |
| 4 | | | 4 | | |

| Test Scenario | Verify a user is successfully able to view the game rules | | | | |
|---|---|---|---|---|---|
| | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click View Game Rules | User is directed to the rules page | | |

**TC-15**

| Test Case ID | TC-15 | Test Case Description | | | Test Respond To Draw Functionality (UC-15), Normal Flow | | |
|---|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | | Version | | 1.0 |
| | | | | | | | |
| QA Tester's Log | | | | | | | |
| | | | | | | | |
| Tester's Name | | Date Tested | | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | | |

| S # | Prerequisites: | | S # | Test Data |
|---|---|---|---|---|
| 1 | Access to a supported platform | | 1 | |
| 2 | Application is installed | | 2 | |
| 3 | Logged in and game page is displayed | | 3 | |
| 4 | A draw request was sent to the user | | 4 | |

| Test Scenario | Verify a user is successfully able to respond to a draw offer |
|---|---|

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1-1 | Click Accept | - The system waits for all users to respond to the offer<br>- If all users accept, the game ends in a draw, backend is updated, result is displayed to users<br>- 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<br>- All other game information remains the same | | |

**TC-16**

| Test Case ID | TC-16 | Test Case Description | | | Test Send Draw Offer Functionality (UC-16), Normal Flow | | |
|---|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | | Version | | 1.0 |
| | | | | | | | |

| Test Scenario | Verify a user is successfully able to send a draw offer to all players | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Send Draw Offer | - Draw offer is recorded in the backend<br>- All users in the game except the sender receive a draw offer | | |

**TC-17**

| Test Case ID | TC-17 | Test 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/Fail/Not Executed) | |
| | | | | | | |
| S # | Prerequisites: | | S # | Test Data | | |
| 1 | Access to a supported platform | | 1 | | | |
| 2 | Application is installed | | 2 | | | |
| 3 | Logged in and game lobby | | 3 | | | |

| | page is displayed | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 4 | | | 4 | | | | | |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Test Scenario** | Verify a user is successfully able to view game statistics | | | | | | | |
| | | | | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Game Statistics | Game history and statistics returned from backend and displayed | | |

**TC-18**

| Test Case ID | TC-18 | Test Case Description | | Test View Move History Functionality (UC-18), Normal Flow | | |
|---|---|---|---|---|---|---|
| Created By | Eli | Reviewed By | | Version | | 1.0 |
| | | | | | | |
| QA Tester's Log | | | | | | |
| | | | | | | |
| Tester's Name | | Date Tested | | Test Case (Pass/Fail/Not Executed) | | |
| | | | | | | |

| S # | Prerequisites: | | 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 Scenario** | Verify a user is successfully able to view game statistics | | | | | | | |
| | | | | | | | | |

| Step # | Step Details | Expected Results | Actual Results | Pass / Fail / Not executed / Suspended |
|---|---|---|---|---|
| 1 | Click Move History | Game history and statistics returned from backend and displayed | | |