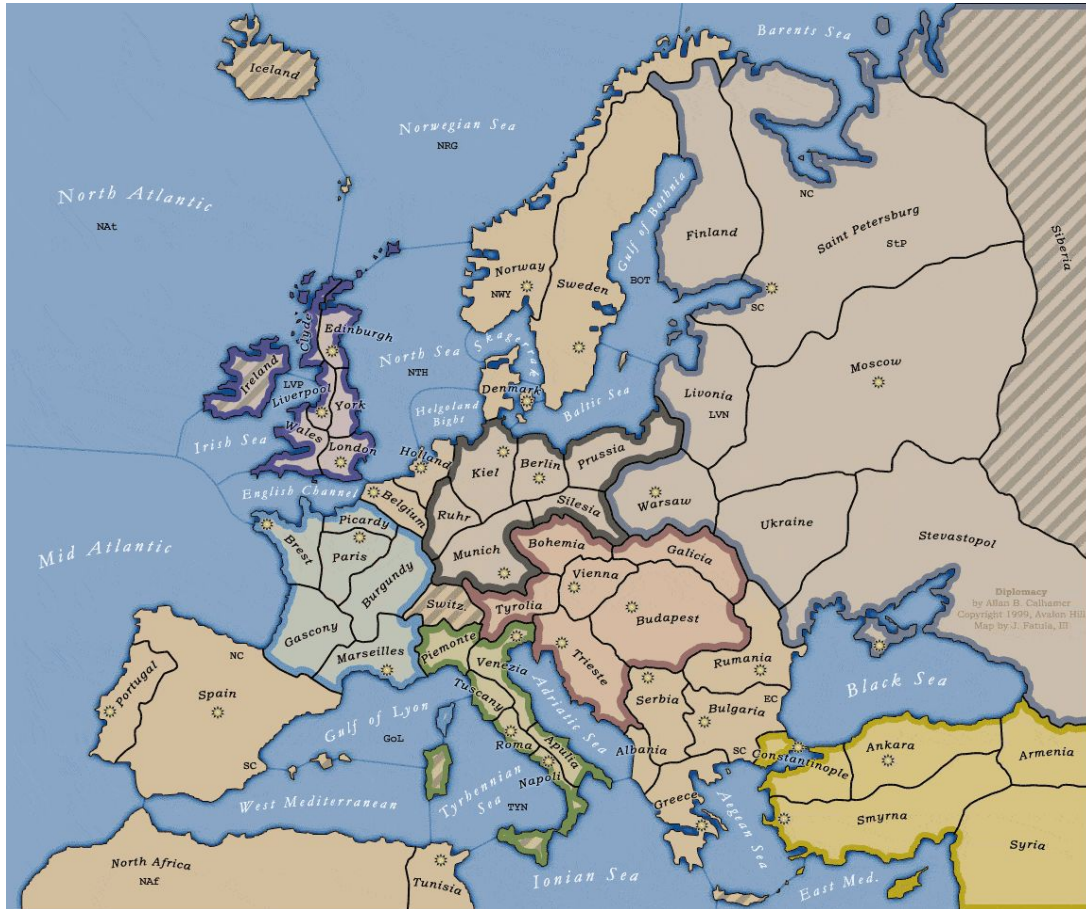


Diplomacy

Master Test Plan



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Revision History

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

References

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

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1. Introduction

1.1 Purpose

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

- Testing strategies:
 - 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-2c	User Interface, Application Backend	Login (UC-2) - Invalid Data
TC-3	User Interface	Logout (UC-3) - Normal Flow
TC-4a	User Interface, Application Backend	Start Game (UC-4) - Normal Flow
TC-4b	User Interface, Application Backend	Start Game (UC-4) - Invalid Data
TC-5a	User Interface, Application Backend	Accept Game (UC-5) - User Accepts
TC-5b	User Interface, Application Backend	Accept Game (UC-5) - User Declines
TC-6	User Interface, Application Backend	Resume Game (UC-6) - Normal Flow
TC-7a-a	User Interface, Application Backend	Chat: Private (UC-7a) - Normal Flow
TC-7a-b	User Interface	Chat: Private (UC-7a) - Invalid Data
TC-7b-a	User Interface, Application Backend	Chat: Public (UC-7b) - Normal Flow
TC-7b-b	User Interface	Chat: Public (UC-7b) - Invalid Data
TC-8a	User Interface, Application	Place Order - Move (UC-8a) - Normal

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

TC-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.
- Test status report (weekly) once testing begins.

8. Test Tasks

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

9. Environmental Requirements

9.1 Hardware Requirements

None.

9.2 Operating System Requirements

One of the following:

- Windows 10
- macOS 10.12, 10.14
- Ubuntu 18.04

9.3 Connectivity Requirements

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

9.4 Communication/File Sharing

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

10. Responsibilities

10.1 Roles and Responsibilities

Test Engineer

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

Tester

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

11. Staffing and Training

11.1 Team Assignments

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

11.2 Training Needs

None.

12. Appendix

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 - 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					
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Created By	Eli	Reviewed By	Justin	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	Username in Test Data is taken		3	Email = test1@test.com	
4			4		
Test Scenario	Verify on entering a taken username with otherwise valid data, 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		3		

	with the Test Data			
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
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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 - 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 - Requests to users entered in step 2 are sent out - 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 - 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	<ul style="list-style-type: none"> - The user is confirmed to be entered into the game in the backend - 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 - The invitation is removed from the user's gui		
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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 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	
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 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 - 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 and hit send	Messages are not entered into the DB and 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 Scenario	Verify a user is successfully able to place a move 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 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	SYSTEM displays moves drop down					

	unit				
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 on the unit they'd like to change the order for	"Build your order" window pops up			
2	User builds and submits new order	Window is closed, old order removed from current orders and deleted from resolution			

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	SYR M EAS				
2	Application is installed				2	LVP M MOS				
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 - Once round has ended, orders are evaluated and results are saved in the DB - 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)						
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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		
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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 (Russia)		3		
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 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			
Test Scenario	Verify the correct results are displayed for an invalid army move order (occupied territory, strength of 1 matched by 1) Verify the correct results are displayed for a valid hold order			
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	View displayed results	1) Russian Order = Fail 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			
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 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 2) Russian Order 2 = Fail 3) English Order 1 = Success 4) English Order 2 = Success							

TC-9I

Test Case ID	TC-9I	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)								
	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 2) Russian Order 2 = Success 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 2) Russian Order 2 = Success 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							
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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 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 2) Russian Order 2 = Fail 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 completed for the season			4					
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 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 2) Russian Order 2 = Success 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 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	<ul style="list-style-type: none"> - Order is saved - System waits for retreat/disband phase to end - System evaluates orders and saves result in the DB - System displays the results of the phase to the user (Russian Command = Success) 		
1-2	Click Disband A in MOS	Unit is removed from the backend and frontend		

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 - The unit is added to the territory in the backend and frontend		
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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	
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					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 - 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 displayed		3			
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	<ul style="list-style-type: none"> - The user's game information is removed from the backend and frontend - The user is directed to the dashboard - 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 - If all users accept, the game ends in a draw, backend is updated, result is displayed to users							

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

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		
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			4				
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 - 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 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 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								