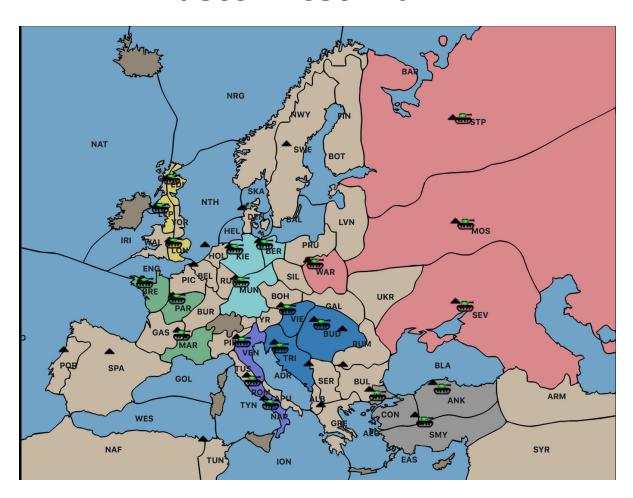
Diplomacy

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
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1. Introduction

1.1 Purpose

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

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

1.2 Project Overview

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

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

2. Test Items

2.1 Configuration

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

2.2 Items To Be Tested

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

2.3 Item Not To Be Tested

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

2.4 Testing Requirements

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

2.5 Related Documentation

See reference section, page 1.

3. Test Features

3.1 Features To Be Tested

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

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

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

3.2 Features Not To Be Tested

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

4. Testing Approach

4.1 Methodology

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

Testing will include:

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

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

4.2 Required Tools

None.

4.3 Metrics Collected

For each test case the tester will collect the following:

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

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

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

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

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

4.4 Regression Test Rules

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

4.5 Configurations To Be Tested

Operating Systems

- Windows 10
- macOS 10.12, 10.14.3
- Ubuntu 18.04

5. Pass/Fail Criteria

5.1 Evaluation Team

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

5.2 Test Case Exit Criteria

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

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

5.3 Test Case Evaluation

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

- Summary of the results of the testing and defect(s) found.
- Severity of the defect(s) found and explanation of how they could affect the overall project.
- Tester's analysis of the defect(s) found:
 - Defect is present but does not affect the function of the module/system.
 - o 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

ID	TC-1a	Test Case	Description		Test User Data	Register Fur	nctionality (UC-1), Normal F	low, Valid		
у	Eli	Reviewed	Ву			Version		1.	0		
's Log											
ame		Date Teste	ed			Test Case (Executed)	(Pass/Fail/Not				
Prerequ	iisites:			S #	Test Data						
		rted	1			Username = TestUser1					
Applicat	tion is insta	alled	ed 2			Password = ayx&*90re					
				3							
				4							
-		=	•	ssword,							
Step	Details	ı	Expected Results	S	Actual	Results			ited /		
Open applica	tion	Login pag	ge is displayed								
		Register	page is display	ed							
Enter d	lata	Input box	es reflect the d	ata							
Click Su	bmit	backend - The user	is directed to th								
	Prereque Access to platform Applicate the use Step Open applicate Click Conductor Account Enter de Account Enter de Account Account Enter de A	Prerequisites: Access to a support platform Application is instant the user's account the	Prerequisites: Access to a supported platform Application is installed Verify on entering valid use the user's account is registed Step Details Open application Click Create Account Enter data Click Submit Click Submit Click Submit Click Submit Click Create Click Submit Click Submit Click Create Click Submit Click Submit Click Create Click Submit Click Submit Click Submit	Eli Reviewed By SLog Date Tested Prerequisites: Access to a supported platform Application is installed Verify on entering valid username and past the user's account is registered Step Details Expected Result: Open application Click Create Account Enter data Input boxes reflect the data Click Submit	Eli Reviewed By Salog Salog Date Tested Date Tested Prerequisites: S# Access to a supported platform Application is installed 2 3 4 Verify on entering valid username and password, the user's account is registered Step Details Click Create Account Enter data Input boxes reflect the data - Data is registered and saved in the backend - The user is directed to the	Data Data	C-1a lest Case Description Data	Data Stage Secretarian Data Stage Secretarian Data Stage Sta	Since Data Data		

TC-1b

Test Case I	TC-1b	Test Case Description	Test User Register Functionality (UC-1), Alternate Flow, Invalid Data
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Created B	у	Eli	Reviewed	Ву		Justin	Version		1.	0	
QA Tester	's Log										
Tester's N	ame		Date Teste	ed			Test Case (Pass/Fail/Not Executed)				
S #	Prerequ	uisites:			S #	Test Data					
1	Access to platform	to a suppo n	rted		1	Username = TestUser1					
2	Applica	tion is inst	alled		2	Password	= ytpro%8	800			
3	Usernai taken	me in Test	Data is		3	Email = test1@test.com					
4					4						
Test Scenario	Verify of	on enterin	g a taken	username with oth	erwise val	lid data, th	ne user's a	account is not	registered		
Step #	Step	Details		Expected Results		Actual	Results	Pass / Fail , Sus	/ Not exect spended	uted /	
1	Open applica	ition	Login pa	ge is displayed							
2	Click C Accour		Register	tegister page is displayed							
3	Enter c	lata	Input box	nput boxes reflect the data							
4	Click Su	bmit		not registered, user f the error	is						

TC-2a

Test Case ID	TC-2a	Test Case	est Case Description				unctionality (UC	JC-2), Normal Flow,		
Created By	Eli	Reviewed	eviewed By			Version		1.	0	
QA Tester's Log										
Tester's Name		Date Tested			Test Case Executed)	(Pass/Fail/Not				

S #	Prerequis	ites:			S #	Test Data				
1	Access to platform	a supporte	d		1	Username	e = TestUse	r1		
2	Applicatio	n is installe	ed		2	Password	= ayx&*90	re		
3		An account is registered with the Test Data			3					
4					4					
Test Scenario	-	Verify on entering valid username and pasuser is logged in			sword, the					
Step#	Step [Details		Expected Resul	ts	Actual	Results	Pass / Fail Su	/ Not execuspended	cuted /
1	Open ap	plication	Login pag	ge is displayed	I					
2	Enter dat	ta	Input box	es reflect the	data					
3	Click Sub	omit		erified and use d to the dashb						

TC-2b

Test Case	ID	TC-2b	Test Case	Description		Test the U		unctionality (UC	-2), Alterna	ate Flow,
Created B	у	Eli	Reviewed	Ву			Version		1	.0
QA Tester	's Log									
Tester's N	ame		Date Teste	ed		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisi	ites:			S #	Test Data				
1	Access to	a supported	platform		1	Username	e = TestUsei	r1		
2	Applicatio	n is installed	ł		2	Password	= ytpro%88	Воо		
3	An accoun	it is not regi est Data	stered		3					
4					4	4				

Test Scenario		entering in		name and p	password,					
Step #	Step I	Details	E)	Expected Results Actual Results Pass / Fail / Not executed Suspended						
1	Open app	olication	Login pag	je is display	yed					
2	Enter dat	а	Input box	es reflect th	ne data					
3	Click Sub	omit	User is no notified of	ot logged in f the error	, user is					

TC-3

10-3			1							
Test Case II	D	TC-3	Test Case D	escription	1	Test Sign O	ut Function	ality (UC-3), Norn	nal Flow	
Created By	,	Eli	Reviewed I	Ву			Version		1	.0
QA Tester's	Log			ı						
Tester's Na	me		Date Tester	d			Test Case (Executed)	Pass/Fail/Not		
S #	Prerequi	sites:			S #	Test Data				
1	Access to	a supporte	d platform		1					
2	Application	on is installe	ed		2					
3	Logged ir displayed	n and dashb I	oard is		3					
4					4					
Test Scenario	Verify a log in	successful	sign out af	ter a suc	cessful					
Step #	Step	Details	Ехрє	ected Resu	ılts	Actual	Results		/ Not execuspended	ited /
1	Click Sig	gn Out	Login pag	e is displa	ayed					

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 Teste	er's Log									
Tester's	Name		Date Tested				Test Case (Pass/Fa Executed	il/Not		
S #	Prerequi	sites			S#	Test Dat	a			
1		o a supported platform			1		ne = TestU	lcor1		
						userriari	ie – iesto	73611		
2		on is installed			2					
3		n and dashboard is display			3					
4	A User is Test Data	registered with the userna	ame in		4					
Test Scenari O	Verify a	successful creation of a	valid data is ei	ntered						
Step#		Step Details		Expected Result	s	Actual	Results	Pass / Fail , Sus	Not exe	cuted /
1	Click St	art New Game	Game p	age is displaye	ed					
2		nother user's username them to the game	the syst	sername is sav em ser starting the the user was ir	game is					
3	Select g	ame constraints		ected constrain y the system	ts are					
4	- Requ Click Submit step 2			- 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				t Game F alid Data	Functionality 1	(UC-4), A	lternate
Created By	Eli	Reviewe	Reviewed By			Version		1.0	
QA Tester's Log									
Tester's Name		Date Tested				Test Cas	e		

							(Pass/Fa			
S #	Prerequ	isites:			S #	Test Dat	а			
1	Access t	o a supported platform			1	usernan	ne = Testl	TestUsr1		
2	Applicat	ion is installed			2					
3	Logged i	in and dashboard is displa	yed		3					
4	No user in Test D	is registered with the use	rname		4					
Test Scenari O	Verify a entered	user is not added to the	e game	after invalid data	is					
Step#		Step Details		Expected Results		Actual Results Pas		Pass / Fail / Sus	Not exe	cuted /
1	Click St	tart New Game	Game p	page is displayed						
2	Enter another user's the sysusername to invite them to - The u		the syst - The us notified	sername is not sa tem ser starting the ga the username wa	ıme is					

TC-5a

Test Cas	se ID	TC-5a	lest Case Description			Test Accept Game Functionality (Uc-5), Normal Flow, User Accepts				
Created	l By	Eli	Review	ed By			Version		1	.0
QA Test	er's Log	e <mark>r's Log</mark>								
Tester's	Name		Date Te	sted			Test Cas (Pass/Fa	ail/Not		
S #	Prerequ	isites:			S #	Test Da	ta			
1	Access t	o a supported platform			1					
2	Application is installed			2						
3	Logged in and dashboard is displayed			3						
4	Logged in and dashboard is displated An invitation for a game has been		sent to		4					

	the acco	ount which is logged into								
Test Scenar io	Verify a	user is added to a gan	ne if the	y click accept						
			Expected Results					1		
Step#		Step Details		Expected Results		Actual	Results	Pass / Fail / Sus	Not exe	ecuted /

TC-5b

Test Cas	se ID	TC-5b	Test Cas	e Description				e Functionali Jser Declines),
Created	Ву	Eli	Reviewe	ed By			Version		1.	.0
QA Test	er's Log									
Tester's	Name			Test Cas (Pass/Fa Execute	ail/Not					
S #	Prerequ	isites:			S #	Test Da	ta			
1	Access t	o a supported platform			1					
2	Applicat	ion is installed			2					
3	Logged	in and dashboard is displ	ayed		3					
4		ation for a game has beer ccount which is logged in			4					
Test Scenar io	Verify a	user is not added to a	game if	they click decline						
Step#		Step Details		Expected Results	kpected Results			Pass / Fail / Sus	Not exe	cuted /
1	Click D	ecline		ser is confirmed to led from the game in						

backend	
- The invitation is removed from	
the user's gui	

TC-6

10-0						Test Resume Game Functionality (UC-6), Nor				
Test Case	ID	TC-6	Test Case	Descripti	on	Test Resur	me Game F	unctionality (U	C-6), Norm	al Flow
Created B	У	Eli	Reviewed	Ву			Version		1.	0
QA Tester	's Log		ı		ı					
Tester's N	ame		Date Teste	ed			Test Case (Pass/Fail, Executed)			
S #	Prerequis	ites:			S #	Test Data				
1	Access to	a supported platfo	rm		1					
2	Applicatio	n is installed			2					
3	Logged in	and dashboard is o	displayed		3					
4	The accou	nt which is logged in a game	into is		4					
Test Scenario	Verify a u	ser is able to res ul log in	ume a gar	ne after	а					
Step#	Step Details Ex			ected Res	ults	Actual	Results	Pass / Fail Su	/ Not exec spended	uted /
1	Click Resume Game The				ed to the					

TC-7a-a

Test Case I	D	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	s Log											
Tester's Na	Tester's Name		Date Tes	Date Tested			Test Case (Pass/Fa Executed	il/Not				

S #	Prerequ	isites:			S #	Test Data	a					
1	Access to	o a support 1	ed		1	200 rand	randomly generated valid messages (scrip					
2	Applicat	ion is instal	led		2							
3	Logged i displaye	n and game d	e page is		3							
4					4							
Test Scenari O	-			t one on one with another ualid messages	user in							
Step #	Step	Details		Expected Results		Actual	Results	Pass / Fail Su	/ Not exe spended	cuted /		
1	Select r	ecipient with	previous	n creates a chat session ar s chat logs from the DB s directed to one on one ch								
2	Input m and ser	essages nd all		the messages are entered sent to both users' chat pa								

TC-7a-b

Test Cas	e ID	TC-7a-b	lest case Description				Test One On One Chat Functionality (UC-7a), Alternate Flow, Invalid Data					
Created	Ву	Eli	Reviewe	ed By			Version		1	.0		
QA Test	er's Log				ı							
Tester's	Tester's Name			sted			Test Cas (Pass/Fa Execute	il/Not				
S #	Prerequ	isites:			S #	Test Dat	а					
1	Access to	o a supported	d		1	message	e1 = ""					
2	Applicat	ion is installed	d		2	message	2 = ""					
3		n and one on e is open	one		3							
4					4							

Test Scenari O	Verify a one cha		able to se	end empty messages in a	one on					
Step #	Step	Details		Expected Results		Actual	Results	Pass / Fail ,	/ Not exe	cuted /
1	Type me	essages send	_	es are not entered into the ge is not updated for both o						

TC-7b-a

IC-/b-a										
Test Case	e ID	TC-7b-a	Test Case	e Description		Test Gro		unctionality (U	JC-7b), No	ormal
Created	Ву	Eli	Reviewe	d By			Version		1.	0
QA Teste	er's Log									
							Test Case			
Tester's	Name		Date Tes	ted			(Pass/Fa	il/Not		
S #	Prerequi	isites:			S #	Test Data	a			
1	Access to platform	o a supporte	ed		1	200 rand	lomly gen	erated valid m	nessages (script)
2	Applicati	ion is install	ed		2					
3	Logged i	n and game d	page is		3					
4					4					
Test Scenari o	-			te a group chat room with d send valid messages	n all					
Step#	Step	Details		Expected Results		Actual Results Pass / Fail / Not executed / Suspended				
1	Click Cr Room	eate Chat	User is	directed to group chat pa	ge					
2	Input mo	essages id all		the messages are entered sent to all users' chat pag		ne				

TC-7b-b

Test Cas	e ID	TC-7b-b	Test Case	e Description				unctionality valid Data	(UC-7b),	
Created	Ву	Eli	Reviewe	d By	ı		Version		1	.0
QA Test	er's Log									
Tester's Name Date Tested							Test Cas (Pass/Fa Executed	il/Not		
S #	Prerequ	isites:			S#	Test Dat	a			
1	Access to	o a supporte	d		1	message	e1 = ""			
2	Applicat	ion is installe	ed		2	message	2 = ""			
3		n and group lisplayed	chat		3					
4					4		1			
Test Scenari o	Verify a chat	user is not	able to s	send empty messages in a	group					
Step#	Step	Details		Expected Results		Actual Results Pass / Fail / Not executed / Suspended				cuted /
1	Type messages are not entered into the DB and chat page is not updated for all users									

TC-8a

Test Case	e ID	TC-8a	Test Case	Description		Test Plac	e Order - I	Move (UC-8a),	Normal F	low
Created	Ву	Ahmed	Reviewe	d By		Eli	Version		1.	0
QA Teste	r's Log									
Tester's I	Name		Date Test	ted			Test Case (Pass/Fai Executed	il/Not		
S #	Prerequi	sites:			S #	Test Data	9			
1	Access to	a supported platfor	m		1					

2	Application	on is installed			2					
3	Logged ir	n and game page is o	lisplayed		3					
4	In a game	9			4					
Test Scenari o	Verify a user is successfully able to place a move ord									
Step #	Step Details		Expected Results		Actual Results		Pass / Fail , Sus	/ Not exec spended	cuted /	
1	User sel order"	ects "create new	SYSTEM displays a drop down for the available units							
2	User selects the unit		SYSTEM down	M displays mo	ves drop					
3	User selects the move SYSTEM down		ฟ displays loc	ation drop						
4	User selects the location to move the unit to		√l displays sav	e button						
5	User selects save button			informs the use s been saved	r the					

TC-8b

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

Test Scenario	Verify a	user is success	sfully able	to place a hole	d order					
Step #	Step Details Expected Results			Actual	Results	Pass / Fail Su	/ Not execusives	cuted /		
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

TC-8c										
Test Ca	se ID	TC-8c	Test Ca	se Description			lace Ord al Flow	er - Suppoi	t (UC-8d	:),
Create	d By	Ahmed	Review	ved By		Eli	Eli Version			.0
QA Tes Log	ter's									
Tester's Name	s	Date Tested Test Case (Pass/Fail/Not Executed)								
S #	Prereq	uisites:	S # Test Data							
1	Access	to a supported platform			1					
2	Applica	ation is installed			2					
3	Logged	in and game page is displaye	ed		3					
4	In a gar	me			4					
Test Scena rio	Verify	a user is successfully able	to plac	ce a support order						
Step #		Step Details Expected Results		tual sults	Pass ,	/ Fail / N d / Suspe				
1	User s	elects "create new order"		′STEM displays a drop down for e 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

TC-8d										
Test Ca	ase ID	TC-8d	Test Ca	se Description			lace Ord al Flow	er - Convo	y (UC-8a	1),
Create	d By	Ahmed	Review	ved By		Eli	Versio	n	1.	0
QA Tes	ster's		ı							
Tester'	s		Date Tested				Test Ca (Pass/ Execut	Fail/Not		
S #	Prereq	uisites:		S #	Test D	ata				
1	Access	to a supported platform		1						
2	Applica	ation is installed			2					
3	Logged	l in and game page is displa	yed		3					
4	In a ga	me			4					
Test Scena rio	Verify	a user is successfully abl	e to pla	ace a convoy order						
Step #		Step Details		Expected Results			tual sults	Pass / executed	Fail / N / Suspe	
1	User s order"	selects "create new	1	SYSTEM displays a drop down for the valiable units						
2	User select s 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 Ca	se ID	TC-8e	Test Ca	se Description				er- Delete E Normal Flo	_	
Created	d By	Ahmed	Review	red By		Eli	Version	1	1	.0
QA Tes	ter's									
Tester's	Name	Date Tested					Test Ca (Pass/F Execut	ail/Not		
S #	Prereq	uisites:		S #	Test Da	ata				
1	Access	to a supported platform			1					
2	Applica	tion is installed			2					
3	Logged	in and game page is displ	ayed		3					
4	In a gar	me	4							
5	An orde	er has been saved	5							
Test Scena rio	Verify a	a user is successfully al	ole to d	elete an existing order						
Step #		Step Details	Expected Results			1	tual sults	Pass /	' Fail / N I / Suspe	
1		User clicks on the unit they'd like to change the order for Build your order" window pops up								
2	User b order	ser builds and submits new der der Window is closed, old order removed from current orders and deleted from resolution								

TC-9a

Test Cas	e ID	TC-9a	Test Cas	e Description		Valid Arı	my Move	rs Functionali Order ed Territory)	ity (U(C-9),
Created	Ву	Eli	Reviewe	ed By		Version			1.	0
QA Teste	er's Log									
Tester's	Name		Date Tes	sted			Test Cas (Pass/Fa Execute	ail/Not		
S #	Prerequ		S#				a			
1	Access to	ess to a supported platform 1				SYR M E	AS			
2	Applicat	Application is installed 2				LVP M MOS				
3	Logged in and game page is displayed (Russia)				3					
4		tic negotiations stage mpleted for the seaso			4					
5	Russian .	Army in WAR								
6	Orders h	ave been saved for al	l units in							
Test Scenari Q	-	=		submit a valid army move correct results are displa						
Step #		Step Details		Expected Results		Actual	Results	Pass / Fa executed / S		
1	- 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- Valid Army Move Order (Empty Coastal Territory)	9),
Created By	Eli	Reviewed By	Version	1.0

QA Teste	r's Log									
Tester's N	Name		Date Test	red			Test Case (Pass/Fai Executed	I/Not		
S #	Prerequis	sites:			S #	Test Data	1			
1	Access to	a supported platform			1	Russian Order = A MOS - LVN				
2	Application	on is installed			2					
3	Logged in (Russia)	and game page is displaye		3						
4		ic negotiations stage has be d for the season	een		4					
5	Russian A	army in MOS								
6		ave been saved and submitt ne order lists	ted for all							
Test Scenari O		e correct results are displ mpty coastal territory)	a valid army r	nove						
Step #	Step Details		I	Expected Results		Actual Results		Pass / Fail / Not executed / Suspended		
1	View dis	View displayed results 1) Russ			iccess					

TC-9c

Test Case ID TC-9c		TC-9c	Test Case Description			Test Submit Orders Functionality (UC-9), Valid Fleet Move Order (Empty Coastal Territory)					
Created By Eli Ro		Reviewed By				Version		1.0)		
QA Tester's Log											
Tester's N	Name		Date Tested				Test Case (Pass/Fai Executed	I/Not			
S #	S # Prerequisites:				S #	Test Data					
1	Access to a supported platform				1	Russian Order = F STP - LVN					

2	Application is installed		2					
3	Logged in and game page is displaye (Russia)		3					
4	Diplomatic negotiations stage has be completed for the season		4					
5	Russian Fleet in STP							
6	Orders have been saved and submittunits in the order lists							
Test Scenari o	Verify the correct results are displayed for a valid fleet move order (empty coastal territory)							
Step#	Step Details Expected Results		ts	Actual Results		/ Fail / Not I / Suspended		
1	View displayed results	an Order = Sı	ıccess					

TC-9d

Test Case ID		TC-9d	Test Case Description			Test Submit Orders Functionality (UC-9), Valid Fleet Move Order (Empty Oceanic Territory)					
Created	ed By Eli		Reviewed By				Version				
QA Teste	er's Log										
Tester's Name		Date Tested			Test Case (Pass/Fail/Not Executed)						
S #	Prerequis	rerequisites:			S #	Test Data					
1	Access to	access to a supported platform			1	Russian Order = F STP - BOT					
2	Application	on is installed		2							
3	Logged in and game page is displayed (Russia)				3						
4	Diplomatic negotiations stage has been completed for the season				4						
5	Russian F	Russian Fleet in STP									
6	Orders have been saved and submitted for all units in the order lists										

Test Scenari Ω	-	correct results are dis	played for	a valid fleet m	nove					
Step#		Step Details		Expected Results		Actual	Results	Pass / Fa	•	
1	View disp	layed results	1) Russi	1) Russian Order = Success						

TC-9e

10-36						Test Subr	nit Orders	Functionality	(UC-9),		
Test Case	e ID	TC-9e Test Case Description				Invalid Army Move Order (Oceanic Territory)					
Cuantad	D.,	r!:	Davisons	d p		(Oceanic			1.0		
Created By Eli R		Reviewed	Reviewed By			Version	1.0				
QA Teste	er's Log										
Tester's I	Name		Date Test	ed	Test Case (Pass/Fail/Not Executed)			I/Not			
S #	Prerequisites: S# Test					Test Data	Test Data				
1	Access to a supported platform				1	Russian Order = A LVN - BOT					
2	Application	Application is installed			2						
3	Logged in and game page is displayed (Russia)				3						
4	Diplomatic negotiations stage has been completed for the season				4						
5	Russian A	Army in LVN									
6	Orders have been saved and submitted for all units in the order lists										
Test Scenari Ω	-	e correct results are disp ceanic territory)	layed for	an invalid arm	y move						
Step#		Step Details	Expected Results			Actual Results Pass / Fail / executed / Su					
1	View dis	played results	1) Russian Order = Fail								
						<u> </u>		1			

TC-9f

Test Case	a ID	TC-9f	Test Case	Description			nit Orders eet Move	Functionality	(UC-9),	
iest case	ם ו	10-31	lest case	Description			ked Territo			
Created	Ву	Eli	Reviewed	і Ву			Version		1.0	
QA Teste	er's Log									
Tester's I	Name		Date Test	ed			Test Case (Pass/Fai Executed			
S#	Prerequis	sites:			S #	Test Data				
1		a supported platform			1		Order = F S	STP - MOS		
2	Application	on is installed			2					
3	Logged ir (Russia)	n and game page is displaye	:d		3					
4		ic negotiations stage has be	een		4					
5	Russian F	leet in STP								
6		ave been saved and submit he order lists	ted for all							
Test Scenari O	-	e correct results are disp ndlocked territory)	layed for	an invalid flee	t move					
Step#		Step Details		Expected Result	·s	Actual	Actual Results Pass / Fail / Not			
	Viou dia					executed / Suspende			Suspended	
1	view dis	played results	i) Russi	an Order = Fa	II					

TC-9g

Test Case	e ID	TC-9g	Test Case	Test Case Description			nit Orders ove Order acent Terr	-	(UC-9),	,
Created I	Ву	Eli	Reviewed	d By			Version		1.0)
QA Teste	r's Log		·							

Tester's I	Name		Date Test	ed			Test Case (Pass/Fai Executed	il/Not		
S #	Prerequis	sites:			S #	Test Data	1			
1	Access to	a supported platform			1	Russian C	n Order 1 = F STP - BAL			
2	Application	on is installed			2	Russian C	sian Order 2 = A MOS - SIL			
3	Logged ir (Russia)	n and game page is displaye	d		3					
4		ic negotiations stage has beed for the season	een		4					
5	Russian F	leet in STP								
6	Russian A	army in MOS								
7		ave been saved and submitt he order lists	ted for all							
Test Scenari O	-	e correct results are dispacent territories)	layed for	invalid move	orders					
Step #		Step Details	ı	Expected Resul	ts	Actual Results Pass / Fail / Not executed / Suspended				
1	View dis	played results	1 1	an Order 1 = an Order 2 =						

TC-9h

Test Case	e ID	TC-9h	Test Case	Description		Invalid A (Occupie	rmy Move	y, Strength Of		
Created	Ву	Eli	Reviewe	d By			Version			
QA Teste	er's Log									
Tester's I	Name		Date Test	ted			Test Case (Pass/Fa Executed	il/Not		
S #	Prerequi	sites:			S #	Test Data	ta			
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 published (Russia/Germany)	ages are		3					
4	Diplomatic negotiations stage has be completed for the season	een		4					
5	Russian Army in WAR								
6	German Army in SIL								
7	Orders have been saved and submi all units in the order lists	tted for							
Test Scenari o	Verify the correct results are disporder (occupied territory, strengt Verify the correct results are disp	h of 1 ma	tched by 1)						
Step#	Step Details		Expected Resu	ılts	Actual	Results	Pass / Fa	-	
1	View displayed results	1 -	an Order = Fa an Order = Si						

TC-9i

10-91			_						
Test Cas	e ID	TC-9i	Test Case	e Description		Invalid A	rmy Mov ed Territo	rs Functionalit e Order ry, Strength O alid Support O	f 2
Created	Ву	Eli	Reviewe	d By			Version		1.0
QA Test	er's Log								
Tester's	Name		Date Tes	ted			Test Cas (Pass/Fa Execute	il/Not	
S #	Prerequi	sites:			S #	Test Dat	а		
1	Access to	o a supported platform			1	Russian	Order 1 =	A GAL - BUD	
2	Applicati	on is installed			2	Russian	Order 2 =	A RUM S A G	AL - BUD
3		ounts logged in and game pag d (Russia/Austria-Hungary)	ges are		3	Austro-H	lungarian	Order 1 = A E	BUD HOLDS
4		tic negotiations stage has been	en		4	Austro-Hungarian Order 2 = A VIE S A BU HOLDS			
5	Russian A	Army in GAL							

6	Russian	Army in RUM								
7	Austro-F	lungarian Army in BUD								
8	Austro-F	lungarian Army in VIE								
9		ave been saved and submitte the order lists	ed for all							
Test Scenari O	order (d	ne correct results are displanceupied territory, strength ne correct results are displance	of 2 mate	ched by 2)						
	-			vana suppor	lt Gradi					
Step#		Step Details		Expected Resi		Actual	Results	Pass / F executed /	-	

TC-9j

Test Case	e ID	TC-9j	Test Case	Description		Invalid Fl	eet Move	Functionality Order y, Strength Of	
Created	Ву	Eli	Reviewe	d By			Version		1.0
QA Teste	r's Log								
Tester's I	Name		Date Test	ted			Test Case (Pass/Fai Executed	il/Not	
S #	Prerequis	sites:			S #	Test Data)		
1	Access to	a supported platform			1	Russian (Order = F S	SEV - BLA	
2	Application	on is installed			2	Turkish C	order = F A	NK - BLA	
3		unts logged in and game p (Russia/Turkey)	ages are		3				
4	-	ic negotiations stage has b d for the season	een		4				
5	Russian F	leet in SEV							

6	Turkish F	leet in ANK								
7		ave been saved and submi n the order lists	tted for							
Test Scenari o	-	e correct results are disp ecupied territory, strengt	-		et move					
Step #		Step Details		Expected Resu	ılts	Actual	Results	Pass / Fa	-	
1	View dis	played results	1 '	ian Order = Fa sh Order = Fa						

TC-9k

Test Case	e ID	TC-9k	Test Case	Description		Invalid Fl	eet Move	s Functionality Order y, Strength Of	
Created	Ву	Eli	Reviewed	d By			Version		1.0
QA Teste	er's Log								
							Test Case		
Tester's I	Name		Date Test	ted			(Pass/Fai	il/Not	
S #	Prerequi	sites:			S #	Test Data	9		
1	Access to	a supported platform			1	Russian (Order 1 = I	F LVN - BAL	
2	Application	on is installed			2	Russian (Order 2 = I	F PRU S F LVN	- BAL
3		ounts logged in and game ayed (Russia/England)	pages		3	English C	order 1 = F	BAL HOLDS	
4	-	ic negotiations stage has led for the season	been		4	English C	order 2 = F	SWE S F BAL	HOLDS
5	Russian F	leet in LVN							
6	Russian F	leet in PRU			-				
7	English Fl	leet in BAL							
8	English Fl	leet in SWE							
9		ave been saved and subm n the order lists	itted for						

Test Scenari Ω	,	e correct results are dis ccupied territory, strengt			et move				
Step#		Step Details		Expected Resu	ılts	Actual	Results	Pass / Fa	•
1	View dis	splayed results	2) Russi 3) Englis	an Order 1 = F an Order 2 = F sh Order 1 = S sh Order 2 = S	Fail uccess				

TC-9I

Test Cas	e ID	TC-9I	Test Cas	e Description		Valid Arı (Occupie	my Move (y, Strength O	
Created	Ву	Eli	Reviewe	d By			Version		1.0
QA Teste	er's Log								
Tester's	Name		Date Tes	ted			Test Case (Pass/Fa Executed	il/Not	
S #	Prerequi	sites:			S #	Test Dat	a		
1	Access to	a supported platform			1	Russian	Order 1 =	A GAL - BUD	
2	Applicati	on is installed			2	Russian	Order 2 =	A RUM S A G	AL - BUD
3		ounts logged in and game pag d (Russia/Austria-Hungary)	ges are		3	Austro-F	lungarian	Order = A BU	D HOLDS
4	-	tic negotiations stage has bee	en		4				
5	Russian A	Army in GAL							
6	Russian A	Army in RUM							
7	Austro-H	ungarian Army in BUD							
8		ave been saved and submitte he order lists	d for all						
Test Scenari	-	e correct results are displated territory, strength of 2 gr	-	•	nove order				

O	Verify th	ne correct results are dis	played for	d order					
Step #		Step Details		Expected Res	ults	Actual	Results	Pass / Fa	·
1	View dis	splayed results	2) Russ	sian Order 1 = sian Order 2 = ro-Hungarian	Success				

TC-9m

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

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

TC-9n

10-9n										
Test Case	e ID	TC-9n	Test Case	Description				s Functionality No Attacks)	(UC-9),	
Created	Ву	Eli	Reviewe	d By			Version		1.0	
QA Teste	er's Log									
Tester's	Name						Test Case (Pass/Fai Executed	il/Not		
S #	Prerequi	sites:			S #	Test Data	a			
1	Access to	ss to a supported platform 1				Russian Order = A MOS HOLDS				
2	Applicati	oplication is installed 2								
3	Logged ir (Russia)	n and game page is display	yed		3					
4		ic negotiations stage has ed for the season	been		4					
5	Russian A	Army in MOS								
6		ave been saved and subm n the order lists	itted for							
Test Scenari Ω	Verify th	e correct results are dis	played fo	or a valid fleet	hold order					
Step#		Step Details		Expected Resu	ults	Actual	Results	Pass / Fa		
1	View dis	iew displayed results) Russian Order = Success						
	1		L			1		1		

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 Teste	er's Log		I	I							
Tester's	Name		Date Tes	ted			Test Case (Pass/Fa Executed	il/Not			
S #	Prerequi	sites:			S #	Test Dat	a				
1	Access to	o a supported platform			1	Russian Order 1 = A WAR HOLDS					
2	Applicati	on is installed			2	Russian Order 2 = A UKR S A WAR HOLD					
3		ounts logged in and game page d (Russia/Austria-Hungary)	es are		3	Austro-H	lungarian	Order = A GA	AL - UI	ΚR	
4		tic negotiations stage has beer ed for the season	1		4						
5	Russian A	Army in WAR									
6	Russian A	Army in UKR									
7	Austro-H	lungarian Army in GAL									
8		ave been saved and submitted he order lists	l for all								
Test Scenari O	Verify th	ne correct results are display	ed for a	n invalid supp	oort order						
Step #		Step Details		Expected Resi	ults	Actual Results		Pass / Fa	-		
1	View displayed results 2) Rus			ian Order 1 = ian Order 2 = o-Hungarian	Fail						

TC-9p

Test Case ID TC-9		TC-9p	Test Case	e Description			rs Functionali er (Single)	ty (UC	:-9),
Created By Eli		Eli	Reviewed By			Version	1	.0	
QA Teste	er's Log								
Tester's Name		Date Tested			Test Case	е			

							(Pass/Fa			
S #	Prerequ	isites:			S #	Test Data	а			
1	Access to	o a supported platform			1	Russian	Order 1 =	A LVN - FIN		
2	Applicat	ion is installed			2	Russian	Order 2 =	F BOT C A LV	N - FII	N
3	Logged i	n and game page is displayed (Russia)		3					
4		tic negotiations stage has beer ed for the season	1		4					
5	Russian .	Army in LVN								
6	Russian	Fleet in BOT								
7		nave been saved and submitted the order lists	l for all							
Test Scenari o	Verify th	ne correct results are display	ed for a	valid convoy	order					
Step #		Step Details		Expected Resu	ults	Actual	Results	Pass / Fa	-	
1	I View displayed results			ian Order 1 = ian Order 2 =						

TC-9q

Test Cas	e ID	TC-9q	Test Case	Test Case Description			Test Submit Orders Functionality (UC-9), Valid Convoy Order (Chain)				
Created	Ву	Eli	Reviewe	d By			Version		1.0		
QA Teste	er's Log										
Tester's	Name		Date Tested				Test Case (Pass/Fa Executed	il/Not			
S #	Prerequi	sites:			S #	Test Dat	a				
1	Access to	o a supported platform			1	Russian Order 1 = A STP - PRU					
2	Applicati	pplication is installed			2	Russian	Order 2 =	F BOT C A ST	P - PRU		
3	Logged i	n and game page is displayed ((Russia)		3	Russian	Order 3 =	F BAL C A STI	P - PRU		

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

TC-9r

Test Case	e ID	TC-9r	Test Case	e Descripti	on		mit Orders onvoy Ord	Functionality ler	/ (UC-9	9),
Created	Ву	Eli	Reviewe	d By			Version		1	.0
QA Teste	er's Log									
Tester's I	Name		ted			Test Case (Pass/Fa				
							Executed	l)		
S #	Prerequi	sites:			S #	Test Data	a			
1	Access to	a supported platform			1	Russian (Order 1 = .	A LVN - DEN		
2	Application	on is installed			2	Russian (Order 2 =	F BAL C A LVN	- DEN	
3	Logged ir	n and game page is displayed (R	ussia)		3					
4		ic negotiations stage has beened for the season			4					
5	Russian A	Russian Army in LVN								
6	Russian F	Russian Fleet in BAL								
7		Orders have been saved and submitted for all units in the order lists								

Test Scenari O	Verify th	erify the correct results are displayed for an invalid convoy order								
Step #		Step Details			Expected Results			Pass / Fa	-	
1	View dis	played results	1 -	an Order an Order						

Test Cas	se ID	TC-10	Test Cas	se Descriptior	1		reat Or I	isband Orde	er Functio	onality	
Created	l Ву	Eli	Review	ed By		Version			1.0		
QA Test	er's Log										
Tester's	Name		Date Te	sted			Test Cas (Pass/Fa Execute	ail/Not			
S #	Prerequ	isites:			S #	Test Da	ta				
1	Access t	o a supported platform			1	Russian	Russian Command = A WAR - UKR				
2	Applicat	ion is installed			2						
3	Logged	in and game page is displayed (R	ussia)		3						
4	Order re	esolution stage has been comple on	ted for		4						
5		t a battle in the previous stage o more supply centers than units	r ended								
6	Russian	Army in MOS									
7	Russian	Army in WAR									
Test Scenar io	-	user is successfully able to rest a battle or ended up with mo									
Step #		Step Details	E	xpected Resu	lts	Actual	Results	Pass / Fail / Not executed / Suspended			

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

Test Cas	se ID	TC-11	Test Cas	se Description		Test Bu Normal		Jnit Functio	nality (U	C-11),
Created	l By	Eli	Review	ed By			Version	1.0		0
<u>QA Test</u> <u>Log</u>	ter's									
Tester's	Name		Date Te	sted		Test Cas (Pass/F Execute	ail/Not			
S #	Prerequ	uisites:			S #	Test Da	ta			
1	Access ·	to a supported platform			1					
2	Applica	tion is installed			2					
3	Logged	in and game page is displayed		3						
4	Retreat the sea	/disband stage has been complet son	ed for		4					
5	User m	ust have more supply centers tha	n units							
6		nust have a supply center in their that is unoccupied	home							
Test Scenar io		a user is successfully able buil- es after the retreat/disband sta		on one of their	home					
Step #		Step Details		Expected Result	ected Results A			Pass / Fail / Not executed / Suspended		

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

Test Case	ID	TC-12	Test Case	Description		Test Leave	Session F	unctionality (U	C-12), Norr	nal Flow
Created B	Ву	Eli	Reviewed	Ву			Version		1.	.0
QA Tester	's Log		I		I					
Tester's N	Date Tested						Test Case (Pass/Fail Executed)			
S #	Prerequis	ites:			S #	Test Data				
1	Access to	a supported	platform		1					
2	Application	n is installed			2					
3	Logged in displayed	and game pa	age is		3					
4					4					
Test Scenario	Verify a uare curre		essfully at	ole to leave a g	ame they					
Step #	Step	Details		Expected Result	ts	Actual Results Pass / Fail / Not exc Suspended				uted /
1	- System saves all relevant unsaved game information - User is directed to the dashboard									

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

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

Test Case	ID	TC-14	Test Case	Description	ו	Test View	Game Rule	s Functionality ((UC-14), No	rmal Flow
Created B	У	Eli	Reviewed	Ву			Version		1.	0
QA Tester	's Log			,						
Tester's Name			Date Tested				Test Case Executed)	(Pass/Fail/Not		
S #	Prerequisi	ites:			S #	Test Data				
1	Access to	a supported p	olatform		1					
2	2 Application is installed				2					
3	Logged in and dashboard is displayed				3					

4					4					
Test Scenario	Verify a u	iser is succe	ssfully abl	e to view	the game					
Step #	Step Details		Expected Results			Actual	Results	1	/ Not exec spended	uted /
1	Click View Game User is d Rules page		rected to t	the rules						

TC-15			T							
Test Cas	se ID	TC-15	Test Cas	e Description		Test Res		Draw Function	onality (L	JC-15),
Created	l Ву	Eli	Reviewe	ed By			Version		1.	0
QA Test	er's Log									
Tester's	Name		Date Tes	sted			Test Cas (Pass/Fa Execute	ail/Not		
S #	Prerequ	isites:			S #	Test Data				
1	Access t	o a suppoi า	rted		1					
2	Applicat	ion is insta	alled		2					
3	Logged is displa	in and gam yed	ne page		3					
4	A draw i	request wa ser	is sent		4					
Test Scenar io	Verify a	user is s	uccessf	ully able to respond to a draw off	er					
Step#	Step	Details		Expected Results		Actual	Results	Pass / Fail /	Not exe	cuted /
1-1	Click A	ccept	the offe	ystem waits for all users to resport r sers accept, the game ends in a d is updated, result is displayed	draw,					

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

Test Case	: ID	TC-16	Test Case	Description		Test Send Flow	Draw Offe	er Functionalit	y (UC-16),	Normal
Created I	Ву	Eli	Reviewed	d Ву			Version		1.0	
QA Teste	r's Log		I		I					
Tester's N	Name		Date Test	ed		Test Case (Pass/Fai Executed	l/Not			
S #	Prerequis	sites:			S #	Test Data	l			
1	Access to platform	a supported	k		1					
2	Application	on is installe	d		2					
3	Logged in displayed	and game p	page is		3					
4					4					
Test Scenario	Verify a lall playe		cessfully	able to send a draw	offer to					
Step#	Step	Details		Expected Results		Actual	Results	Pass / Fail Su	/ Not exec spended	cuted /
1	Click Se Offer	nd Draw	backend - All use	ffer is recorded in the frs in the game exce eceive a draw offer						

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/Fa Executed	il/Not			
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 Scenari Ω	Verify a	user is suc	cessfully	able to view game sta	atistics						
Step #	Step Details			Expected Results		Actual	Results	Pass / Fail Su	/ Not exec spended	cuted /	
1				story and statistics re kend and displayed	turned						

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

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