

GUI EVENT TEST CASES

Test Case ID	1
Test Case Description	Test the “Register” functionality
Test Data	username = test email = test@mail.com password = test
Test scenario	Verify registering with unique username, valid email and password

Step#	Step Details	Expected Result	Actual Result	Status
1	Run the application	Java App starts with “Main Menu” view	As expected	Pass
2	Click on “Register” button	“Register” view should be shows	As expected	Pass
3	Fill the form with test data and click on “Register” button.	Alert should be shown which tells the user registration is successful, redirects “Main Menu” view.	As expected	Pass

Test Case ID	2
Test Case Description	Test the “Login” functionality and start game
Test Data	username = test password = test
Test scenario	Verify logging in with accurate data and playing the game

Step#	Step Details	Expected Result	Actual Result	Status
1	Click on “Login” button	“Login” view should be shown	As expected	Pass
2	Fill the form with test data	“Game” view should be shown which allows user start the game or go back to menu	As expected	Pass

3	Click on “Start Game” button	Game should start with a ship moved by mouse	As expected	Pass
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Test Case ID	3
Test Case Description	Test the “Login” functionality with wrong credentials
Test Data	username = test password = wrong
Test scenario	Verify player with wrong credentials cannot access game

Step#	Step Details	Expected Result	Actual Result	Status
1	Fill the login form with test data	Alert should be shown which indicates wrong credentials	As expected	Pass

Test Case ID	4
Test Case Description	Test accessing Leaderboard
Test Data	
Test scenario	Verify leaderboards are loaded

Step#	Step Details	Expected Result	Actual Result	Status
1	Click on “Leaderboard” button	“Leaderboard” view should be shown	As expected	Pass
2	See leaderboards are filled with scores	Last 7 days, 30 days and all time highest scores should be shown by descending order	As expected	Pass

Test Case ID	5
Test Case Description	Test the “Back”button
Test Data	
Test scenario	Verify “Back” button loads “Main Menu”

Step#	Step Details	Expected Result	Actual Result	Status
1	Click on “Leaderboard” button	“Leaderboard” view should be shown	As expected	Pass
2	Click on “Back” button	“Main Menu” view should be shown	As expected	Pass

Test Case ID	6
Test Case Description	Test passing levels
Test Data	username = test password = test
Test scenario	Verify players passes levels when they destroy all the aliens in levels

Step#	Step Details	Expected Result	Actual Result	Status
1	Login with test data	“Game” view should be shown	As expected	Pass
2	Click on “Start Game” button	Game starts	As expected	Pass
3	Destroy all aliens in that level by moving mouse.	After aliens destroyed, level should pass	As expected	Pass
4	Pass all levels	“Game Finished” subview should be shown with score and button that enables user to go back to menu	As expected	Pass

Test Case ID	7
Test Case Description	Test player is dead if shot by 3 bullets
Test Data	username = test password = test
Test scenario	Verify players dies and game over subview shown after 3 bullets hit the player and health bar should decrease after every hit

Step#	Step Details	Expected Result	Actual Result	Status
1	Login with test data	“Game” view should be shown	As expected	Pass
2	Click on “Start Game” button	Game starts	As expected	Pass
3	Destroy all aliens in 2 levels since in these levels no alien can shoot	After aliens destroyed, levels should pass	As expected	Pass
4	At level 3, get shot by alien bullets and die.	After every bullet hit, mini ship images that indicates health should decrease and after 3 hit, “Game Over” subview should be shown with score and button that enables user to go back to menu	As expected	Pass

Test Case ID	8
Test Case Description	Test “Cheat” functionality
Test Data	username = test password = test
Test scenario	Verify levels will be passed after player presses “CTRL+SHIFT+9” combination and user should get points as if she destroyed all the aliens in the level

Step#	Step Details	Expected Result	Actual Result	Status
1	Login with test data	“Game” view should be shown	As expected	Pass
2	Click on “Start Game” button	Game starts	As expected	Pass
3	Press “CTRL+SHIFT+9” combination on level 1.	Level 2 should start and player’s score should be 15	As expected	Pass
4	Pass all levels with that combination	“Game Finished” subview should be shown with score and button that enables user to go back to menu	As expected	Pass

Test Case ID	9
Test Case Description	Test if player is on leaderboard
Test Data	username = test password = test
Test scenario	Verify player’s score is stored in the database with his/her name and showed in the leaderboard

Step#	Step Details	Expected Result	Actual Result	Status
1	Login with test data	“Game” view should be shown	As expected	Pass
2	Click on “Start Game” button	Game starts	As expected	Pass
3	Pass all levels with “CTRL+SHIFT+9” combination	“Game Finished” subview should be shown with score and button that enables user to go back to menu	As expected	Pass
4	Click on “Back to Start” button	“Game” view should be shown	As expected	Pass

5	Click on “Back” button	“Main Menu” view should be shown	As Expected	Pass
6	Click on “Leaderboard” button	“Leaderboard” view should be shown. Player should see himself/herself on the table	As Expected	Pass

Test Case ID	10
Test Case Description	Test player cannot register with non-unique username
Test Data	username = test email = test@mail.com password = test
Test scenario	Verify alert shown as player try to register with an existing username

Step#	Step Details	Expected Result	Actual Result	Status
1	Click on “Register” button	“Register” view should be shows	As expected	Pass
2	Fill the form with test data and click on “Register” button.	Alert should be shown which tells the user registration is failed, stays at “Register” view	As expected	Pass