

Integration Testing

The gameplay was coded first. Then, the login management system was added and finally the statistics were implemented. Thus, we tested our code in that order.

1. Gameplay + Login

November 24th 2013, 6 pm

- **Log in user 1:** Log in as Demo01 with password "Dem@Us3R01".
- **Two users must be logged in to play:** Press the play button → This should not work since two users need to be logged in.
- **Log in user 2:** Log in as Demo02 with password "Dem@Us3R02"
- **Two users logged in can play:** Press the play button → This should now work and the gameplay should open
- **Logout user 2:** After the game, logout user "Demo02"
- **Successful logout with gameplay:** Try to press the play button → This should not work if the second user's logout was successful.
- **Log in same user twice:** Log in as Demo01 with password "Dem@Us3R01" → This should give a "user already logged in" message
- **Log in with wrong password:** Log in as Demo03 with password "Dem@Us3R01" → This should print a "wrong password" message
- **Create an account with wrong input:** Create an account for Demo11 with password "Demo11" → This should give an error message. Check all conditions and look that an error message was printed on the screen.
- **Create an account:** Create an account for Demo11 with password "Dem@Us3R11" → This should give a "account successfully created" message.
- **Log in after creating an account:** Log in as Demo11 with password "Dem@Us3R11"

2. Gameplay + Login + Statistics

November 24th 2013, 7 pm

a) Two users who never played against each other

- **Log in two users:** Log in Demo01 and Demo06.
 - Demo01 personal stats: 8 wins, 14 losses, 0 ties, 22 games total
 - Demo06 personal stats: 8 wins, 14 losses, 0 ties, 22 games total
 - Demo01 and Demo06 never played against each other
 - Both users are the users with the most wins.
- **Gameplay with three different maps:** Play three rounds; one for each map
 - Demo01 won all three matches

- **Personal statistics:** Press “view starts” on the main menu and check if they have updated
 - Demo01 should now have 11, wins, 14 losses, 0 ties, 25 games total
 - Demo02 should now have 8 wins, 17 losses, 0 ties, 25 games total
- **Head to head statistics:** Press “head-to-head” statistics and check it has been updated
 - The window should now display the score as 3-0 with zero ties.
- **Top ten statistics:**
 - Demo01 should now be the top player, with a top score of 11.
 - Demo02 should be the second best, with a top score of 8.

b) Two users who already played against each other

- Repeat step 2.a) with Demo01 and Demo02, whom have already played four games against each other. Check to make sure that all the statistics update properly.

c) Add settings

- Repeat step 2b). However, this time also change the speed of the game before playing.