Unit Testing for iPhone App side

KittyWar Card Game App
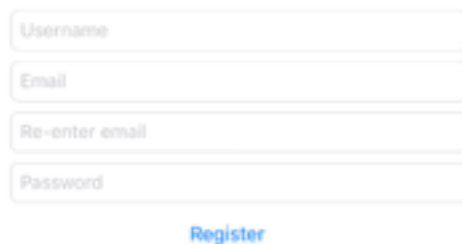
November 22 2016

A. Game Tab Bar Controller:

When the app launches, it checks whether there is a user token

success	print out user token in Xcode console
fail	modally present Welcome View Controller (to register or login)

B. Register View Controller:

Test Case 1

The "re-enter email" looks for the same email as first entered email.
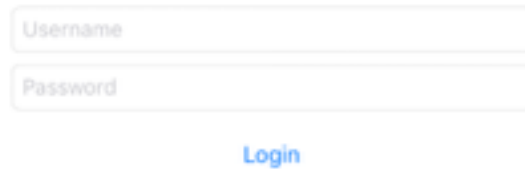
success	user can successfully register
fail	an alert will throw: two emails does not match

Test Case 2

The "username" looks for different usernames for different users.

success	user can successfully register
fail	an alert will throw: Username is taken

C. Login View Controller:

Test Case 1

Pressing "Login" button to login, the server checks whether the username exists and the username matches the password

success	user successfully login and the app dismisses the welcome view controller
fail	an alert will throw: username or password is wrong

D. Find Match View Controller:
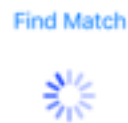
Press "Find Match" button to find a match.

success	segue to game view controller
fail	an alert will throw: find match failed

E. Game View Controller - Cat Selecting View

Click on a cat and press "Fight!" button to confirm selection.

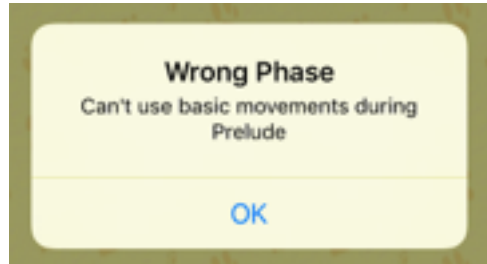| success	An alert view will appear to notify user that a cat is selected
fail	No alert view appears

F. Game View Controller - Beginning of Phases

When each phase starts, there will be an alert view to notify user that the phase starts

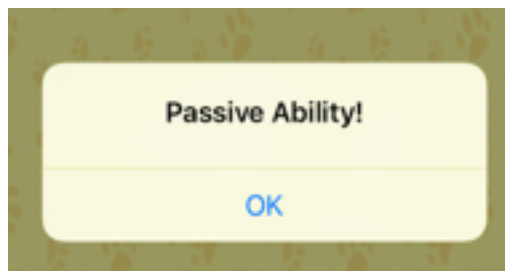| success	An alert view will appear to notify user that a specific phase starts
fail	No alert view appears

G. Game View Controller - Selecting Basic Movements

Player can select a basic movement only during the enacting strategy phase.

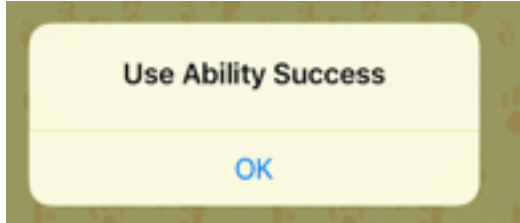| success	An alert view will appear to notify user that basic movement is selected during enacting strategy phase. Or an alert view appear to notify user that basic movement can't be selected.
fail	No alert view appears.

H. Game View Controller - Use Ability
Test Case 1 - Use Passive Ability

When trying to actively use a passive, an alert view will appear to notify the user that he/she selects a passive ability and can't use a passive ability actively.

success	An alert view will appear to notify user that the selected ability is a passive ability and user can't use it actively.
fail	No alert view appears.

Test Case 2 - Use Active Ability

      When player successfully uses an active ability, an alert view will appear to notify the user that the ability is successfully used.
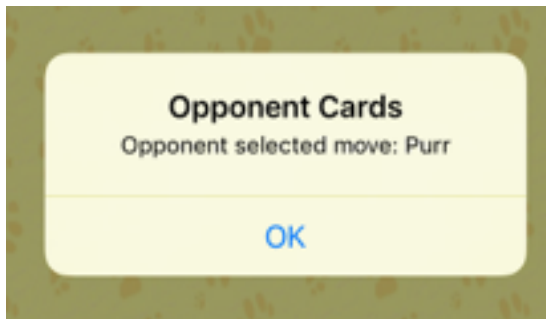
success	An alert view will appear to notify user that he/she successfully uses an active ability
fail	No alert appears.

I. Game View Controller - Use Chance Card

When user select a chance card, an alert will appear to notify the user that the chance card is selected successfully.

success	An alert view will appear to notify the user whether the chance card is selected successfully or not
fail	No alert appears.

J. Game View Controller - Show Cards Phase

      During this phase, an alert view pops up to notify the user the strategy chose by opponent.

success	An alert view will appear to notify user the strategy chose by opponent
fail	No alert appears.

K. Game View Controller - Ready Button Pressed

Ready button pressed

success	An alert view will appear to notify user that next phase starts
fail	No alert appears.