

System and Unit Test Report

KittyWar Card Game App

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System Test Scenarios:

A. User Story1 from Sprint1 : As a player, I want to register an account via a website

Scenario 1:

1. start KittyWar webpage
2. type username
3. type email
4. type password
5. type same password again
6. press "register"
7. a register success window will pop up

B. User Story2 from Sprint1: As a player, I want to register an account via an iPhone app

Scenario 2:

1. start KittyWar app
2. press "register"
2. type username
3. type email
4. type the same email
5. type password
6. press "register"
7. a register success window will pop up

C. User Story1 from Sprint2: As a player, I want to log into an iPhone app and view my cards

Scenario 3:

1. start KittyWar app
2. press "login"
2. type username
3. type password
4. press "login"
5. a game screen appears
6. press "profile"
7. press "view cards"
8. a Kitty & Chance & Basic movements card category appears
9. press "Kitty Category"
10. all kinds of cats appear

11. press "back"
12. press "Basic Movements"
13. 3 basic movements appear
14. press "back"
15. press "Chance Card"
16. all Chance card present
17. press "back"

D. User Story2 from Sprint2: As a player, I am matched against an opponent and put into a lobby

Scenario 4:

1. start KittyWar app
2. press "login"
2. type username
3. type password
4. press "login"
5. a game screen appears
6. press "play"
7. a "find match waiting" screen appears
8. get into a lobby

E. User Story1 from Sprint3: As a game player, the game now is playable

Scenario 5:

1. start KittyWar app
2. press "login"
2. type username
3. type password
4. press "login"
5. a game screen appears
6. press "profile"
7. press "view cards"
8. a Kitty & Chance & Basic movements card category appears
9. press "Kitty Category"
10. all kinds of cats appear
11. press "back"
12. press "Basic Movements"
13. 3 basic movements appear
14. press "back"
15. press "Chance Card"
16. all Chance card present
17. press "back"
18. press "back"
19. press "back"
20. press "play"

21. a "find match waiting" screen appears
22. get into a lobby
23. start play
24. pick a cat
25. start prelude phase
26. ready
27. enact strategy phase starts: pick a basic move (optional: pick a chance card)
28. ready
29. show cards phase starts, showing opponent strategy
30. read
31. strategy settlement phase starts, HP update for player and opponent, player may gain chance card
32. state postlude phase
31. start prelude phase, keep doing step 25 to 31
33. game ends until one player gets 0 HP for lose or 20 HP for win