Test Case ID	1	Test Case Description	Game Start Menu
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Click Sign Up Button	After "Sign Up" button is clicked. A form which includes "username", "password", "name", "surname" and "e-mail" fields should be appeared on the screen.	Pass
3	Click Back To Main Menu	After "Back To Main Menu" which is located at bottom left corner on the screen is clicked, Game Start Menu is appeared again.	Pass

Test Case ID	2	Test Case Description	Sign Up (Successful Try)
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: berkantbayraktar
2	Password: 123456
3	Name: Berkant
4	Surname: Bayraktar
5	E-Mail: berkantbayraktar@gmail.com

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Click Sign Up Button	After "Sign Up" button is clicked. A form which includes "username", "password", "name", "surname" and "e-mail" fields should be appeared on the screen.	Pass
3	Fill the Form with Test Data	Credential can be entered	Pass

4	Click Submit Button	"Account has been created successfully" message should be appeared on the screen. Then click "ok" button, start screen should be appeared again	Pass

Test Case ID	3	Test Case Description	Sign Up (Fail Try)
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Click Sign Up Button	After "Sign Up" button is clicked. A form which includes "username", "password", "name", "surname" and "e-mail" fields should be appeared on the screen.	Pass
3	Leave the form blank	Form could be leaved blank	Pass
4	Click Submit Button	"Invalid form values" message should be appeared on screen	Pass

Test Case ID	4	Test Case Description	Login (Successful Try)
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass

Test Case ID	5	Test Case Description	Login (Fail Try)
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: wrongusername
2	Password: wrongpassword

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Wrong username or password" should be appeared on the screen	Pass

Test Case ID	6	Test Case Description	GameLobby
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
4	Observe	There should be "Play" button which starts the game. There should be "Leaderboard" button which shows recorded scores when it is clicked. There should be "Quit" button which shows "Game Start Menu" when it is clicked.	Pass

Test Case ID	7	Test Case Description	Leaderboard
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
4	Click LeaderBoard Button	There should be appeared different tabs such as weekly, monthly and all times. Also, there should be appeared "Back to GameLobby" button that shows	Pass

		"Game Lobby" again on the screen	
5	Click Weekly Tab	There should be appeared scores that belongs to weekly category	Pass
6	Click Monthly Tab	There should be appeared scores that belongs to monthly category	Pass
7	Click All Times Tab	There should be appeared scores that belongs to all times category	Pass
8	Click GameLobby Button	"GameLobby" should be appeared on the screen	Pass

Test Case ID	8	Test Case Description	Spaceship Movement & Auto - firing
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
4	Click Play Button	The game should be appeared on the screen	Pass
5	Move the mouse	"Spaceship" should be moved freely with using mouse.	Pass
6	Observe	Observe that spaceship auto-fires to aliens located at top of the screen.	Pass

Test Case ID	9	Test Case Description	Game Settings Indicators
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
4	Click Play Button	The game should be appeared on the screen	Pass
5	Observe "Kill Label"	There should be "Kills" label at the upper left corner. It shows total number of kills that player have.	Pass

6	Observe "Time Label"	There should be "Time" label that shows remaining time to game end	Pass
7	Observe "Remaining Health Label"	There should be "Remaining Health" label that shows remaining health of the player	Pass

Test Case ID	10	Test Case Description	Game Settings – Level1
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
4	Click Play Button	The game should be appeared on the screen	Pass
5	Observe	There should be four "shooter alien" in red color at start. There should be four "simple alien" in green color at start. There should be four "tank alien" in dark red color at start.	Pass

Test Case ID	11	Test Case Description	Game Settings – Level2
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
4	Click Play Button	The game should be appeared on the screen	Pass
5	Pass Level 1	"Kill label" should be 12 and game level 2 should be started	Pass
6	Observe	There should be five "shooter alien" in red color at start. There should be five "simple alien" in green color at start. There should	Pass

		be five "tank alien" in dark red color at start.	

Test Case ID	12	Test Case Description	Game Settings – Level3
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
4	Click Play Button	The game should be appeared on the screen	Pass

5	Pass Level 1	"Kill label" should be 12 and game level 2 should be started	Pass
6	Pass Level 2	"Kill label" should be 27 and game level 3 should be started	Pass
7	Observe	There should be six "shooter alien" in red color at start. There should be six "simple alien" in green color at start. There should be six "tank alien" in dark red color at start.	Pass

Test Case ID	13	Test Case Description	Game Settings – Level4
Created By	Berkant Bayraktar	**Reviewed By**	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	26/04/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
4	Click Play Button	The game should be appeared on the screen	Pass
5	Pass Level 1	"Kill label" should be 12 and game level 2 should be started	Pass
6	Pass Level 2	"Kill label" should be 27 and game level 3 should be started	Pass
7	Pass Level 3	"Kill label" should be 45 and game level 4 should be started	Pass
8	Observe	There should be seven "shooter alien" in red color at start. There should be seven "simple alien" in green color at start. There should be seven "tank alien" in dark red color at start.	Pass

Test Case ID	14	Test Case Description	Finish Multiplayer Level & Check Scoreboard
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	02/06/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user
3	Username: admin
4	Password: admin

Blue Color indicates Client – 1 (Username: user, Password: user) for the test case below.

Red Color indicates Client – 2 (Username: admin, Password: admin) for the test case below.

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data (s1, s2)	Credential can be entered	Pass

3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
4	Click Play Button	The game should be appeared on the screen	Pass
5	Pass Level 1,2,3,4	"Waiting Room" should be appeared on the screen. There should be a message: "You reached multiplayer level, waiting for a teammate".	Pass
6	Run Another Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
7	Fill the form with given Test Data (s3, s4)	Credential can be entered	Pass
8	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass
9	Click Play Button	The game should be appeared on the screen	Pass
10	Pass Level 1,2,3,4	"Waiting Room" should be appeared on the screen. There should be a message: "You matched with user"	Pass
11	Wait for the match and Observe	There should be a message on the screen: "You matched with admin"	Pass
12	Click Play Button	Multiplayer level should be appeared on the screen. There should be a boss tries to kill you.	Pass
13	Click Play Button	Multiplayer level should be appeared on the screen. There should be a boss tries to kill you.	Pass

14	Pass Multiplayer Level	A message that indicates total score, your score and your teammates score should be appeared on the screen.	Pass
15	Pass Multiplayer Level	A message that indicates total score, your score and your teammates score should be appeared on the screen.	Pass
16	Click Ok Button	"Game Lobby" should be appeared on the screen again	Pass
17	Click Ok Button	"Game Lobby" should be appeared on the screen again	Pass
18	Click Leaderboard Button	Observe your newly created score on "Weekly", "Monthly" and "All times" tabs.	Pass
19	Click Leaderboard Button	Observe your newly created score on "Weekly", "Monthly" and "All times" tabs.	Pass

Test Case ID	15	Test Case Description	Die Before Multiplayer Level & Check Scoreboard
Created By	Berkant Bayraktar	Reviewed By	Çağdaş Fil

Tester's Name	Berkant Bayraktar	Date Tested	02/06/2020

S #	Prerequisites
1	Run Server

S #	Test Data
1	Username: user
2	Password: user

Step #	Step Details	Expected Results	Pass/Fail
1	Run Client	After Client run, Game should be opened. There should be a form which includes "username", "password". Also, there should be "Login" and "Sign Up" buttons	Pass
2	Fill the form with given Test Data	Credential can be entered	Pass
3	Click Login Button	After "Login" button is clicked, "Game Lobby" should be appeared on the screen.	Pass

4	Click Play Button	The game should be appeared on the screen	Pass
5	Pass Level 1,2,3	"Kill label" should be 45 and game level 4 should be started	Pass
6	Die at Level 4 (Before reach the Multiplayer Level)	"Game Lobby" should be appeared on the screen again	Pass
7	Click Leaderboard Button	Observe your newly created score on "Weekly", "Monthly" and "All times" tabs.	Pass