| **Test Name** | | Choose a Category | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Play a Game-New Game | | | |
| **Test Description:** | | To test whether players can choose a category at the start of game play | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | | The player is able to choose and play a game in the category they have chosen | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
|  | User will click the new game button on the open game screen | | The user should be presented with a popup drop down menu consisting of a list of the categories available | P |  |
|  | User will choose a category by clicking their choose | | User should be able to select a category and then have the game start | P |  |

| **Test Name** | | Choose a Category | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Play a Game-Ongoing Game | | | |
| **Test Description:** | | To test whether players can choose a category at the start of game play | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | | The player is able to choose and play a game in the category they have chosen | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
| 1. | User will click the desired open game button on the open game screen | | The user should be presented with a popup showing the present category of the open game and a okay button |  |  |
| 2. | User clicks okay | | Okay button should be clickable and take them to their open game |  |  |