| **Test Name** | | Play Game | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Multiplayer Playing | | | |
| **Test Description:** | | To test whether two players can play a game against each other | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | |  | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
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| **Test Name** | | Database Storage | | | |
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| **Use Case Tested:** | | Multiplayer Playing | | | |
| **Test Description:** | | To test whether database stores the open games correctly | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | |  | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
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| **Test Name** | | Turn Status | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Multiplayer Playing | | | |
| **Test Description:** | | To test whether the UI is showing the user and opponent turn status correctly? | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | |  | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
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| **Test Name** | | Round and Game Status | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Multiplayer Playing | | | |
| **Test Description:** | | To test whether round and game progress is displayed correctly | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | |  | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
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| **Test Name** | | Database Storage | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Multiplayer Playing | | | |
| **Test Description:** | | To test whether round and game progress are being stored correctly in the database | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | |  | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
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| **Test Name** | | Play and Open Multiple Games | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Multiplayer Playing | | | |
| **Test Description:** | | To test whether more than one game can be opened and played | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | |  | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
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| **Test Name** | | Database Storage | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Multiplayer Playing | | | |
| **Test Description:** | | To test whether the database is correctly storing current games. | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | |  | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
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| **Test Name** | | Game and Round progress | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Multiplayer Playing | | | |
| **Test Description:** | | To test whether the UI is being updated correctly to display each game and round progress? | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | |  | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
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| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
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| **Test Name** | | Individual Game Status | | | |
| --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | Multiplayer Playing | | | |
| **Test Description:** | | To test whether the game status being correctly displayed | | | |
| **Pre-conditions** | | User must of logged in | | | |
| **Post-conditions** | |  | | | |
| **Notes:** | |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | |
|  | **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
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