Req. No.	Test No.	Test Case Description (Steps to Test)	Expected Result	Pass (Y/N)	Priority
Login					
FR01	T01	Open the SiQuoia game website.	The homepage displays the SiQuoia logo, register button, gamer login fields, and guest login button.	Y	High
FR02	T02	On the SiQuoia login screen, select gamer registration and enter a unique email address (does not already exist in the system), password, and password confirmation to register.	If valid information is provided, the gamer is successfully registered (added to the system) and is redirected to the gamer page.	Y	High
FR03	T03	On the SiQuoia login screen, select gamer login and enter the username and password of a registered gamer.	The gamer is successfully logged in and is redirected to the gamer page.	Y	High
FR04	T04	On the SiQuoia login screen, select guest login and enter a unique email address.	The guest gamer is logged in and redirected to the demo quiz.	Y	Low
FR05	T05	On the SiQuoia login screen, select merchant login and enter a valid merchant code.	The merchant user is redirected to a page with a feature to submit a branded packet.		Low
FR06	T06	On the SiQuoia login screen, select admin login and enter the admin username and password.	The admin user is redirected to a page with a feature to verify submissions.		High

		Game Packets (see "Question & Answer" for more info)			
FR07	T07	After logging in as a gamer and accessing the game store page, purchase a quiz in any category, select a game mode, and begin playing.	The user is redirected to a quiz packet in the format of four answers to one question, with only one answer being correct.		High
FR08	T08	After beginning a quiz, play through the questions to view different types of quiz question content (text or multimedia).	The quiz questions will contain at least of the following forms of content: plain text, audio, graphics, or video.		High
FR09	T09	After beginning a quiz, play through the questions to observe the display changing appropriately (quiz question increments as each new question is accessed, number correct increments if a question is answered correctly, and number of seconds decrements from 20 for each question).	Quiz questions will display one at a time, along with the question number, number of correctly answered questions in this packet, and number of seconds at the top of the question screen. As each new question is accessed, the question number is increased by 1. If a question is answered correctly, the number correct is incremented by 1, otherwise it is unchanged. The number of seconds begins at 20 seconds once a question is accessed, then decrements by 1 second until it reaches 0 or the user clicks the "next" button.		High
FR10	T10	After beginning a quiz as a registered user, play through any number of questions between 0 and 19 (inclusive), then press the pause button or exit the Webpage.	The current quiz is paused (if the Pause button is pressed, then the user cannot perform any action on the quiz), and the state of the quiz is saved into the system for the user to resume at a later time.		High
FR12	T12	On the game store page, purchase a quiz in any category, select a game mode, and begin playing.	The user is redirected to a quiz packet of 20 questions that is generated based on the category selected.		High
FR13	T13	After logging in as a gamer, begin the demo quiz.	The user is redirected to the demo quiz, with 20 questions and 4 answers each, displayed in the same order each time it is taken.		High
FR14	T14	After logging in as a registered user, select a game mode to view the list of categories.	A list of packet categories are displayed for the user to choose from, falling under the category tier of subject, topic, or subtopic.		High

Game Mode					
FR17	T15	On the game store page, purchase a quiz in any category, select learning mode, and begin playing.	The user is redirected to a quiz packet with no time counter. Instead of automatically loading the next question at the end of 20 seconds, the quiz will only generate a new question if the "Next" button is pressed.		High
Purchase					
FR18	T16	After beginning and pausing a quiz, access the game store to purchase a new quiz.	The system displays an error message to the user which states that the user has an unfinished quiz and must either finish or abandon it before purchasing a new quiz.		High
FR19	T17	On the game store page, choose a category and click purchase.	The purchase is processed. After payment is verified, a quiz packet is generated based on the category selected.		High
FR20	T18	On the game store page, do not select a category and click purchase.	The purchase is processed. After payment is verified, a quiz packet is generated with questions potentially pulled from any subtopic.		High
Payment					
FR21	T19	On the game store page, select any packet or memorabilia and click purchase.	Upon validation, the cost of the packet or memorabilia is subtracted from the user's SiQuoias, and the item is awarded to the user.		High
Ranking					
FR25	T20	Play through any quiz category in normal mode and answer questions with either a correct answer or an incorrect answer.	If a question is correctly answered, the ranking is increased by 1. Otherwise, the ranking is unchanged.		High
Question & Answer					
FR27	T21	Play through any quiz category in any mode.	Quiz questions are displayed one at a time, switching to the next question when the question timer reaches 0 seconds or the user clicks the "next" button.		High

Reporting					
FR33	T22	After logging in as a registered user, access the game reporting page and view the running tally of correctly answered questions; play through any quiz category in game mode, answering questions with either correct or incorrect answers; and re-access the game reporting page.	If a question is correctly answered, the running tally is increased by 1. Otherwise, the tally is unchanged. Tallies for questions not present in the quiz packet are also unchanged.		High
FR36	T23	After logging in as a registered user, access the game reporting page and view the running tally of purchases and expenditures for the user; access the game store page and purchase either a packet or memorabilia; and re-access the game reporting page.	For a purchase of either a packet or memorabilia, the running tally for the appropriate item is increased by 1 and the total expenditure is incremented by the value of the item purchased.		High
FR37	T24	After logging in as a registered user, access the game reporting page and view the running tally of points earned; play through any quiz category in game mode, answering questions with either correct or incorrect answers; submit a quiz question; and re-acces the game reporting page.	After playing through a quiz, the running tally for points earned from correctly answered questions is incremented by number of questions answered correctly in the quiz. After submitting a question and it is verified, the tally for points earned for submissions is incremented by 1. If the submission is not verified, then the tally is unchanged.		High
FR38	T25	After logging in as a registered user, access the game reporting page and view the points used to purchase packets and game memorabilia; access the game store, purchase game memorabilia and packets; re-access the game reporting page.	When a packet is purchased the cost in points is added to the total spent so far on packets. When game memorabillia is purchased the cost in points is added to the total spent so far on game memorabillia.		High
Branding					
FR44	T26	On the branded packets page, enter a valid code to access the associated packet and play through the quiz.	The user is redirected to the branded quiz packet and can play through it like a normal quiz, but the user is not awarded points for questions correctly answered.		High
Cloud Computing					
NF01	T27	After beginning a quiz as a registered user, play through any number of questions between 0 and 19 (inclusive), then press the pause button or exit the Webpage.	The current state of the quiz is saved into the database and stored on the cloud.		High
NF02	T28	After pausing a quiz, access the quiz page and click the resume button.	The state of the saved quiz is loaded from the cloud for the user to resume, beginning at the same question that the user paused on.		High
Security					
FR57	T29	Login into to SeQuia and navigate through all the pages in the website	All the webpages in the SiQuoia must have Copyright mentioned		Low
Deployment					
NF10	T30	Open the SiQuoia quiz game from any major browser (Chrome, Internet Explorer, or Firefox).	The SiQuoia homepage appears for the user to interact with.		High