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| System Test Cases |  |

| Test CaseID | Test Suite Name | How to Test? | Test Data | Expected Results | Actual Results | Pass/Fail |
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| 1. | To Start a new Match in Swing GUI | Click on New Match button | Mouse Click on ‘New Game’ | Once you click the button, all the pieces for two players must appear on the board | Once the button clicked, game pieces appeared on the board on both sides for each player | Passed |
| 2. | To make a move in the new match using Swing GUI | Once you click on a game piece and then on the desired location, the game piece should move there | For a valid move-  Move piece rat (team red) from (2,0) to (3,0) or (2,0) to (1,0) or (2,0) to (2,1). | Game piece on the board should be able to move left, right, up and down ensuring that the game rules are abided by. | Game piece moved | Passed. |
| 3. | To attack a game piece using Swing GUI | A player can kill the game pieces of its opponent. | For a valid attack-  Move the rat (team red) from (2,0) to (3,0), move elephant (team blue) from (6,0) to (5,0). Next move, rat (team red) from (3,0) to (4,0), move rat (team blue) from (5,6) to (4,6). The next move of team red is to move rat (4,0) on the elephant piece at (5,0). This will replace the elephant piece of team blue with the rat piece of team red. | If the move made by player on the board is valid and rank order for killing is followed, then game piece of the player making turn should replace the game piece of its opponent. | Game piece of the present player replaced the game piece of opponent | Passed |
| 4 | To try to make a move when it’s not the turn of a player using Swing GUI | Player 1 will try making a move when it’s player 2’s turn | If it’s team red turns, move the cat piece (team blue) from (8, 1) to (7,1). | The system should display its which players turn. | System notifies player 1 that it is player 2’s turn. | Passed |
| 5 | To try to make an invalid move Swing GUI | If a player makes an invalid move (like move wolf into river), then that move should not happen. | Try to move the leopard (team red) from (3,2) to (4,2) (i.e. into the river) which is not a valid move. | Game piece should not move, if move is invalid | Game piece does not move. | Passed. |
| 6. | To win the match using Swing GUI | If a player reaches its opponents Den, then the player wins the game | If tiger (team blue) at (2,4) is moved to (1,4), team blue wins as it enters the DEN for team red. | System should notify which player won the game | System notifies if any player reaches the other player’s Den, that he/she has won. | Passed |
| 7. | To check if a user can register | If the user enters a correct email id, unique username and password then the registration becomes successful | Enter:  [saloni@colostate.edu](mailto:saloni@colostate.edu)  username-saloni  password- saloni123  confirm password-saloni123 | System displays “Registration successful “ | System displayed “Registration successful “ | Passed |
| 8. | To check if a user can login with the registered user | If a user enters valid credentials used at the time of registration, they should be able to login. | Enter:  Enter current IP address you are working with  Username – saloni  Password-saloni123 | System should open the user profile | System displays the user profile | Passed |
| 9 | To check if a logged in user can play a local game | If a user clicks on “Play local game “, a local game window should open displaying the board | Mouse clicked on “Play local game “button | System should open a new match, with a return button. | System displayed a new game window with return button | Passed |
| 10 | To see the game rules once the user is logged in | If the user clicks on the “Game Rules” button, a window should open displaying rules | Mouse clicked on “Game rules “button. | System should open a window displaying all game rules | System displays the game rules. | Passed |
| 11 | Search other users | If the user types in a name in the search bar to find other users, there name will be displayed | Type ‘admin’ in search user bar | System should display ‘admin’ in the user’s list. | System displays admin in the user’s list | Passed |
| 12 | User can send game invites to other users | Once a user is found in the user’s list, User can select it and click on ‘send Invite ‘button | Find the user ‘admin’, selected it and click on ‘send’ invite button | System should display that invite in another user’s current match box. | System displays an invite in admin’s current match box | Passed |
| 13 | User can accept an invite | Once a user finds an invite in the current match box, they can select it and click on Launch game to accept an invite | An invite in the form of matchID from rose to admin, is displayed in admin’s current match box. Admin selects that match and clicks on ‘launch game ‘button | System should launch a new match with Rose and admin as two players.  System should also remove that invite from current match box | System launches a new game between Rose and Admin.  System removes that matchId from current match box | Passed |
| 14 | User can reject an invite. | Once a user finds an invite, they can select it and click on ‘Reject Invite’ | An invite from rose appears on admin’s current match box, admin clicks on the matchID and clicks ‘Reject Invite’ button | System should remove that matchID from current match’s list | System removes that matchID from current match’s box. | Passed |
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