Login and Registering Testing

Test 1:

Input: Nonexistent user

Username – f

Password - f

A circuit board

Description automatically generated

Expected Output: Should not allow them to access the game and should give feedback that there was an error.

Output:

A circuit board

Description automatically generated

Incorrect details

Test 2:

Input: Existing user

Username – Lachlan

Password – a

A circuit board

Description automatically generated

Expected Output: The server should then continue onto the game

Output:

A screen shot of a computer

Description automatically generated

Game screen was launched

Test 3:

Input: Registering a new user

Email– [saj@gmail.com](mailto:saj@gmail.com)

Username – saj1

Password – web

A picture containing screenshot

Description automatically generated

Expected output: Return to login screen

Output:



Returns user to login in screen

Test 4:

Input: Registering a new user who already exists.

Email - [robert@gmail.com](mailto:robert@gmail.com)

Username – Robert

Password – password

A picture containing screenshot

Description automatically generated

Expected output: should return to login screen and inform this user exist

Output:

A circuit board

Description automatically generated

Returns to login screen and informs them user exist