TestCaseId	Component	Priority	Description/Test Summary	Pre-requisites	Test-Steps	Expected-Result	Actual-Result	Status	Test-Executed-By
Google_Search	Search_Bar_module	P0	Verifies that our webpage can be found by a simple google search, and it is accessable to the public.	Browser is lauched	1. Open google 2. Search DEL Ticketing 3. Look for our webpage 4. Open our webpage	Our webpage can be found through a simple google search	Search results with "DEL" is shown	Pass	TesterD
Account_Signup	Signup_Module	P1	Verifies that when a user puts their information into the system, our software will correctly create an account with a unique account number, and also verifies that no duplicates are made, and passwords pass the basic password requirement.	Email is available and information passes the requirements.	1. Open DEL Ticketing 2. Click on the "Sign Up" button 3. Enter Account details	After account details is put in, the user should be automatically transmitted into the main webpage, and the account details should be stored into the data base.	Account information is stored into database, and new features are unlocked.	Pass	TesterE
Account_SignIng	SignIn_Module	P2	Verifies that our system correctly identifies account, is capitalization sensitive, and allows the user to access all of their private information once logged in. But also doesn't allow users to log in with invalid credentials	Browser is lauched, and there is a remage account available to sign into.	1. Open DEL Ticketing 2. Click on the the Sign In button 3. Attempt to sign in with invalid credentials 4. Attempt to sign in with valid credentials	Our software shouldn't allow the invalid credentials to log in, but the valid credentials should be allowed to.	User is able to log in without issues if valid credentials are entered, otherwise it'll show: incorrect username or password.	Pass	TesterL
Link_Testing	Clickable_Links	P3	Verifies that all clickable object, such as links, search bar, etc... work	Browser is lauched, and the test is signed into their account.	1. Open Del Ticketing 2. Click on all link buttons such as "Food Purchasing", "Search Bar", etc...	Our software should have perfectly functional buttons, and all buttons should send the user to the appropriate place.	All links work as intended, no linkage errors occur.	Pass	TesterD
Movie_Searching	Movie_Search_Module	P4	Verifies that a user can put anything from a movie name, main actors, or genre of movie, our system will return an appropriate list according to the information put in.	Database is accessible and information is efficiently retrieved.	1. Open DEL Ticketing 2. Click on search bar 3. Enter Movie names, Actors names, and genres	After putting in information, an appropriate list based on the movie/actor names, or genres, should appear.	Appropriate actors, movies, or genres appeared once searched by tester.	Pass	TesterE
Movie_Purchasing	Movie_Purchase_Module	P5	Verifies that a user can purchase tickets through our webpage, ensuring accuracy of pricing, and ticket information	Specific movie seat is added to cart. "Checkout" is clicked on.	1. Open DEL Ticketing 2. Click on search bar 3. Enter Movie names, Actors names, and genres 4. Select any number of seats below 20 5. Click purchase	The software should correctly calculate the price of the purchase based on number of tickets and price of tickets, and then process the purchase.	Processing of tickets occurrs after the price of the number of purchased tickets is determined.	Pass	TesterL
Order_Confirmations	Confirmation_Module	P6	Verifies that when a user pruchases anything from tickets, food, or a premium account.	User is logged in and a purchase has been made.	1. Open DEL Ticketing 2. Search up movie 3. Select tickets 4. Check email for order confirmation	There should be an email with the order number, ticket amount, and movie name to the email under the account.	After the tester made a purchase of 2 tickets, they immediately received an email with the order number, the Movie Name, and the seat numbers that they selected	Pass	TesterD

Ticket_Updating	Updated_Ticket_Module	P7	Verifies that the moment a ticket is bought, the ticket's status is updated to "unavailable", making it no longer able to be purchased.	Ticket must be purchased, and confirmation is sent.	1. Log into DEL Ticketing 2. Go to any movie Select a few tickets (any number) 3. Click the "purchase tickets" button" 4. Go back to the seat selection Page and check if seats are unavailable	Our software should contact the database to update the status of the ticket immediately after pruchase. The expected result should be that the tickets are unavailable for purchase.	After a purchase was made by the tester, and reloaded the movie's seat selection, the tickets were marked as "Unavailable".	Pass	TesterE
Unavailble_Ticket_Purchasing	Unavaible_Ticket_Module	P8	Verifies that once a ticket is set to unavailable, the software will block the users from purchasing the ticket	Browser is lauched, and there was recently a purchase made that allowed seats to be unavailable.	1. Log into DEL Ticketing 2. Click on any movie 3. Select on seats that are marked on unavailable 4. Click Purchase	Our software should not allow users to click the purchase option if seats selected are marked as unavailable.	The tester was not able to add the unavailable tickets in the cart.	Pass	TesterL
Spam_Purchasing	Spam_Detector_Module	P9	Verifies that the system is able to block bots from buying a high quantity of tickets to movies for resell.	Browser is lauched, and IP address is the same as other accounts making purchases.	1. Log into DEL Ticketing 2. Click on any movie 3. Continue to purchase tickets as quickly as possibly	The system should be able to identify spam purchasing, and will block the users ability to purchase tickets.	The testers ability to make purchase was taken away after making 3 spam purchases in 3 minutes.	Pass	TesterD
Max_Ticket_Checker	Max_Ticket_Module	P10	Verifies that a single user doesn't purchase more than the set limit of tickets purchaseable per day.	Specific tickets for movies has reached 10.	1. Log into DEL Ticketing 2. Click on any movie 3. Select over 20 seats 4. Click Purchase	Our software should block the user from purchasing over the max amount of tickets, and notify them of the max number of tickets they can purchase at one time	Pop-up appears notifying user that "Maximum number of tickets chosen"	Pass	TesterE
Food_Purchasing	Food_Items_Module	P11	Verifies that users are able to correctly buy food for the right prices based on food choices, and once the order is confirmed, it is put into the database to be prepared for when the user arrives to the movie theatre.	Specific items are added to cart and "checkout" is clicked on.	1. Log Into DEL Ticketing 2. Click on the "purchase food" tab 3. Order food Check email for roder confirmation	There should be an email with the order number, type of food, and amount of food to the email under the account.	Your order is processed and enetered into our system. The food will then be ready by the time specified.	Pass	TesterL
Waiting_Room_Test	Queue	P12	Tests the wait room, in the event that we have reached the max occupancy that our webpage can hold, we create a queue of people that get in as other users leave the webpage.	Browser is lauched, and our webpage has reached the max occupancy that the bandwidth allows for.	1. Load maximum number of fake users until website reaches maximum capacity 2. Wait for queue to appear and continue to add fake users to make sure queue works	Once our website reaches it's maximum number of users, a queue should appear, and a user's spot in the queue should only get closer to 0, where they will be let into the website once it reaches that number for them.	Queue appears after user capacity is reached	Pass	TesterD
AFK_Boot	User_Specific_Timer	P13	Verifies that while a user is AFK, one the user has been afk for 10 minutes, the user is logged out of the system, and allows for more space for other clients to log into DEL Ticketing	Browser is Launched	1. Log into DEL Ticketing 2. Don't touch the mouse, or keyboard for 11 minutes	The system should recognize that the user has been afk for over 10 minutes, thus triggering the "AFK Boot" and logging the user out of the system.	The tester was logged out after 11 minutes of being "AFK"	Pass	TesterE