

Milestone 4 Team 3

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Title of Project: King Pong

The formatting of the following test cases follows the standards from:

<https://www.guru99.com/test-case.html>

User Acceptance Test Plans:

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Results	Actual Results	Pass/Fail
TU01	Create New Account (Login/Account)	1. Go to website registration page 2. Enter all fields 3. Click submit	Email: test1@test.com Name: tester Password: test123	Should display if new account was successfully made in a notification flag. Then the application will bring you back to the login page.	As expected	Pass
TU02	Log Into Your Account (Login/Account)	1. Go to website login 2. Enter email address 3. Enter password 4. Click login	Email: test1@test.com Name: tester Password: test123	If valid info was entered, user should log into application. If invalid info was entered, "Invalid Login Credentials" message should appear	As expected	Pass
TU03	Scoreboard update	1. Move paddle back and forth with keyboard's arrow keys 2. Avoid ball, allowing it to pass your side of the screen. 3. Cause ball to pass your opponent's side of the screen	Keyboard input with arrows such that you score one point, and your opponent scores the other	Score should update such that when you allow it to pass your side of the screen, your opponent gains a point and this is displayed in their score. Score should update such that when the ball passes your opponent's side of the screen, you gain a point and this is displayed in your score.	As expected	Pass
TU04	Ball movement with keyboard input	1. Move paddle left and right with	Keyboard input with arrows such	Paddle should move in correspondence to player input (left arrow to	As expected	Pass

		keyboard arrows	that your paddle moves left and right	left movement and right arrow to right movement)		
TU05	Ball/Paddle interaction and physics	1. Move paddle with keyboard input, so that the ball collides with the paddle	Keyboard input with arrows such that your paddle moves left and right such that the ball collides with your paddle	Ball should bounce off of the paddle and head towards your opponent following the logic of the physics engine	As expected	Pass
TU06	Auto-restart after point won	1. Score a point against your opponent by using the paddle such that the ball passes their paddle 2. Allow the opponent to score a point against you in the same way	Keyboard input with arrows such that the ball bounces off of your paddle and passes the opponent's paddle and then later the ball bounces off of the opponent's paddle and passes your paddle.	Ball should be automatically placed between the two paddles with an initial velocity towards the winner of the last point's paddle.	As expected	Pass
TU07	Growing and shrinking n-gon	1. Score point on an opponent		When a player gets scored on the n-gon should become an (n-1)gon and the player who was scored on should be removed from the game.	To be tested	N/A
TU08	Multiplayer	1. Player 1 start game 2. Player 2 start game 3. Each player		Player 1 should be able to observe player 2 performing steps in TU04 and vice versa.	To be tested	N/A

		performs steps in TU04				
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