

Test cases

1. Unit and Integration tests

Test Case #	Test Case Description	Expected Result
TC-001	Check response on entering valid User Id & Password	Login should be successful
TC-002	Check response on entering Invalid User ID & Password	Login should be unsuccessful
TC-003	Check the response when a User ID is Empty & Login Button is pressed, and similar	Prompt for reentry
TC-004	Ensure that each room created by the players has a maximum of 4 players	Room has up to 4 players
TC-005	Ensure that the game only starts when a room has a minimum of 2 players and a maximum of 4 players	Game starts with 2 -4 players
TC-006	Check for the transfer of data between classes	Data is transferable
TC-007	Check response on forming an initial meld	Must have a minimum of 25 points
TC-008	Check response on forming a meld	Must be either a set or a run
TC-009	Examine all local data structures to test temporarily stored data and algorithms	Temporarily stored data maintains its integrity during all steps in an algorithm's execution
TC-010	Check all independent paths through the control structure to ensure that all statements in the Room module have been executed at least once.	All statements are executed at least once
TC-011	Test boundary conditions to ensure that the interface and room module operates properly at boundaries established to restrict processing.	Module operates correctly
TC-012	Test data flow across each component interface	Data enters and exits properly

Test Case # cont.	Test Case Description cont.	Expected Result cont.
TC-013	Test to execute each and every error-handling path unit	Path executes with no error
TC-014	Ensure the error description provides enough information to assist in the location of the cause of the error.	Error description is intelligible
TC-015	Check the interface link between the Login and Room module	To be directed to the Room box after the user logs in
TC-016	Check the interface link between the create/join room box and Room Module	Player should have an option to create or join room
TC-017	Verifying the interface link between the home page and the game page	Gameplay table screen should open up once joined room
TC-018	Verifying the interface link in the gameplay screen between pause/resume and quit box	To be directed back to the homepage if quit button is clicked
TC-019	Check the response when each turn is played	Moves on to the next player if current turn either adds to the table or pick up a tile
TC-020	Check the response when player runs out of tiles	Game ended and winner is declared

2. Acceptance tests (should demonstrate that project meets Use Cases)