Test cases

1. Unit and Integration tests

Test Case #	Test Case Description	Expected Result
TU01	Check response on entering valid User Id & Password	Login should be successful
TU02	Check response on entering Invalid User ID & Password	Login should be unsuccessful
TU03	Check the response when a User ID is Empty & Login Button is pressed, and similar	Prompt for reentry
TU04	Ensure that each room created by the players has a maximum of 4 players	Room has up to 4 players
TU05	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
TU06		
TU07		
008		
009		
010		
011		
012		
013		
014		
015		

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