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	Check for the transfer of data between classes	Data is transferable
TU07	Check response on forming an initial meld	Must have a minimum of 25 points
TU08	Check response on forming a meld	Must be either a set or a run
TU09	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
TU10	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
TU11	Test boundary conditions to ensure that the interface and room module operates properly at boundaries established to restrict processing.	Module operates correctly
TU12	Test data flow across each component interface	Data enters and exits properly

Test Case # cont.	Test Case Description cont.	Expected Result cont.
TU13	Test to execute each and every error-handling path unit	Path executes with no error
TU14	Ensure the error description provides enough information to assist in the location of the cause of the error.	Error description is intelligible
TI15	Check the interface link between the Login and Room module	To be directed to the Room box after the user logs in
TI16	Check the interface link between the create/join room box and Room Module	Player should have an option to create or join room
TI17	Verifying the interface link between the home page and the game page	Gameplay table screen should open up once joined room
TI18	Verifying the interface link in the gameplay screen between pause/resume and quit box	To be directed back to homepage if quit button is clicked
TI19	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
TI20	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)**