# Test Plan Details

A test plan lets you specify what you want to test and how to run those tests. A test plan can be applied to a specific iteration of your project. You can have just one default test suite for your test cases, or you can create a test suite hierarchy.

You can also select the default configurations to use to run the tests in your test plan. The test configuration informs the tester of the set up that is required for these tests. You can have one or multiple default configurations. A test result is recorded every time that you run the test with a specific configuration. A test plan enables you to measure your testing progress, based on these test results for the test and configuration pairings.

## Test plan [6](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testplan/open?id=6): Functional Test Plan Release 1

Testing requirements, features, bugs, enhancements plus any regression tests from earlier iterations

Status: Active | Active dates: 11/12/2014 7:00:00 PM - 11/19/2014 7:00:00 PM | Area: Yahtzee | Iteration: Yahtzee\Release 1 | Build: ContinuousIntegration\_20141116.2 | Build definition: ContinuousIntegration | Build quality: <Not assigned>

### Available Configurations (1)

Config 5: GIZNAJ Standard Environment

### Test Settings

Manual Settings 21: Local Advanced Diagnostics

This aims to collect a large amount of local diagnostic data for easy troubleshooting and test impact analysis.

### Suite Hierarchy

Functional Test Plan Release 1 (0)

10: Use Help (3)

11: Roll the dice (2)

12: Save round score (7)

8: Enable CI Builds in TFS (1)

9: Play Game (4)

All-Tests-ContinuousIntegration\_20141113.4 (19)

All-Tests-ContinuousIntegration\_20141115.1 (17)

All-Tests-ContinuousIntegration\_20141116.1 (19)

All-Tests-ContinuousIntegration\_20141116.2 (16)

Game Warnings (2)

# Suite Details

You can group your test cases together by organizing test cases into a test suite hierarchy in your test plan. By grouping your test cases together, when you want to run all these tests, you can select this test suite.

## Suite 7: Functional Test Plan Release 1

State: In progress

### Available Configurations (1)

Config 5: GIZNAJ Standard Environment

### Test Cases (19)

#### Test Case [31](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=31): Verify CI Build Integration

Owner: aaron | Design | Type: Manual | Yahtzee\Build | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Make changes to the application locally |  |
|  | 2 | Rebuild the solution to validate it builds |  |
|  | 3 | Test the change to make sure it is stable |  |
|  | 4 | Check in the code to TFS |  |
|  | 5 | Confirm the automated build completed | The build completed without errors. Check the build notification tool and/or email |

#### Test Case [32](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=32): Start new game - with 'Disable Game Warnings' checked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Disable the optional game warnings if not already disabled (no optional messages) | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Optional game warnings are disabled. |

#### Test Case [33](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=33): Starting a new game before current game is over

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the new game button | User is prompted to confirm the new game. Since the game is not over, the system wants to make sure the user knows what they are doing. |

#### Test Case [34](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=34): Quiting game

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Quit the game by clicking the x on the application window | The game closes without warning |

#### Test Case [40](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=40): Start new game - with 'Disable Game Warnings' unchecked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Uncheck the 'Enable Optional Game Warnings' checkbox if it isn't already unchecked | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Warnings are enabled. |

#### Test Case [21](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=21): Open Help

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the help button on the form | Help window is opened |

#### Test Case [22](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=22): Close Help - with x from game window

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the form window control 'x' | help window is closed |

#### Test Case [36](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=36): Close Help - with close button

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the close button | help window is closed |

#### Test Case [23](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=23): Roll dice after new game

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |

#### Test Case [24](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=24): Click next turn before roll number 3

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warnings if it isn't already enabled |  |
|  | 3 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |
|  | 4 | Click the next turn button | the game prompts the user and let's them know that they have to save a category first |

#### Test Case [25](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=25): Save score before rolling dice

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click on a category to save your score | The user is prompted to roll the dice first |

#### Test Case [26](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=26): Save score after rolling 1 time

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | enable the optional game warnings, if not already enabled. Used for novice users |  |
|  | 3 | Roll the dice |  |
|  | 4 | Click on a category to save | The user is prompted to confirm. Unlikely to get your score you want in one roll. Designed for new users. Global rule can turn all of them off |

#### Test Case [27](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=27): Save after rolling 2 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warning messages if not already enabled | Optional warning messages are turned on |
|  | 3 | Roll the dice 1 time |  |
|  | 4 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 5 | Click on a category to save | The user is prompted that they can roll again. Score is still saved as normal. (warning is just a warning) |

#### Test Case [28](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=28): Save after rolling 3 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Roll the dice 1 time |  |
|  | 3 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 4 | Rolle the dice 1 more time | The roll number is incremented to 3 |
|  | 5 | Click on a category to save | The score is marked accordingly (green or red) based on the combination of dice when the category was clicked |

#### Test Case [29](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=29): Save with a combination of dice that doesn't match the selection

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and roll dice 1 time |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 1.2 | Click the roll dice button |  |
|  | 2 | Disable optional game warnings | Optional game warnings are disabled |
|  | 3 | Click on a gategory that doesn't match the combination of dice that are displayed | The category turns to a red x |

#### Test Case [30](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=30): Save a category that is already saved

Owner: aaron | Closed | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (10)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and enable optional game warnings |  |
|  | 1.1 | Start a new game |  |
|  | 1.2 | Enable optional game warnings, if not already enabled |  |
|  | 2 | Roll dice first time |  |
|  | 3 | Hold dice that make up a category or part of a category that you can match (save points for) |  |
|  | 4 | Roll the dice again and hold any dice to complete the category |  |
|  | 5 | Click the category to save the score | The user is warned about not using all the rolls. The score is saved and the box is turned green |
|  | 6 | Click the next turn button |  |
|  | 7 | Click the roll dice button |  |
|  | 8 | Click on the category that was just saved | The user is prompted to save another category or roll again if applicable |

#### Test Case [38](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=38): Save score before starting a new game

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (2)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start the Yahtzee application |  |
|  | 2 | Click on any category on the right | No score is saved. Possibly for future release - prompt user to start a new game |

#### Test Case [43](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=43): Validate mandatory game warnings when optional game warnings are disabled

Owner: aaron | Design | Type: Manual | Yahtzee\Game Warnings | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Verify Optional Game warnings are disabled. Disable if needed. | Optional/Noob game warnings are disabled |
|  | 3 | Trigger all the mandatory game warnings | Game warnings are displayed to the user |
|  | 4 | Trigger all the optional game warnings | Optional game warnings are not presented to the user |

#### Test Case [44](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=44): Validate enabled optional game warnings and mandatory warnings

Owner: aaron | Design | Type: Manual | Yahtzee\Game Warnings | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Verify Optional Game warnings are enabled. Enable if needed. | Optional/Noob game warnings are disabled |
|  | 3 | Trigger all the mandatory game warnings | Game warnings are displayed to the user |
|  | 4 | Trigger all the optional game warnings | Optional game warningsa are presented to the user |

## Suite 15: 10: Use Help

State: In progress

### Test Cases (3)

#### Test Case [21](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=21): Open Help

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the help button on the form | Help window is opened |

#### Test Case [22](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=22): Close Help - with x from game window

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the form window control 'x' | help window is closed |

#### Test Case [36](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=36): Close Help - with close button

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the close button | help window is closed |

## Suite 16: 11: Roll the dice

State: In progress

### Test Cases (2)

#### Test Case [23](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=23): Roll dice after new game

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |

#### Test Case [24](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=24): Click next turn before roll number 3

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warnings if it isn't already enabled |  |
|  | 3 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |
|  | 4 | Click the next turn button | the game prompts the user and let's them know that they have to save a category first |

## Suite 17: 12: Save round score

State: In progress

### Test Cases (7)

#### Test Case [25](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=25): Save score before rolling dice

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click on a category to save your score | The user is prompted to roll the dice first |

#### Test Case [26](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=26): Save score after rolling 1 time

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | enable the optional game warnings, if not already enabled. Used for novice users |  |
|  | 3 | Roll the dice |  |
|  | 4 | Click on a category to save | The user is prompted to confirm. Unlikely to get your score you want in one roll. Designed for new users. Global rule can turn all of them off |

#### Test Case [27](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=27): Save after rolling 2 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warning messages if not already enabled | Optional warning messages are turned on |
|  | 3 | Roll the dice 1 time |  |
|  | 4 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 5 | Click on a category to save | The user is prompted that they can roll again. Score is still saved as normal. (warning is just a warning) |

#### Test Case [28](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=28): Save after rolling 3 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Roll the dice 1 time |  |
|  | 3 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 4 | Rolle the dice 1 more time | The roll number is incremented to 3 |
|  | 5 | Click on a category to save | The score is marked accordingly (green or red) based on the combination of dice when the category was clicked |

#### Test Case [29](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=29): Save with a combination of dice that doesn't match the selection

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and roll dice 1 time |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 1.2 | Click the roll dice button |  |
|  | 2 | Disable optional game warnings | Optional game warnings are disabled |
|  | 3 | Click on a gategory that doesn't match the combination of dice that are displayed | The category turns to a red x |

#### Test Case [30](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=30): Save a category that is already saved

Owner: aaron | Closed | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (10)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and enable optional game warnings |  |
|  | 1.1 | Start a new game |  |
|  | 1.2 | Enable optional game warnings, if not already enabled |  |
|  | 2 | Roll dice first time |  |
|  | 3 | Hold dice that make up a category or part of a category that you can match (save points for) |  |
|  | 4 | Roll the dice again and hold any dice to complete the category |  |
|  | 5 | Click the category to save the score | The user is warned about not using all the rolls. The score is saved and the box is turned green |
|  | 6 | Click the next turn button |  |
|  | 7 | Click the roll dice button |  |
|  | 8 | Click on the category that was just saved | The user is prompted to save another category or roll again if applicable |

#### Test Case [38](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=38): Save score before starting a new game

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (2)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start the Yahtzee application |  |
|  | 2 | Click on any category on the right | No score is saved. Possibly for future release - prompt user to start a new game |

## Suite 13: 8: Enable CI Builds in TFS

State: In progress

### Test Cases (1)

#### Test Case [31](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=31): Verify CI Build Integration

Owner: aaron | Design | Type: Manual | Yahtzee\Build | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Make changes to the application locally |  |
|  | 2 | Rebuild the solution to validate it builds |  |
|  | 3 | Test the change to make sure it is stable |  |
|  | 4 | Check in the code to TFS |  |
|  | 5 | Confirm the automated build completed | The build completed without errors. Check the build notification tool and/or email |

## Suite 14: 9: Play Game

State: In progress

### Test Cases (4)

#### Test Case [32](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=32): Start new game - with 'Disable Game Warnings' checked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Disable the optional game warnings if not already disabled (no optional messages) | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Optional game warnings are disabled. |

#### Test Case [33](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=33): Starting a new game before current game is over

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the new game button | User is prompted to confirm the new game. Since the game is not over, the system wants to make sure the user knows what they are doing. |

#### Test Case [34](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=34): Quiting game

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Quit the game by clicking the x on the application window | The game closes without warning |

#### Test Case [40](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=40): Start new game - with 'Disable Game Warnings' unchecked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Uncheck the 'Enable Optional Game Warnings' checkbox if it isn't already unchecked | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Warnings are enabled. |

## Suite 35: All-Tests-ContinuousIntegration\_20141113.4

State: In progress

### Test Cases (19)

#### Test Case [21](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=21): Open Help

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the help button on the form | Help window is opened |

#### Test Case [22](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=22): Close Help - with x from game window

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the form window control 'x' | help window is closed |

#### Test Case [23](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=23): Roll dice after new game

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |

#### Test Case [24](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=24): Click next turn before roll number 3

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warnings if it isn't already enabled |  |
|  | 3 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |
|  | 4 | Click the next turn button | the game prompts the user and let's them know that they have to save a category first |

#### Test Case [25](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=25): Save score before rolling dice

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click on a category to save your score | The user is prompted to roll the dice first |

#### Test Case [26](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=26): Save score after rolling 1 time

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | enable the optional game warnings, if not already enabled. Used for novice users |  |
|  | 3 | Roll the dice |  |
|  | 4 | Click on a category to save | The user is prompted to confirm. Unlikely to get your score you want in one roll. Designed for new users. Global rule can turn all of them off |

#### Test Case [27](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=27): Save after rolling 2 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warning messages if not already enabled | Optional warning messages are turned on |
|  | 3 | Roll the dice 1 time |  |
|  | 4 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 5 | Click on a category to save | The user is prompted that they can roll again. Score is still saved as normal. (warning is just a warning) |

#### Test Case [28](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=28): Save after rolling 3 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Roll the dice 1 time |  |
|  | 3 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 4 | Rolle the dice 1 more time | The roll number is incremented to 3 |
|  | 5 | Click on a category to save | The score is marked accordingly (green or red) based on the combination of dice when the category was clicked |

#### Test Case [29](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=29): Save with a combination of dice that doesn't match the selection

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and roll dice 1 time |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 1.2 | Click the roll dice button |  |
|  | 2 | Disable optional game warnings | Optional game warnings are disabled |
|  | 3 | Click on a gategory that doesn't match the combination of dice that are displayed | The category turns to a red x |

#### Test Case [30](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=30): Save a category that is already saved

Owner: aaron | Closed | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (10)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and enable optional game warnings |  |
|  | 1.1 | Start a new game |  |
|  | 1.2 | Enable optional game warnings, if not already enabled |  |
|  | 2 | Roll dice first time |  |
|  | 3 | Hold dice that make up a category or part of a category that you can match (save points for) |  |
|  | 4 | Roll the dice again and hold any dice to complete the category |  |
|  | 5 | Click the category to save the score | The user is warned about not using all the rolls. The score is saved and the box is turned green |
|  | 6 | Click the next turn button |  |
|  | 7 | Click the roll dice button |  |
|  | 8 | Click on the category that was just saved | The user is prompted to save another category or roll again if applicable |

#### Test Case [31](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=31): Verify CI Build Integration

Owner: aaron | Design | Type: Manual | Yahtzee\Build | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Make changes to the application locally |  |
|  | 2 | Rebuild the solution to validate it builds |  |
|  | 3 | Test the change to make sure it is stable |  |
|  | 4 | Check in the code to TFS |  |
|  | 5 | Confirm the automated build completed | The build completed without errors. Check the build notification tool and/or email |

#### Test Case [32](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=32): Start new game - with 'Disable Game Warnings' checked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Disable the optional game warnings if not already disabled (no optional messages) | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Optional game warnings are disabled. |

#### Test Case [33](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=33): Starting a new game before current game is over

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the new game button | User is prompted to confirm the new game. Since the game is not over, the system wants to make sure the user knows what they are doing. |

#### Test Case [34](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=34): Quiting game

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Quit the game by clicking the x on the application window | The game closes without warning |

#### Test Case [36](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=36): Close Help - with close button

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the close button | help window is closed |

#### Test Case [38](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=38): Save score before starting a new game

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (2)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start the Yahtzee application |  |
|  | 2 | Click on any category on the right | No score is saved. Possibly for future release - prompt user to start a new game |

#### Test Case [40](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=40): Start new game - with 'Disable Game Warnings' unchecked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Uncheck the 'Enable Optional Game Warnings' checkbox if it isn't already unchecked | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Warnings are enabled. |

#### Test Case [43](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=43): Validate mandatory game warnings when optional game warnings are disabled

Owner: aaron | Design | Type: Manual | Yahtzee\Game Warnings | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Verify Optional Game warnings are disabled. Disable if needed. | Optional/Noob game warnings are disabled |
|  | 3 | Trigger all the mandatory game warnings | Game warnings are displayed to the user |
|  | 4 | Trigger all the optional game warnings | Optional game warnings are not presented to the user |

#### Test Case [44](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=44): Validate enabled optional game warnings and mandatory warnings

Owner: aaron | Design | Type: Manual | Yahtzee\Game Warnings | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Verify Optional Game warnings are enabled. Enable if needed. | Optional/Noob game warnings are disabled |
|  | 3 | Trigger all the mandatory game warnings | Game warnings are displayed to the user |
|  | 4 | Trigger all the optional game warnings | Optional game warningsa are presented to the user |

## Suite 59: All-Tests-ContinuousIntegration\_20141115.1

State: In progress

### Test Cases (17)

#### Test Case [21](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=21): Open Help

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the help button on the form | Help window is opened |

#### Test Case [22](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=22): Close Help - with x from game window

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the form window control 'x' | help window is closed |

#### Test Case [23](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=23): Roll dice after new game

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |

#### Test Case [24](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=24): Click next turn before roll number 3

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warnings if it isn't already enabled |  |
|  | 3 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |
|  | 4 | Click the next turn button | the game prompts the user and let's them know that they have to save a category first |

#### Test Case [25](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=25): Save score before rolling dice

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click on a category to save your score | The user is prompted to roll the dice first |

#### Test Case [26](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=26): Save score after rolling 1 time

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | enable the optional game warnings, if not already enabled. Used for novice users |  |
|  | 3 | Roll the dice |  |
|  | 4 | Click on a category to save | The user is prompted to confirm. Unlikely to get your score you want in one roll. Designed for new users. Global rule can turn all of them off |

#### Test Case [27](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=27): Save after rolling 2 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warning messages if not already enabled | Optional warning messages are turned on |
|  | 3 | Roll the dice 1 time |  |
|  | 4 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 5 | Click on a category to save | The user is prompted that they can roll again. Score is still saved as normal. (warning is just a warning) |

#### Test Case [28](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=28): Save after rolling 3 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Roll the dice 1 time |  |
|  | 3 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 4 | Rolle the dice 1 more time | The roll number is incremented to 3 |
|  | 5 | Click on a category to save | The score is marked accordingly (green or red) based on the combination of dice when the category was clicked |

#### Test Case [29](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=29): Save with a combination of dice that doesn't match the selection

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and roll dice 1 time |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 1.2 | Click the roll dice button |  |
|  | 2 | Disable optional game warnings | Optional game warnings are disabled |
|  | 3 | Click on a gategory that doesn't match the combination of dice that are displayed | The category turns to a red x |

#### Test Case [30](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=30): Save a category that is already saved

Owner: aaron | Closed | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (10)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and enable optional game warnings |  |
|  | 1.1 | Start a new game |  |
|  | 1.2 | Enable optional game warnings, if not already enabled |  |
|  | 2 | Roll dice first time |  |
|  | 3 | Hold dice that make up a category or part of a category that you can match (save points for) |  |
|  | 4 | Roll the dice again and hold any dice to complete the category |  |
|  | 5 | Click the category to save the score | The user is warned about not using all the rolls. The score is saved and the box is turned green |
|  | 6 | Click the next turn button |  |
|  | 7 | Click the roll dice button |  |
|  | 8 | Click on the category that was just saved | The user is prompted to save another category or roll again if applicable |

#### Test Case [31](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=31): Verify CI Build Integration

Owner: aaron | Design | Type: Manual | Yahtzee\Build | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Make changes to the application locally |  |
|  | 2 | Rebuild the solution to validate it builds |  |
|  | 3 | Test the change to make sure it is stable |  |
|  | 4 | Check in the code to TFS |  |
|  | 5 | Confirm the automated build completed | The build completed without errors. Check the build notification tool and/or email |

#### Test Case [32](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=32): Start new game - with 'Disable Game Warnings' checked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Disable the optional game warnings if not already disabled (no optional messages) | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Optional game warnings are disabled. |

#### Test Case [33](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=33): Starting a new game before current game is over

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the new game button | User is prompted to confirm the new game. Since the game is not over, the system wants to make sure the user knows what they are doing. |

#### Test Case [34](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=34): Quiting game

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Quit the game by clicking the x on the application window | The game closes without warning |

#### Test Case [36](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=36): Close Help - with close button

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the close button | help window is closed |

#### Test Case [38](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=38): Save score before starting a new game

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (2)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start the Yahtzee application |  |
|  | 2 | Click on any category on the right | No score is saved. Possibly for future release - prompt user to start a new game |

#### Test Case [40](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=40): Start new game - with 'Disable Game Warnings' unchecked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Uncheck the 'Enable Optional Game Warnings' checkbox if it isn't already unchecked | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Warnings are enabled. |

## Suite 61: All-Tests-ContinuousIntegration\_20141116.1

State: In progress

### Test Cases (19)

#### Test Case [21](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=21): Open Help

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the help button on the form | Help window is opened |

#### Test Case [22](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=22): Close Help - with x from game window

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the form window control 'x' | help window is closed |

#### Test Case [23](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=23): Roll dice after new game

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |

#### Test Case [24](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=24): Click next turn before roll number 3

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warnings if it isn't already enabled |  |
|  | 3 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |
|  | 4 | Click the next turn button | the game prompts the user and let's them know that they have to save a category first |

#### Test Case [25](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=25): Save score before rolling dice

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click on a category to save your score | The user is prompted to roll the dice first |

#### Test Case [26](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=26): Save score after rolling 1 time

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | enable the optional game warnings, if not already enabled. Used for novice users |  |
|  | 3 | Roll the dice |  |
|  | 4 | Click on a category to save | The user is prompted to confirm. Unlikely to get your score you want in one roll. Designed for new users. Global rule can turn all of them off |

#### Test Case [27](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=27): Save after rolling 2 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warning messages if not already enabled | Optional warning messages are turned on |
|  | 3 | Roll the dice 1 time |  |
|  | 4 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 5 | Click on a category to save | The user is prompted that they can roll again. Score is still saved as normal. (warning is just a warning) |

#### Test Case [28](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=28): Save after rolling 3 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Roll the dice 1 time |  |
|  | 3 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 4 | Rolle the dice 1 more time | The roll number is incremented to 3 |
|  | 5 | Click on a category to save | The score is marked accordingly (green or red) based on the combination of dice when the category was clicked |

#### Test Case [29](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=29): Save with a combination of dice that doesn't match the selection

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and roll dice 1 time |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 1.2 | Click the roll dice button |  |
|  | 2 | Disable optional game warnings | Optional game warnings are disabled |
|  | 3 | Click on a gategory that doesn't match the combination of dice that are displayed | The category turns to a red x |

#### Test Case [30](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=30): Save a category that is already saved

Owner: aaron | Closed | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (10)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and enable optional game warnings |  |
|  | 1.1 | Start a new game |  |
|  | 1.2 | Enable optional game warnings, if not already enabled |  |
|  | 2 | Roll dice first time |  |
|  | 3 | Hold dice that make up a category or part of a category that you can match (save points for) |  |
|  | 4 | Roll the dice again and hold any dice to complete the category |  |
|  | 5 | Click the category to save the score | The user is warned about not using all the rolls. The score is saved and the box is turned green |
|  | 6 | Click the next turn button |  |
|  | 7 | Click the roll dice button |  |
|  | 8 | Click on the category that was just saved | The user is prompted to save another category or roll again if applicable |

#### Test Case [31](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=31): Verify CI Build Integration

Owner: aaron | Design | Type: Manual | Yahtzee\Build | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Make changes to the application locally |  |
|  | 2 | Rebuild the solution to validate it builds |  |
|  | 3 | Test the change to make sure it is stable |  |
|  | 4 | Check in the code to TFS |  |
|  | 5 | Confirm the automated build completed | The build completed without errors. Check the build notification tool and/or email |

#### Test Case [32](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=32): Start new game - with 'Disable Game Warnings' checked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Disable the optional game warnings if not already disabled (no optional messages) | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Optional game warnings are disabled. |

#### Test Case [33](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=33): Starting a new game before current game is over

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the new game button | User is prompted to confirm the new game. Since the game is not over, the system wants to make sure the user knows what they are doing. |

#### Test Case [34](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=34): Quiting game

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Quit the game by clicking the x on the application window | The game closes without warning |

#### Test Case [36](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=36): Close Help - with close button

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the close button | help window is closed |

#### Test Case [38](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=38): Save score before starting a new game

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (2)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start the Yahtzee application |  |
|  | 2 | Click on any category on the right | No score is saved. Possibly for future release - prompt user to start a new game |

#### Test Case [40](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=40): Start new game - with 'Disable Game Warnings' unchecked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Uncheck the 'Enable Optional Game Warnings' checkbox if it isn't already unchecked | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Warnings are enabled. |

#### Test Case [43](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=43): Validate mandatory game warnings when optional game warnings are disabled

Owner: aaron | Design | Type: Manual | Yahtzee\Game Warnings | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Verify Optional Game warnings are disabled. Disable if needed. | Optional/Noob game warnings are disabled |
|  | 3 | Trigger all the mandatory game warnings | Game warnings are displayed to the user |
|  | 4 | Trigger all the optional game warnings | Optional game warnings are not presented to the user |

#### Test Case [44](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=44): Validate enabled optional game warnings and mandatory warnings

Owner: aaron | Design | Type: Manual | Yahtzee\Game Warnings | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Verify Optional Game warnings are enabled. Enable if needed. | Optional/Noob game warnings are disabled |
|  | 3 | Trigger all the mandatory game warnings | Game warnings are displayed to the user |
|  | 4 | Trigger all the optional game warnings | Optional game warningsa are presented to the user |

## Suite 65: All-Tests-ContinuousIntegration\_20141116.2

State: In progress

### Test Cases (16)

#### Test Case [21](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=21): Open Help

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the help button on the form | Help window is opened |

#### Test Case [22](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=22): Close Help - with x from game window

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the form window control 'x' | help window is closed |

#### Test Case [23](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=23): Roll dice after new game

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |

#### Test Case [24](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=24): Click next turn before roll number 3

Owner: aaron | Design | Type: Manual | Yahtzee\Rolling | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warnings if it isn't already enabled |  |
|  | 3 | Click the roll dice button | the dice are rolled and the roll number is incremented to 1 |
|  | 4 | Click the next turn button | the game prompts the user and let's them know that they have to save a category first |

#### Test Case [25](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=25): Save score before rolling dice

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click on a category to save your score | The user is prompted to roll the dice first |

#### Test Case [26](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=26): Save score after rolling 1 time

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | enable the optional game warnings, if not already enabled. Used for novice users |  |
|  | 3 | Roll the dice |  |
|  | 4 | Click on a category to save | The user is prompted to confirm. Unlikely to get your score you want in one roll. Designed for new users. Global rule can turn all of them off |

#### Test Case [27](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=27): Save after rolling 2 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Enable optional game warning messages if not already enabled | Optional warning messages are turned on |
|  | 3 | Roll the dice 1 time |  |
|  | 4 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 5 | Click on a category to save | The user is prompted that they can roll again. Score is still saved as normal. (warning is just a warning) |

#### Test Case [28](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=28): Save after rolling 3 times

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (6)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Roll the dice 1 time |  |
|  | 3 | Roll the dice 1 more time | The roll number is incremented to 2 |
|  | 4 | Rolle the dice 1 more time | The roll number is incremented to 3 |
|  | 5 | Click on a category to save | The score is marked accordingly (green or red) based on the combination of dice when the category was clicked |

#### Test Case [29](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=29): Save with a combination of dice that doesn't match the selection

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and roll dice 1 time |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 1.2 | Click the roll dice button |  |
|  | 2 | Disable optional game warnings | Optional game warnings are disabled |
|  | 3 | Click on a gategory that doesn't match the combination of dice that are displayed | The category turns to a red x |

#### Test Case [30](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=30): Save a category that is already saved

Owner: aaron | Closed | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (10)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game and enable optional game warnings |  |
|  | 1.1 | Start a new game |  |
|  | 1.2 | Enable optional game warnings, if not already enabled |  |
|  | 2 | Roll dice first time |  |
|  | 3 | Hold dice that make up a category or part of a category that you can match (save points for) |  |
|  | 4 | Roll the dice again and hold any dice to complete the category |  |
|  | 5 | Click the category to save the score | The user is warned about not using all the rolls. The score is saved and the box is turned green |
|  | 6 | Click the next turn button |  |
|  | 7 | Click the roll dice button |  |
|  | 8 | Click on the category that was just saved | The user is prompted to save another category or roll again if applicable |

#### Test Case [32](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=32): Start new game - with 'Disable Game Warnings' checked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Disable the optional game warnings if not already disabled (no optional messages) | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Optional game warnings are disabled. |

#### Test Case [33](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=33): Starting a new game before current game is over

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Click the new game button | User is prompted to confirm the new game. Since the game is not over, the system wants to make sure the user knows what they are doing. |

#### Test Case [34](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=34): Quiting game

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Quit the game by clicking the x on the application window | The game closes without warning |

#### Test Case [36](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=36): Close Help - with close button

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (4)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Open the help window by clicking the help button |  |
|  | 3 | Close the help windows wtih the close button | help window is closed |

#### Test Case [38](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=38): Save score before starting a new game

Owner: aaron | Design | Type: Manual | Yahtzee\Saving | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (2)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start the Yahtzee application |  |
|  | 2 | Click on any category on the right | No score is saved. Possibly for future release - prompt user to start a new game |

#### Test Case [40](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=40): Start new game - with 'Disable Game Warnings' unchecked

Owner: aaron | Design | Type: Manual | Yahtzee\Playing | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (3)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Open application using shortcut on desktop or from menu item | Game opens |
|  | 2 | Uncheck the 'Enable Optional Game Warnings' checkbox if it isn't already unchecked | The checkbox is unchecked |
|  | 3 | Start a new game | The game is started and the user is not prompted about selecting categories without the right combination of dice. Warnings are enabled. |

## Suite 42: Game Warnings

State: In progress

### Test Cases (2)

#### Test Case [43](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=43): Validate mandatory game warnings when optional game warnings are disabled

Owner: aaron | Design | Type: Manual | Yahtzee\Game Warnings | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Verify Optional Game warnings are disabled. Disable if needed. | Optional/Noob game warnings are disabled |
|  | 3 | Trigger all the mandatory game warnings | Game warnings are displayed to the user |
|  | 4 | Trigger all the optional game warnings | Optional game warnings are not presented to the user |

#### Test Case [44](mtm://192.168.3.13:8080/tfs/defaultcollection/p:Yahtzee/testing/testcase/open?id=44): Validate enabled optional game warnings and mandatory warnings

Owner: aaron | Design | Type: Manual | Yahtzee\Game Warnings | Iteration: Yahtzee\Release 1\Sprint 1 | Automated test: Not set | Assigned to: aaron

##### Test Steps (5)

|  |  |  |  |
| --- | --- | --- | --- |
|  | # | Title | Expected Value |
|  | 1 | Start new game |  |
|  | 1.1 | Start a new game if a game isn't already in progress |  |
|  | 2 | Verify Optional Game warnings are enabled. Enable if needed. | Optional/Noob game warnings are disabled |
|  | 3 | Trigger all the mandatory game warnings | Game warnings are displayed to the user |
|  | 4 | Trigger all the optional game warnings | Optional game warningsa are presented to the user |

# Configuration Details

You can use one or more configuration variables to create a test configuration. Each configuration variable defines one characteristic of the testing environment. For example, a characteristic might be the operating system that you want to use to run your tests and the value might be "Windows XP." This test configuration can represent an entry in your test matrix that you plan to use to run tests.

## Config 5: GIZNAJ Standard Environment

Browser: Internet Explore 11.0 | Database: SQL 2012 | IDE: Visual Studio 2013 | Operating System: Windows 7 | Source Control: TFS 2013

Operating Systems, Databases, Source Control and Browsers used the environment