Test Case ID	Login_1	Test Case Description		Test the successful login functionality of the Viral Attack			
Created by	group24	Reviewed By		group24	Version		v1.2
Tester's Name	group24	Date Tested		03-June-2020	Test Case (Fail/Pass/Not)		Pass

S#	Prerequisites		S#	Test Data
1	Access to the application		1	username = sseda
2			2	password = 1234
3			3	
4			4	

Test Scenario	Verify username and password for successful login.

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click login button	the login page is available	as expected	Pass
3	Enter username and password	one should be able to enter credentials	as expected	Pass
4	Click login button	user is logged in	as expected	Pass
5	Click OK button in the pop up	the main page of the game is shown	as expected	Pass

Test Case ID	Login_2	Test Case Description		Test the failed login attempt of the Viral Attack			
Created by	group24	Reviewed By		group24	Version		v1.2
Tester's Name	group24	Date Tested		03-June-2020	Test Case (Fail/Pass/Not)		Pass

S#	Prerequisites		S#	Test Data
1	Access to the application		1	username = Deniz
2			2	password = 4321
3			3	
4			4	

Test Scenario	Do not let user to see next page if credentials are wrong.

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click login button	the login page is available	as expected	Pass
3	Enter username and password	one should be able to enter credentials	as expected	Pass
4	Click sign in button	user is not logged in	as expected	Pass
5	Click OK button in the pop up	the login page is available again	as expected	Pass

Test Case ID	Login_3	Test Case Description		Test login method with empty fields			
Created by	group24	Reviewed By		group24	Version		v1.2
Tester's Name	group24	Date Tested		03-June-2020	Test Case (Fail/Pass/Not)		Pass

S#	Prerequisites		S#	Test Data
1	Access to the application		1	username = sseda
2			2	
3			3	
4			4	

Test Scenario	Do not let user to see next page if any of the credentials are empty.

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click login button	the login page is available	as expected	Pass
3	Enter username	one should be able to enter credentials	as expected	Pass
4	Click sign in button	user is not logged in	as expected	Pass
5	Click OK button in the pop up	the login page is available again	as expected	Pass

Test Case ID	Login_4	Test Case Description		Test login method twice with same credentials.				
Created by	group24	Reviewed By		group24	Version		v1.2	
Tester's Name	group24	Date Tested		03-June-2020	Test Case (Fail/Pass/Not)		Pass	

S#	Prerequisites		S#	Test Data	
1	Access to the application		1	username = sseda	
2	Tested the Login_1 method		2	password = 1234	
3			3		
4			4		

Test Scenario	Do not let user to login twice.

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click login button	the login page is available	as expected	Pass
3	Enter username	one should be able to enter credentials	as expected	Pass
4	Click sign in button	user is not logged in and warned by a pop up	as expected	Pass
5	Click OK button in the pop up	the login page is available again	as expected	Pass

Test Case ID	Register_1	Test Case Description		Test the register functionality of the Viral Attack				
Created by	group24	Reviewed By		group24	Version		v1.2	
Tester's Name	group24	Date Tested		03-June-2020	Test Case (Fail/Pass/Not)		Pass	

S#	Prerequisites		S#	Test Data	
1	Access to the application		1	username = irmak_randomNumber	
2			2	password = 4321	
3			3		
4			4		

Test Scenario	Let the user register if he/she entered unique username

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click register button	register page should be available	as expected	Pass
3	Enter username and password	one should be able to enter credentials	as expected	Pass
4	Click submit button	user is registered	as expected	Pass
5	Click OK button in the pop up	back to main page	as expected	Pass

Test Case ID	Register_2	Test Case Description		Test register functionality with nonunique username				
Created by	group24	Reviewed By		group24	Version		v1.2	
Tester's Name	group24	Date Tested		03-June-2020	Test Case (Fail/Pass/Not)		Pass	

S#	Prerequisites		S#	Test Data	
1	Access to the application		1	username = irmak	
2			2	password = 1234	
3			3		
4			4		

Test Scenario	Do not let the user register if he/she entered nonunique username

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click register button	register page should be available	as expected	Pass
3	Enter username and password	one should be able to enter credentials	as expected	Pass
4	Click submit button	user is not registered	as expected	Pass
5	Click OK button in the pop up	the register page is available again	as expected	Pass

Test Case ID	Register_3	Test Case Description	Test register functionality with empty credentials			
Created by	group24	Reviewed By	group24	Version		v1.2
Tester's Name	group24	Date Tested	03-June-2020	Test Case (Fail/Pass/Not)		Pass

S#	Prerequisites			S#	Test Data	
1	Access to the application			1	username = irmak_3	
2				2		
3				3		
4				4		

Test Scenario	Do not let the user register if he/she did not enter any credentials

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click register button	register page should be available	as expected	Pass
3	Enter username	one should be able to enter credentials	as expected	Pass
4	Click submit button	user is not registered	as expected	Pass
5	Click OK button in the pop up	the register page is available again	as expected	Pass

Test Case ID	Scoreboard_1	Test Case Description	Test score board functionality of the Viral Attack			
Created by	group24	Reviewed By	group24	Version		v1.2
Tester's Name	group24	Date Tested	03-June-2020	Test Case (Fail/Pass/Not)		Pass

S#	Prerequisites			S#	Test Data	
1	Access to the application			1	username = ertan	
2	Valid login			2	password = 1234	
3				3	table value1 = sseda	
4				4	table value2 = Pelin	

Test Scenario	Show weekly or monthly leadership board.

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click login button	register page should be available	as expected	Pass
3	Enter username and password	one should be able to enter credentials	as expected	Pass
4	Click signin button	user is logged in	as expected	Pass
5	Click OK button in the pop up	the main page of the game is shown	as expected	Pass
6	Click Score Board button	score board options shown	as expected	Pass
7	Click Last week	table is filled with highest scores in that week	as expected	Pass
8	Click Last month	table is filled with highest scores in that month	as expected	Pass

Test Case ID	Multiplayer	Test Case Description	Test multiplayer level of the Viral Attack			
Created by	group24	Reviewed By	group24	Version		v1.2
Tester's Name	group24	Date Tested	03-June-2020	Test Case (Fail/Pass/Not)		Pass

S#	Prerequisites			S#	Test Data	
1	Access to the application			1	username = idil	
2	Valid login			2	password = 2562	
3				3		
4				4		

Test Scenario	Show waiting for a match scene in level 5 until an opponent arrives.

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click login button	register page should be available	as expected	Pass
3	Enter username and password	one should be able to enter credentials	as expected	Pass

	4	Click signin button	user is logged in		as expected	Pass
	5	Click OK button in the pop up	the main page of the game is shown		as expected	Pass
	6	Click Start Game Button	the game starts		as expected	Pass
	7	Press cheat keys until level 5	waiting for a match label appears		as expected	Pass

Test Case ID	SinglePlayer_1	Test Case Description		Test playing functionality of the Viral Attack		
Created by	group24	Reviewed By		group24	Version	v1.2

Tester's Name	group24	Date Tested		03-June-2020	Test Case (Fail/Pass/Not)	Pass

S#	Prerequisites		S#	Test Data
1	Access to the application		1	username = user1
2	Valid login		2	password = 1564
3			3	
4			4	

Test Scenario: Show if the game starts appropriately.

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click login button	register page should be available	as expected	Pass
3	Enter username and password	one should be able to enter credentials	as expected	Pass
4	Click signin button	user is logged in	as expected	Pass
5	Click OK button in the pop up	the main page of the game is shown	as expected	Pass
6	Click Start Game Button	the game starts and player is visible	as expected	Pass

Test Case ID	SinglePlayer_2	Test Case Description		Test level functionality of the Viral Attack		
Created by	group24	Reviewed By		group24	Version	v1.2

Tester's Name	group24	Date Tested		03-June-2020	Test Case (Fail/Pass/Not)	Pass

S#	Prerequisites		S#	Test Data
1	Access to the application		1	username = Pelin
2	Valid login		2	password = 4321
3			3	
4			4	

Test Scenario: Show level changes as cheat keys are pressed.

Step #	Step Details	Expected Result	Actual Result	Pass/Fail/Not
1	Start the application	application should launch	as expected	Pass
2	Click login button	register page should be available	as expected	Pass
3	Enter username and password	one should be able to enter credentials	as expected	Pass
4	Click signin button	user is logged in	as expected	Pass
5	Click OK button in the pop up	the main page of the game is shown	as expected	Pass
6	Click Start Game Button	the game starts and player is visible	as expected	Pass
7	Press cheat keys	level labels change accordingly	as expected	Pass