**GUI Test Cases**

Test cases below are prepared for testing the GUI (front-end) of the Alien Shooter Game .

Note that, at each individual test case “Status” part is left blank for the tester to fill then as “Fail” or “Pass” .

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| **Test Case Field** | **Description** |
| **Test Case ID** | **1** |
| **Test Title** | **Server Form** |
| **Test Steps** | 1. Open Game  2. Fill server address input fields |
| **Expected Result** | 1. After game is opened , there should be menu with “Connect” button and “Backend server address” and “Matcher server address” input fields.  2. After clicking the “Submit” button  2a. If the one of the server address you should be seeing “<your-inpuıt-address> is not reachable!” message in the screen  2b.If server addresses are correct and corresponding servers are alive, then you should see “Game Start Menu” . |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **2** |
| **Test Title** | **Game Start Menu** |
| **Test Steps** | 1. Give correct server addresses in the “Server Form”  2. Click Sign up button  3. Click Back button  4 . Click Login button  5. Click Back button |
| **Expected Result** | 1. After game start menu is opened , there should be menu with “Login” and “Sign up” buttons.  2. After “Sign up” button is clicked, a form should be appeared with “Back” and “Sign up” buttons.  3. After “Back” button in sign up page is clicked, game starting menu should be appeared again.  4. After “Login” button in game starting menu is clicked, a form should be appeared with “Back” and “Login” buttons.  5. After “Back” button in login page is clicked, game starting menu should be appeared again. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **3** |
| **Test Title** | **Sign up** |
| **Test Steps** | 1. Click “Sign up” button in game starting menu  2 . Enter your username and password  3. Click “Sign up” button |
| **Expected Result** | 1. There should be two input fields labeled as “Username” and “Password”.  2. Input fields should allow to be filled (i.e. you can fill the text fields).  3a.If username and password is satisfies constraints , login page should be appeared.  3b. If username or password is empty or username is larger than 12 character , “Your username should be smaller than 12 characters and your username and password must not be empty” should be prompted under the buttons.  3c. If same username is registered to the database before , “Username already taken” should be prompted under the buttons. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **4** |
| **Test Title** | **Login** |
| **Test Steps** | 1. Click “Login” button in game starting menu.  2 . Enter your username and password.  3. Click “Login” button. |
| **Expected Result** | 1. There should be two input fields labeled as “Username” and “Password”  2. Input fields should allow to be filled (i.e. you can fill the text fields).  3a.If username and password is correct , a menu should be appeared with “Start Game” and “LeaderBoard” button.  3b. If username or password is wrong or empty, “Username or password is wrong!” should be prompted under the buttons. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **5** |
| **Test Title** | **Leader Board** |
| **Test Steps** | 1. After logged in successfully, click “LeaderBoard” button  2. Click “Last Week” button  3. Click “Refresh” button  4. Click “Back” button  5. Click “All times” button  6. Repeat step 3  7 .Repeat step 4 |
| **Expected Result** | 1. A menu should be appeared with “All times” and “Last Week” button.  2. A table should be appeared, that shows highest “10” score made in last 7 days , with two buttons under them named as “Back” and “Refresh”.  3 . If any new high score is added to the database , this entry should be  appeared in the table.  4 . Expected Result 1 should be satisfied.  5. A table should be appeared, that shows highest “10” score made at all times , with two buttons under them named as “Back” and “Refresh”.  6 . Expected Result 3 , should be satisfied.  7 . Expected Result 1 , should be satisfied.  8. Leader Board table should contain 3 column named as “ username “ , “score” and “date”.  9. Each entries’ username must be distinct,that is, same username should not be appear more than once in the same table. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **6** |
| **Test Title** | **Player Controls** |
| **Test Steps** | 1. Click “Start Game” after successfully logged in  2. Click “Left” button in keyboard  3. Click “Right” button in keyboard |
| **Expected Result** | 1. A game should be start  2. Player in the bottom should move to the left  3. Player in the bottom should move to the right  4. Player should be only allowed to go right and go left  5. Player shouldn’t go forward of the left and right edges of the screen |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **7** |
| **Test Title** | **Game Screen Settings** |
| **Test Steps** | 1. Start playing game |
| **Expected Result** | 1.   * On the top-left of the screen , a health bar indicating player’s health should be appeared. * On the top-right of the screen , a score text indicating player’s score should be appeared. * Number of monsters, should be appeared as rectangle on the top of the player * Player should be constantly shooting on the up direction. * Monsters should be randomly shooting on the down direction * If monsters’ health is equal to 1 or is decreased to 1 shot by player its color should be red , should be green otherwise |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
|  | **8** |
| **Test Title** | **Level 1 Settings** |
| **Test Steps** | 1 . Start playing game |
| **Expected Result** | 1. There should be 30 monster in red color at start , since their health starts from 1.  2. Health Bar (player health) should contain 3 bar.  3. Score Bar should be initially 0.  4. Every monster kill should gain 1 score point for the player, that is ,  score bar should increase by 1 in every monster kill.  5. Monster should be shooting.  6. After killing all monsters, level 2 should be started. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **9** |
| **Test Title** | **Level 2 Settings** |
| **Test Steps** | 1. Pass level 1 and start level 2 |
| **Expected Result** | 1. There should be 45 monster in green color at start, since their health starts from 2.  2. Health Bar (player health) should contain 3 bar.  3. Score Bar should be starting from the score that is collected on the level1 ( i.e. = total level 1 score).  4. Every monster kill should gain 2 score point for the player, that is ,  score bar should increase by 2 in every monster kill.  5. Monsters should be shooting faster and more than the level 1.  6**.** After killing all monsters, level 3 should be started. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **10** |
| **Test Title** | **Level 3 Settings** |
| **Test Steps** | 1. Pass level 2 and start level 3 |
| **Expected Result** | 1. There should be 45 monster in green color at start, since their health starts from 2.  2. Health Bar (player health) should contain 3 bar.  3. Score Bar should be starting from the score that is collected on the level1 and level2 ( i.e. total level 1 score + total level 2 score ).  4. Every monster kill should gain 3 score point for the player, that is ,  score bar should increase by 3 in every monster kill.  5. Monsters should be shooting faster and more than level 2 .  6**.** After killing all monsters, a screen should be appeared with  “ You Won. Your score : <total score>” text message and two buttons named as “Menu” and “LeaderBoard”. ( <total score> : The score that you collect at all 3 levels) |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **11** |
| **Test Title** | **Game is Won** |
| **Test Steps** | 1. Successfully finish all game levels |
| **Expected Result** | 1. A screen should be appeared with “ You Won. Your score : <total score>” text message and two buttons named as “Menu” and “LeaderBoard”. ( <total score> : The score that you collect at all 3 levels)  2 . After “Menu” button is clicked , a menu should be appeared with  “Start Game” and “LeaderBoard” buttons. (i.e. Game Lobby)  3. If you scored as top 10 score of the last week or all times , you should be see your score in the table when you click “Refresh” button. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **12** |
| **Test Title** | **Game Over** |
| **Test Steps** | 1. Get killed in on of the levels as player |
| **Expected Result** | 1.A screen should be appeared with “ Game Over. Your score : <total score>” text message and two buttons named as “Menu” and “LeaderBoard”. ( <total score> : The score that you collect at all 3 levels)  2 . After “Menu” button is clicked , a menu should be appeared with  “Start Game” and “LeaderBoard” buttons. (i.e. Game Lobby)  3. If you scored as top 10 score of the last week or all times , you should be see your score in the table when you click “Refresh” button. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **13** |
| **Test Title** | **Shutdown of the Game** |
| **Test Steps** | 1.Shutdown the game during one of the levels |
| **Expected Result** | 1. You shouldn’t be seeing your score in the leader board table , even if it is one of the top 10 scores , because it is not added until the “Game Over” screen or the “Game is Won” screen. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **14** |
| **Test Title** | **Matcher Screen** |
| **Test Steps** | 1. Complete first 3 levels without dying  2. Click the “Find opponent” button. |
| **Expected Result** | 1. You should be seeing a simple screen that includes a “Find opponent” button.  2. The text “Searching for opponent… “ should pop-up along with image. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **15** |
| **Test Title** | **Finding opponent** |
| **Test Steps** | 1. Click the “Find opponent” button at the “matcher screen” |
| **Expected Result** | 1. The text “Searching for opponent… “ should pop-up along with an image.  2. If another player is clicked the button in her/his computer , you should see her/his username in the screen (“You matched with <username>”) and game should be start in 2-3 seconds. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **16** |
| **Test Title** | **Matcher Timeout** |
| **Test Steps** | 1. Click the “Find opponent” button at the “matcher screen” |
| **Expected Result** | 1. The text “Searching for opponent… “ should pop-up along with an image.  2. After waiting for nearly **1** **minutes,** if you are not matched with any opponent,your request should be timed out by the server. Thus , you should be seeing screen message “No opponent found. Try again!”. |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **17** |
| **Test Title** | **Multiplayer Gameplay – Dying of the Boss** |
| **Test Steps** | 1.Play with one of the opponent players  2. Play until the boss dies |
| **Expected Result** | 1. Opponent’s color should be “blue” and your color should be “purple”  2a. If you shoot the boss while its health is 1 (aka dead) , you should see “Game is Won” screen and your score should be registered to the leader board ( If it is more than your highest score)  2b. If the opponent player shoots the boss while its health is 1 (aka dead), you should see “Game Over” screen and your score should be registered to the leader board ( If it is higher than the your highest score) |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **18** |
| **Test Title** | **Multiplayer Gameplay – Dying of the players** |
| **Test Steps** | 1.Play with one of the opponent players  2. Play until one of the player dies |
| **Expected Result** | 1. Opponent’s color should be “blue” and your color should be “purple”  2a. If you are hit while your health is 1 (aka dead) you should see “Game Over” screen and your score should be registered to the leader board ( If it is higher than your highest score)  2b. If the opponent player is hit while its health is 1 (aka dead) , you should see “Game is Won” screen and your score should be registered to the leader board ( If it is higher than the your highest score ) |
| **Status(Fail/Pass)** |  |

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| **Test Case Field** | **Description** |
| **Test Case ID** | **19** |
| **Test Title** | **Opponent disconnection** |
| **Test Steps** | 1.Play with one of the opponent players |
| **Expected Result** | 1a. If the opponent closes the game before the battle is ended, you should see “Opponent is disconnected. You won. Your Score: <your-score>” screen and your score should be registered to the leader board ( If it is higher than the your highest score )  1b. If the opponent closes the game while searching for opponent, you should see “Opponent is disconnected. You won. Your Score: <your-score>” screen after you matched with disconnected opponent and your score should be registered to the leader board ( If it is higher than the your highest score ) |
| **Status(Fail/Pass)** |  |