
Login Scene

Test Scenario

Click the Login button

Steps

1. Given the user has an account, user enters their username in the username field.
2. User enters their password in the password field.

Conclusions

- Test successful if the user has an existing account and the next scene shown is the game library scene.
- If the user does not have an existing account, an error message dialog is displayed

Test Scenario

Click the Create Account button

Steps

1. User clicks on the create account button

Conclusions

- Test successful if the next scene shown is the create account scene

Test Scenario

Click the Forgot Password hyperlink

Steps

1. User clicks on the forgot password hyperlink
2. A popup screen appears then the user is prompted to enter the username linked to their account
3. After entering the username, a code is sent to the email associated with the username which was input to the system.
4. The user proceeds to enter the code. If the code is correct, another popup screen appears.
5. The user then enters their new password and confirms it by entering it again, then clicks submit.

Conclusions

- Test successful if the scene shown after the two popup windows close is the login scene

Create Account Scene

Test Scenario
Click the create account button
Steps <ol style="list-style-type: none">1. User enters their Username in the Username field2. User enters their email address the wish to be associated with their account in the Email field3. User enters the password they wish to use to login to their account in the Password field4. User re-enters the password in the Confirm Password field
Conclusions <ul style="list-style-type: none">- Test successful if the

Test Scenario
Click Already have an account? Log in hyperlink
Steps <ol style="list-style-type: none">1. User clicks on the hyperlink “Already have an account? Log in”
Conclusions <ul style="list-style-type: none">- Test successful if the next scene is the login scene

Game Library Scene

Test Scenario

Select a Game

Steps

1. Login (not included in the visual).
2. Click the button with the desired game.

Conclusions

- Test successful if the desired games leaderboard is displayed.

Test Scenario

Search a Game

Steps

1. Login (not included in the visual).
2. Click on the search bar
3. Search the name of your game

Conclusions

- Test successful if the desired games button is displayed.

Profile Scenes

Test Scenario

Profile navigation

Steps

1. Login (not included in the visual).
2. Click on the navigation buttons in the top right to navigate between the game library, profile homepage, profile social media, and profile settings.

Conclusions

- Test successful if you go to the desired page.

Test Scenario

Challenge a Player

Steps

1. Two people log in (not included in the visual).
2. P1 (Left) Goes to the profile social scene.
3. P1 clicks on the social plus button.
4. The Player Search appears.
5. P1 clicks the challenge button on their target opponent.
6. P1 chooses a game from a popup.
7. P2 Reloads their social scene by traversing the scenes a few times until a notification appears in the challenge notification panel.
8. P2 can accept the challenge notification.

Conclusions

- Test successful if the player is brought to their desired game.
- Test fails if the player is not brought to the game.

Test Scenario

View online players

Steps

1. Go to the social scene.
2. Click the plus person button in the top left to display the player search window
3. The window should display all online players other than yourself.

Conclusions

- Test successful if online players are displayed other than yourself.
- Test fails if online players aren't displayed.

Test Scenario

Update email

Steps

1. Go to the profile settings scene.
2. Click on the new email text area.
3. Type your new email.
4. Press enter.

Conclusions

- Test successful if the email has changed to server side.
- Test fails if email is not changed.

Test Scenario

Update username

Steps

1. Go to the profile settings scene.
2. Click the new username text area.
3. Type your new username
4. Press enter

Conclusions

- Test successful if the username has changed to server side.
- Test fails if username is not changed.

Test Scenario

Update bio

Steps

1. Go to the profile homepage.
2. Click on the bio text area.
3. Type your new bio.
4. Click enter.

Conclusions

- Test successful if the bio has changed to server side.
- Test fails if bio is not changed.

Leaderboard Scene

Test Scenario

Join a queue

Steps

1. Select a game from the game library.
2. Click the join queue button at the bottom of the leaderboard.
3. Wait for the server to find another player who has also joined the queue for the same game to play against (this may take some time).
4. You are taken to the game scene of the game you are trying to get to.

Conclusions

- Test successful if the player is brought to their desired game.
- Test fails if the player is not brought to the game even if other players are queueing.

Test Scenario

Leave a queue

Steps

1. Be on the leaderboard and have joined a queue.
2. Click the leave queue button.
3. Leave the queue.

Conclusions

- Test successful if the player has left the queue.
- Test fails if the player still joins a game at some point.

Test Scenario

Look at the leaderboard

Steps

1. Go to the leaderboard from the game library.
2. Look at the leaderboard for the stats of players.

Conclusions

- Test successful if you can see the list of players in the leaderboard sorted by elo.
- Test fails if no players appear or they are not ordered.

Game Scene

Test Scenario

Send Message

Steps

1. The player joins a game against another player.
2. The player enters text into the textbox.
3. The player then sends the text to the opponent.
4. The opponent and player receive the text in the text area above on their client.

Conclusions

- Test successful if both players receive the message sent to chat.
- Test fails if a player doesn't receive a message.

Test Scenario

Game Victory

Steps

1. The player joins a game against another player.
2. The player plays against the player until they achieve a game state where they have met the victory condition.
3. The player is taken to a screen with a victory image.

Conclusions

- Test successful if the player is taken to a victory screen upon a valid victory condition.
- Test fails if the player remains on the game or is taken to a game-over scene.

Test Scenario

Game Defeat

Steps

1. The player joins a game against another player.
2. The player plays against the player until the opponent has achieved a game state where they have met the victory condition.
3. The player is taken to a screen with a game-over image.

Conclusions

- Test successful if the player is taken to a defeat screen upon an opponent getting a valid victory condition.
- Test fails if the player remains in the game or is taken to a victory scene.

Test Scenario

Game Draw

Steps

1. The player joins a game against another player.
2. The player plays against the player until neither player can achieve a victory game state.
3. The player is taken to a screen with a game-over image.

Conclusions

- Test successful if the player is taken to a screen with a game-over image.
- Test fails if the player remains in the game or is taken to a victory scene.