

## **TESTING DOCUMENTATION**

For TIC-TAC-TOC Multilayer Game

### **Testing scenarios**

- **Logging in**

*Case:* IF username name is taken

*Expected Output:* Server responds with an error

*Actual Output:* Server responds with an error

*Case:* IF successful

*Expected Output:* Server returns with success

*Actual Output:* Server returns with success

- **Displaying all games**

*Case:* IF not logged in

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF successful

*Expected Output:* Server returns with list of games

*Actual Output:* Server returns with list of games

- **Displaying all players**

*Case:* IF not logged in

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF successful

*Expected Output:* Server returns with a list of players

*Actual Output:* Server returns with a list of players

- **Starting a new game with a player**

*Case:* IF not logged in

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF already in a game

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF player not found

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF player is busy  
*Expected Output:* Server returns an error  
*Actual Output:* Server returns an error

*Case:* IF player is same as logged in one  
*Expected Output:* Server returns an error  
*Actual Output:* Server returns an error

*Case:* IF successful  
*Expected Output:* Starts a new game with player  
*Actual Output:* Starts a new game with player

- **Placing a new move for a game**

*Case:* IF not logged in  
*Expected Output:* Server returns an error  
*Actual Output:* Server returns an error

*Case:* IF not in a game  
*Expected Output:* Server returns an error  
*Actual Output:* Server returns an error

*Case:* IF ill-formatted move  
*Expected Output:* Server returns an error  
*Actual Output:* Server returns an error

*Case:* IF move is illegal  
*Expected Output:* Server returns an error  
*Actual Output:* Server returns an error

*Case:* IF not turn  
*Expected Output:* Server returns an error  
*Actual Output:* Server returns an error

*Case:* IF successful  
*Expected Output:* Place the move onto the game, notify if won/draw  
*Actual Output:* Place the move onto the game, notify if won/draw

- **Leaving a game**

*Case:* IF not logged in  
*Expected Output:* Server returns an error  
*Actual Output:* Server returns an error

*Case:* IF successful  
*Expected Output:* Terminate any ongoing games, close program  
*Actual Output:* Terminate any ongoing games, close program

- **Help message**

*Case:* Display help message

*Expected Output:* Show help screen

*Actual Output:* Show help screen

- **Observe a game**

*Case:* IF not logged in

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF in a game already

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF game does not exist

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF successful

*Expected Output:* Begin observing a game

*Actual Output:* Begin observing a game

*Case:* New move from observed game

*Expected Output:* Move is updated on observer game board

*Actual Output:* Move is updated on observer game board

*Case:* Observed game ends/wins/draws

*Expected Output:* Game board is updated/client is notified

*Actual Output:* Game board is updated/client is notified

- **Un-observing a game**

*Case:* IF not logged in

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF not observing a game

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF game does not exist

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF successful

*Expected Output:* Game no longer is updated/observed

*Actual Output:* Game no longer is updated/observed

- **Commenting on a game**

*Case:* IF not logged in

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF not observing a game

*Expected Output:* Server returns an error

*Actual Output:* Server returns an error

*Case:* IF successful

*Expected Output:* Comment is sent to all participants in game

*Actual Output:* Comment is sent to all participants in game