
SOFTWARE TEST CASE DOCUMENT

for

Checkers

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Revision History

Name	Date	Reason For Changes	Version
1.0.0	11-07-29	Initial Structure	mhorger

1 Introduction

1.1 Purpose of Document

This section will detail what we are trying to cover with our tests.

1.2 Scope of Document

This section will detail the scope (design doc) of which we are testing.

1.3 Overview of Document

This section will be used for definitions, references, any other review information.

2 Testing Environments

2.1 Windows

This section will describe how we are testing our main client on windows. Can detail linux tests here.

2.2 Ubuntu Images

This section will describe how we are testing our server on tux.

3 Setup and Prerequisites

3.1 Generic Information

3.2 Steps

4 Test Cases

Number	Case	Expectation	Actual Outcome	Steps	Requirienment Reference
1	Launch the game	GUI of Lobby menu should be launched			
2	Create a session	Create a session ID with			
3	Join new game	Once lobby selected from loby menu, player should that session			
4	Create multiple session Max 5	No more then 5 session should be allowed			
5	Start 5 game succ-effuly with 10 player	There should be 5 gameplay going on a same time on a server			
6	Start 5 game succ-effuly with 11 player	Eleventh player should not able to join any session.			
7	After starting game with two player	GUI should have 10X10 board with randomly assigned color			

Number	Case	Expectation	Actual Outcome	Steps	Requirienment Reference
Game Play 1	Black piece first move	Only player with black piece should make move			
Game Play 2	White piece invalid first move	If Player with white piece makes the move then it should be dis-carded and the piece should come back to the original position			
Game Play 3	Valid Move - Non crowned Piece	Can move diagonally in either direction and peice stays in new square			
Game Play 4	Valid single jump to capture - Non crowned Piece	Only jump and cap-ture the opponent piece if there is an empty square above that targeted piece.			

Number	Case	Expectation	Actual Outcome	Steps	Requirienment Reference
Game Play 5	Valid Multiple jump to capture - Non crowned Piece	If jump made over multiple piece of opponent considering test case 4 then it should be valid.			
Game Play 6	Invalid Move - Non crowned Piece	If piece move in horizontal or vertical direction then it should come back to original position			
Game Play 7	Invalid Move - Non crowned Piece	If tried move backward diagonally then it should be discarded and it should come back to original position			
Game Play 8	Invalid single jump to capture - Non crowned Piece	if there is not space to place the piece after the jump to capture then it should come back to original position			
Game Play 9	Invalid single jump to capture - Non crowned Piece	If jump made over players own piece then			

Number	Case	Expectation	Actual Outcome	Steps	Requirienment Reference
Game Play 10	Turning into crown piece	If either player piece reaches to the 10th row from player direction then, piece should turn into a crowned piece			
Game Play 11	Valid Move - Crowned Piece	It can move in any four diagonal direction			
Game Play 12	Valid single jump to capture - Crowned Piece	It can jump in any direction considering the test case 4 is valid with each jump			
Game Play 13	Valid Multiple jump to capture - Crowned Piece	it can jump in any direction considering the test case 12 is valid with each jump			
Game Play 14	Invalid Move - Crowned Piece	If moved in horizontal or vertical then piece should return in original direction			
Game Play 15	Invalid single jump to capture - Crowned Piece	If jumped is made over own piece then it discards it and pe-ice should return in original direction			
Game Play 16	If crowned piece placed in the 10th row again	The crown piece state should not be affected in any way			

Number	Case	Expectation	Actual Outcome	Steps	Requirienment Refrence
Session 1	Session activity only between two connected player	Only changes should be done and seen between two connected player, it should not interfier other session game play			

Number	Case	Expectation	Actual Outcome	Steps	Requirement Reference
Game Ending 1	Winning Jump	If the valid jump is made over the last piece of the opponet then player should be decalred winner			
Game Ending 2	Winning Player Screen	Player should be informed with the message			
Game Ending 3	Lossing Player Screen	Player should be informed with the message			
Game Ending 4	Player 1 wants to quit	Once player 1 click on quit it should send him back to lobby page			
Game Ending 5	Player 1 left the game	Player 2 will be informed about it and send back to lobby page			
Game Ending 6	After game is fineshed if player 1 choose to rematch and Player 2 also do the same	If Player 2 also click on the re-match then new game should get going on same session			
Game Ending 7	After game is fineshed if player 1 choose to rematch and Player 2 quit	if player 2 click ¹² on the quit then both player should be returned to lobby menu			

Bibliography

- [1] The American Checker Foundation, *USA Checkers*, <https://www.usacheckers.com/>, 2019.
- [2] W.J. Rayment, *History of Checkers or Draughts*, <http://www.indepthinfo.com/checkers/history.shtml>, 2004.