SOFTWARE TEST CASE DOCUMENT

for

Checkers

Version 1.0.0 approved

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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	Steps	Requrienmen
			Outcome		Refrence
1	Launch the	GUI of			
	game	Lobby menu			
		should be			
		launched			
2	Create a ses-	Create a ses-			
	sion	sion ID with			
3	Join new	Once lobby			
	game	selected			
		from loby			
		menu,			
		player			
		should that			
		session			
4	Create mul-	No more			
	tiple session	then 5 ses-			
	Max 5	sion should			
		be allowed			
5	Start 5	There			
	game succ-	should be			
	effuly with	5 gameplay			
	10 player	going on a			
		same time			
		on a server			
6	Start 5	Eleventh			
	game succ-	player			
	effuly with	should not			
	11 player	able to join			
	l Piayor	any session.			
7	After start-	GUI should			
•	ing game	have 10X10			
	with two	board with			
	player	randomly			
		assigned			
		color			

Number	Case	Expectation		Steps	Requrienment
O D1 1	D1 1 '	0.1.1	Outcome		Refrence
Game Play 1	Black piece	Only player			
	first move	with black			
		piece			
		should			
G DI o	****	make move			
Game Play 2	White piece	If Player			
	invalid first	with white			
	move	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	Can move			
dame riag o	- Non	diagonally			
	crowned	in either			
	Piece	direction			
	1 lece	and peice			
		_			
		stays in			
Game Play 4	Valid single	new square Only jump			
Game I lay 4	_				
	jump to				
	capture	ture the			
	- Non	opponent			
	crowned	piece if			
	Piece	there is			
		an empty			
		square			
		above that			
		targeted			
		piece.			

Number	Case	Expectation		Steps	Requrienment
Game Play 5	Valid Mul-	If jump	Outcome		Refrence
	tiple jump	made over			
	to cap-	multiple			
	ture - Non	piece of			
	crowned	opponent			
	Piece	considering			
		test case			
		4 then it			
		should be			
Game Play 6	Invalid	valid. If piece			
Game Flay 0	Move - Non	_			
	crowned	move in horizontal			
	Piece	or vertical			
		direction			
		then it			
		should			
		come back			
		to original			
G 71 -	7 11 1	position			
Game Play 7	Invalid	If tried			
	Move - Non	move			
	crowned	backward			
	Piece	diagonally			
		then it			
		should be			
		discarded			
		and it			
		should			
		come back			
		to original			
		position			
Game Play 8	Invalid	if there is			
	single jump	not space			
	to cap-	to place the			
	ture - Non	piece after			
	crowned	the jump			
	Piece	to cap-			
		ture then			
		it should			
		come back			
		to original			
		position			
Game Play 9	Invalid	If jump			
	single jump	made over			
	to cap-	players own			
	ture - Non	piece then			
	crowned				
	Piece				

Number	Case	Expectation	n Actual	Steps	Requrienment
1 uninper	Case	Expectation	n Actuai Outcome	steps	Refurienment Refrence
Game Play 10	Turning	If either	Outcome		Keirence
	into crown	player piece			
	piece	reaches to			
		the 10th			
		row from			
		player			
		direction			
		then, piece			
		should			
		turn into			
		a crowned			
		piece			
Game Play 11	Valid Move	It can move			
	- Crowned	in any four			
	Piece	diagonal			
Game Play 12	Valid single	direction			
Game Flay 12	jump to	It can jump in any di-			
	capture -	rection			
	Crowned	considering			
	Piece	the test			
	1 lece	case 4 is			
		valid with			
		each jump			
Game Play 13	Valid Mul-	it can jump			
	tiple jump	in any			
	to capture	direction			
	- Crowned	considering			
	Piece	the test			
		case 12 is			
		valid with			
		each jump			
Game Play 14	Invalid	If moved in			
	Move -	horizontal			
	Crowned	or vertical			
	Piece	then piece			
		should			
		return in			
		original			
Game Play 15	Invalid	direction If jumped			
Gaine 1 lay 19	single jump	is made			
	to capture	over own			
	- Crowned	piece then			
	Piece	it discards			
		it and pe-			
		ice shotild			
		return in			
		original			
		direction			
Game Play 16	If crowned	The crown			
	piece	piece state			
	placed in	should not			
	the 10th	be affected			
	row again	in any way			

Number	Case	Expectation	Actual	Steps	Requrienment
			Outcome		Refrence
Session 1	Session ac-	Only			
	tivity only	changes			
	between two	should be			
	connected	done and			
	player	seen be-			
		tween two			
		connected			
		player, it			
		should not			
		interfier			
		other ses-			
		sion game			
		play			

Game Ending 1 Winning If the valid jump is made over the last piece of the opponet then player should be decalred with the message of the with the with the message of the with the	Number	Case	Expectatio	$\mathbf{nActual}$	Steps	Requrienmen
Jump valid jump is made over the last piece of the opponet then player should be decalred wilner wilne		****	T.C	Outcome	1	Refrence
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Game Ending 2 Winning Player should be decalred winner Player should be decalred with the message Screen informed with the message Player should be Screen informed with the message Player 1 click on quit it should send him back to lobby page Player 1 Player 2 left the game informed about it and send back to lobby page Player 1 choose to rematch and Player should get going on same session session session session same session session session session same session session the quit choose to rematch and Player should be should be session session session same session session same session session session same session session session session same session sessi		Jump	"			
Game Ending 2 Winning Player should be decalred winner Player should be screen informed with the message Player should be screen informed with the message should send him back to lobby page should						
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Game Ending 2 Winning Player should be informed with the message Player should be informed with the message Screen with the message Screen with the message Player should be informed with the message of the player			opponet			
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