Test case 1

Title: Home Page – Starting the game

Description: The player should be able to start the game when he clicks on “Start game” button

Test Steps:

1. Open the application (<http://localhost:3000>)
2. Click “Start Game” button

Expected Result: A text field for clue and blanks for word should appear on the web page. A grid of buttons should also appear for each letter of the English alphabet.

Test case 2

Title: Home Page – Playing the game with grid of buttons

Description: The player should be able to click on any of the grid of buttons for each letter.

Test Steps:

1. Open the application (<http://localhost:3000>)
2. Click “Start Game”. Blanks and Letter boxes should appear in the web page.
3. Click on any button from a to z.

Expected Result: The letter boxes should grey out or become white depending on the letter pressed being right or wrong. If the letter box greys out a part of hangman should be drawn in the canvas to the right. If the letter box becomes white the letter should be filled in the right positions in the blanks.

Test case 3

Title: Home Page – Playing the game with keys

Description: The player should be able to press the keys and be able to play the game

Test Steps:

1. Open the application (<http://localhost:3000>)
2. Click “Start Game”. Blanks and Letter boxes should appear in the web page.
3. Press any key with letters (a to z).

Expected Result: The letter boxes should grey out or become white depending on the letter pressed being right or wrong. If the letter box greys out a part of hangman should be drawn in the canvas to the right. If the letter box becomes white the letter should be filled in the right positions in the blanks.

Test case 4

Title: Home Page – Losing the game

Description: The player should see appropriate messages once he loses the game

Test Steps:

1. Open the application (<http://localhost:3000>)
2. Click “Start Game”. Blanks and Letter boxes should appear in the web page.
3. Press any key with letters (a to z) or click on any of buttons to guess the letters in the word.
4. Try to guess the wrong letters.

Expected Result: With each wrong guess a part of hangman should be drawn to the right of the canvas. Once the hangman is completely drawn, the rest of the letters should be filled in the word to reveal the word. A modal should be shown with the message, ”You’ve lost this game”.

Test case 5

Title: Home Page – Losing the game

Description: The player should see appropriate messages once he loses the game

Test Steps:

1. Open the application (<http://localhost:3000>)
2. Click “Start Game”. Blanks and Letter boxes should appear in the web page.
3. Press any key with letters (a to z) or click on any of buttons to guess the letters in the word.
4. Try to guess the right letters and win the game.

Expected Result: With each wrong guess a part of hangman should be drawn to the right of the canvas. With each right guess, the right letter should be filled in the blanks for the word. Once all blanks are filled in, a message should display saying “You’ve won this game”.

Test case 6

Title: Home Page – Statistics Persistence

Description: The statistics on the top right should stay even after the page is refreshed.

Test Steps:

1. Open the application (<http://localhost:3000>)
2. Click “Start Game”. Blanks and Letter boxes should appear in the web page.
3. Play the game to win or lose multiple times.
4. You should see the stats getting updated on the top right corner.
5. Refresh the page.

Expected Result: The stats on the right top corner should stay the same even after the page is refreshed,