| Test Case: | Expected Result: | Actual Result: |
| --- | --- | --- |
| Check the response on pressing the ‘practice button’ | The screen will shift to a practice page where there will be a question and the Ace Editor active |  |
| Check the response on pressing the ‘create a lobby button’ | The screen will shift to another page with three buttons named, ‘Create Spectator Only Lobby’, ‘Create Regular Lobby’ and ‘Join Lobby’ along with a form page that asks for a Screen Name and a room id |  |
| Check if the inputs from the Screen Name textbox and Room ID textbox got sent to the client page by any of the lobby related buttons | The info from the textboxes well be sent into the client side of the program and later to the server. |  |
| Check the response on pressing the ‘Create Spectator Only Lobby’ button | Assuming the inputs for Screen Name and Room ID are correct. It should send the user to a screen with the Screen Name and Room ID being at the right-hand top corner. |  |
| Only in the lobbies check if the Screen Name and Room ID show up on the right-hand  top corner. | The Screen Name and Room ID will show up on the right-hand top corner in bold |  |
| Check the response on pressing the ‘Create Regular Lobby’ button | Assuming the inputs for Screen Name and Room ID are correct. The user will be placed into a room where the Room ID and Screen Name is shown in the top right-hand corner. The Ace text editor formats will show up on the page as well. |  |
| Check the response on pressing the ‘Join Regular Lobby’ button | First the Room ID has to match a current Room ID which should be true. The user will be placed into a room where the Room ID and Screen Name is shown in the top right-hand corner. The Ace text editor formats will show up on the page as well. |  |
| Check if the text inputted in the input section for practice and lobby modes will have a color change for the text. | When typing a variable or a method in the input section, it will be a different color depending on what was typed |  |
| Check if pressing the run button will compile the code in the input section | The code in the input section will compile and will return ‘Test # passed’ or ‘Test # failed’. |  |
| Check if the compiled code will return the results in the output section | The compiled code will show at a section as either ‘Test # passed’ or ‘Test # failed’. |  |
| Check if the incorrect code in the input section will compile and return ‘Test # failed’ and depending on # the actual value | The output section will show ‘Test # failed’ and an error message depending on # |  |
| Check if in any lobby mode, it displays a timer | After the lobby was made, a timer will be in the top left of the screen |  |
| Check response of the Log menu dropdown in a Regular Lobby. | When pressing the Log menu button, a dropdown will show any recent presses of the run button by a user both yourself and another person in the room along with how many test cases passed, and your timer at the time of pressing the run button. |  |
| Check if someone in a Regular Lobby mode compiles code, the other person can see when they compiled the code and how many Test Cases passed if in the same room after pressing run. | After the run button is pressed, the Log menu dropdown will populate with the user’s Screen Name, # of passed Test Cases, and the timer at which the button was passed. |  |
| Check the response of the Log section in the Spectator Lobby | The Log section will show nothing unless a user from a regular lobby mode is inside of the spectator lobby |  |
| Check if someone in a Regular Lobby mode compiles code, the other person in a spectator lobby can see when they compiled the code, how many Test Cases passed, the person’s Screen Name, and the code itself if in the same room after pressing run. | The Log section will populate with the user’s Screen Name, the user’s Code, the # of passed Test Cases, and the timer at which the button was pressed |  |