## Testing

### The following test cases are to test critical functionality

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| ID | Test Case | Expected Result | Outcome |
| 1.1 | Application opens to login page and accepts user id and password to login. | User is able to log in to the application |  |
| 1.2 | There is a way to create an administrator and once created they are able to log in to admin only screens | Admin user created and can see both player and admin screens. |  |
| 1.3 | Administrator will have ability to create monsters and non-player characters | In addition to regular character races and classes administrator will have ability to create special characters such as dragons |  |
| 1.4 | Administrator will have ability to create campaigns. | Only administrators can create worlds and games or campaigns inside the world |  |
| 1.5 | Player/User will have ability to create player characters | Both admins and players can create playable characters, each race/class combination should be available. |  |
| 1.6 | Player will have ability to buy equipment from an online store | Online store works and equipment can be added to player inventory |  |
| 1.7 | Player will roll dice to see how much money they have to equip character with | Player will simulate dice rolls to determine how much gold they have to spend on equipment. No in app purchases |  |
| 1.8 | Player will have ability to choose campaigns to play | Any available campaign can be selected |  |
| 1.9 | Player will have ability to delete character | Character is deleted |  |