Test Case Design

TCO1 Title:  Home Page - Single Player Mode

Description: User should be able to tap on single player mode option on home page and start game.

Test Steps:

1. Open the app
2. Tap on single player mode
3. Brings user to new screen with different card categories
4. User chooses card category
5. A new screen shows up showing one side of a new card. To get to the other side of the card, the user would press the next button. If the user wants to go back to a previous card, they would hit the previous button

Expected Result: User is brought to a screen that allows them to choose which category of cards they’d like to study from. Ultimately able to start game and answer questions to flash cards.

TCO2 Title: Home Page - Study With Friends

Description: User should be able to tap on study with friends mode on home page and be brought to a screen where they can add their friends and ultimately start a game.

Test Steps:

1. Open the app
2. Tap on study with friends mode
3. Brings user to a lobby page where they choose option to host a game or join

If host option chosen:

1. Brought to a screen where the host chooses the card category
2. A key is given to the user. This key is used for friends who would like to join the game to enter the key and then be able to join
3. Users who successfully join the host’s lobby will have usernames appear right below the lobby text view
4. Once host decides enough players have joined, they hit the start game button and are brought to a card category screen
5. Once the host chooses the card category, they hit the next button, starting the game
6. Game starts
7. New screen shows up with card that user must type in with answer. Once they are satisfied with what they typed in, they hit submit

Expected Result: User is able to choose the card category, invite friends to the lobby, and finally start the game.

If join game option chosen:

1. User must enter the key in pop up that appears
2. User must then press enter
3. User will join the host’s lobby

Expected Result: User is able to join the host’s lobby

TCO3 Title: Home Page - Settings

Description: User should be able to access settings options and change different modes and options to their preferences.

Test Steps:

1. Open the app
2. Tap on the three lined button on top right of home page
3. New screen shows up, showing options user can hit. User hits setting options
4. Brings user to screen titled settings, contains the options color theme, timer(on/off), incognito mode(on/off), and difficulty

Color Theme Option Clicked:

1. Brings user to screen where user can choose color theme
2. After user taps on which color theme they’d like, the background and layout colors are changed to the color chosen after enter key is pressed

Expected Result: Color is changed to the user’s preference

Timer Option Clicked:

1. User clicks on timer option which is an on/off option that allows a timer to be set in game
2. If clicked on, timer now displays in game. If clicked off, timer is not displayed

Expected Result: Timer is now displayed in game or not displayed depending on user’s preference

Incognito Option Clicked:

1. User clicks on incognito mode(on/off option)
2. If clicked on, user is now in incognito mode, if clicked off user is not in incognito mode

Expected Result: Depending on user’s preference, incognito mode is displayed either on or off

TCO4 Title: Home Page - About the game

Description: User should be able to come to a screen where they read the rules and the objective of the game

Test Steps:

1. Open the app
2. Press the three lined button at the top left
3. User brought to a new screen where one of the options the user can click is titled “about”
4. User clicks on “about” option and is brought to a new screen that displays what the game is about

Expected Result: User should be brought to a screen titled “about”.

TCO5 Title: Home Page - Creating New Cards & Categories

Description: User should be able to create new cards and categories to those that the user would like to study. User should be able to input data into the system for new cards so they are able to “study” and play with the new cards

Test Steps:

1. Open the app
2. Press the + sign
3. Brings user to category screen showing user the different categories already created if the user has played before, or if the user hasn’t no categories will be displayed

If the user is creating a new category:

1. Brings user to new screen where they are able to edit and add cards to a new category
2. User can tap on category title, allows user to change the name of the category
3. Screen displays two side options for text, user enters text for each side to what they desire
4. Once satisfied with what user input for that particular card, user taps on plus button to add the card to the category
5. Card added to deck will show up now in the text view under
6. If user wants to add another card, they again type in what the two sides of the flashcard will display, and will repeat process

If the user is editing an existing category:

1. User taps on the category they’d like to edit
2. Screen displays two side options for text, user enters text for each side to what they desire
3. Once satisfied with what user input for that particular card, user taps on plus button to add the card to the category
4. Card added to deck will show up now in the text view under
5. If user wants to add another card, they again type in what the two sides of the flashcard will display, and will repeat process

Expected Result: User is able to successfully create/edit a category, and add cards to the category to their liking.

TCO6 Title: Alternate way to edit/add categories

Description: An alternate way to add/edit cards to categories

Test Steps:

1. Open the app
2. On home page, user hits the three lined buttons on top left
3. Brings user to an options page titled “My Flashcards”
4. User chooses new category option
5. Brings the user to card category screen, and same steps to edit/create new categories as TCO5 are followed

Expected Result: User is able to successfully create/edit a category, and add cards to the category of their liking

TCO7 Title: Going back to previous screens -- All cases

Description: A way for the user to return to a previous screen. This works for all screens that have the arrow in the upper left hand corner of the screen.

Test Steps:

1. Open any screen that has the arrow displayed on the upper left hand corner of the screen
2. User can click on arrow, should bring the user to a previous screen they saw beforehand going on the screen they were currently

Expected Result: User is able to return to screen they were previously by clicking on the arrow.