

Test Case: New User Tutorial of PSiP							
Test Case ID: TC-201							
Test Suites New User Tutorial							
Priority: Medium							
Hardware Required: Computer (Desktop, Laptop, Personal Computer), Wifi Connector							
Software Required: Operating System (Windows, OSX, Linux), Internet Browser (Google Chrome, Microsoft Edge, Mozilla Firefox)							
Duration: 5 minutes							
Effort: 7-8 minutes							
Setup: User must have created a player account and have navigated to the home screen							
Teardown: User must click anywhere on the screen and return to the home screen							
Steps	Description of Step	Expected Result	Actual Result				
1	User logs into their player account	The account should be accessed by the system					
2	The screen puts a translucent black screen over the home page as it enters tutorial mode	The screen should become black and translucent; tutorial mode					
3	A message appears, explaining how to operate tutorial	Message pops up					
4	User clicks and the tutorial changes from the initial message to an arrow pointing to the stats feature of sidebar	Message disappears and arrow appears, pointing to stats					
5	Player clicks again and the back arrow appears and is highlighted	Arrow is highlighted					
6	Player clicks again and the back arrow's highlight is removed	Arrow no longer highlighted					
7	Player-clicks move tutorial forward through sidebar	Next step of tutorial shows up, with arrows pointing to the sections					
8	After home screen options are pointed out, the play button is highlighted	Screen goes back from black translucence; Highlight around play button					
9	User clicks outside of play button area, nothing should happen	Nothing, or an arrow points to play button					
10	User clicks play button, screen changes	Screen is changed to game board, with pre-chosen values already loaded					
11	User clicks, black translucent screen again and game prints the backstory	Black translucent screen covers board, backstory appears					
12	Each section of gameboard is highlighted as player clicks	Arrows point out areas with proper descriptions, changing after each click					
13	User clicks and the game prints message explaining how to play	No arrows, message printed					
14	On the last click, the system returns to home screen in normal mode	Return to home screen, normal mode					
Test Logs							
Date	Execution Summary	Status	Bug ID	System Configuration ID	Tester	Effort	Duration