# Acceptance Test

1. Player 1 (Ryan) logs in

Player 1 is taken to the lobby

1. Player 2 (Miguel) logs in

Player 2 is taken to the lobby

1. From his screen, Player 1 clicks on Player 2’s name (Miguel)
2. Both players are taken into the game, where:
   1. The 64-square board is set up
   2. The chat panel is set up
   3. The statistic panel is set up
3. Player 1 and Player 2 play a game, in which Player 1 wins
4. The game is over, and both players will have 2 options:
   1. Rematch
   2. Return to Lobby
5. Player 2 chooses to rematch
6. Player 1 will receive a message to either “Accept” or “Decline”
7. Player 1 chooses to accept
8. The board will then reset to its original state
9. Player 1 will refresh his browser and login under the same name (Ryan)
10. Player 1 will see the game that he was playing with Player 2 (Miguel)
11. Player 1 clicks on that game number. He will be transferred back to the existing game
12. Player 2 will now click “Resign”
13. The game is over
14. Both players will choose return to lobby