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**COMSATS University, Islamabad Pakistan**

**Platform for Gamers**

***By***

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***Bachelor of Science in Computer Science / Software Engineering (2018-2022)***

**The candidate confirms that the work submitted is their own and appropriate  
 credit has been given where reference has been made to the work of others**.

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**COMSATS University, Islamabad Pakistan**

**Platform for Gamers**

**A project presented to**

**COMSATS University, Islamabad**

**In partial fulfillment**

**of the requirement for the degree of**

***Bachelor of Science in Computer Science / Software Engineering (2018-2022)***

**By**

**Hafiz Hasnain Altaf CIIT/FA18-BCS-023/ISB**

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**DECLARATION**

We hereby declare that this software, neither whole nor as a part has been copied out from any source. It is further declared that we have developed this software and accompanied report entirely on the basis of our personal efforts. If any part of this project is proved to be copied out from any source or found to be reproduction of some other, we will stand by the consequences. No Portion of the work presented has been submitted of any application for any other degree or qualification of this or any other university or institute of learning.

Hafiz Hasnain Altaf Muhammad Usama

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**CERTIFICATE OF APPROVAL**

It is to certify that the final year project of BS (CS) “Platform for Gamers” was developed by   
**Hafiz Hasnain Altaf (CIIT/FA18-BCS-023)** and **Muhammad Usama (CIIT/FA18-BCS-074)** under the supervision of Asif Muhammad Malik and that in his opinion; it is fully adequate, in scope and quality for the degree of Bachelor of Science in Computer Sciences.

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**Supervisor**

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**External Examiner**

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**Head of Department**

**(Department of Computer Science)**

**Executive Summary**

In Pakistan, there is no scope for the gamers to play competitively and create their careers while gaming. Here, gaming is not considered to be something that can be a rewarding career. This is considered to be a stereotype that a person can only make his/her career while having an outstanding academic background, which is not true. The root cause of this is that the people does not have any platform to excel themselves in this field. Our platform will help breaking this stereotype from the society enabling them to live lives of their choice by hard working in the field they are most likely to succeed.

This Platform for Gamers will provide the gaming community of Pakistan to excel on Pro Level in their favorite games. They will be able to make their careers based on games they like. Rising bloom will also help to break the stereotype of adopting gaming as profession. They will be able to hangout, have fun and enjoy themselves while playing games. This platform will also be able to unify gamers, tournament organizers, and sponsors to have a collaborative and successful tournament across the country.

**Acknowledgement**

All praise is to Almighty Allah who bestowed upon us a minute portion of His boundless knowledge by virtue of which we were able to accomplish this challenging task.

We are greatly indebted to our project supervisor “Asif Muhammad Malik”. Without his personal supervision, advice and valuable guidance, completion of this project would have been doubtful. We are grateful to him for his encouragement and continual help during this work.

And we are also thankful to our parents and family who have been a constant source of encouragement for us and brought us with the values of honesty & hard work.

Hafiz Hasnain Altaf Muhammad Usama

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**Abbreviations**

|  |  |
| --- | --- |
| **TGC** | The Gamers Community |
|  |  |
|  |  |
|  |  |
|  |  |

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# Introduction

In this modern era, the world is shifting on to the digital platforms for its various everyday needs. Masses are turning to the digital platforms even to meet their financial needs. Among such people there exists a vast community of gamers that does not have any unified platform to make their dreams a reality by pursuing their careers in Pro Gaming. Our proposed system will provide gamers the ability to socialize or hangout with each other, stream their content on our platform or to a specific community around them with the main purpose of showing their skills.

## Vision Statement

**For** gamers **who** want to excel in on Pro Level in their careers in their favorite games, **the** Platform for Gamers **is** an Internet-based streaming platform **that** unify gamers, tournament organizers, and sponsors across the country. And will help gamers to do live streaming. **Unlike** the current available platform (Pak Gamers), gamers who use **our product** (the platform for Gamers) will not have to go to the other existing sites which are not able to organize tournaments and unite gamers on a single platform, which will save them time.

## Related System Analysis/Literature Review

Table 1: Related System Analysis with proposed project solution

|  |  |  |
| --- | --- | --- |
| **Application Name** | **Weakness** | **Proposed Project Solution** |
| Pak Gamers | Nothing available to organize tournaments | Tournament Organization |
| Pak Gamers | sponsors on the platform | Sponsors organization |
| Pak Gamers | User’s Interactions not enough | User will be able to interact with each other using audio video calls, text messaging |

## Project Deliverables

The end-user of the application will be able to login to their accounts, set up forgotten passwords, will be able to completely manage their accounts, can upload posts, manage them, share them. The posts can include simple text, images, audio, videos, etc. They can manage teams and take part in the tournaments. They can manage tournaments and sponsors to those tournaments. They will be able to have real-time chats with their peers.

The following module have been covered up till now,

* **User Management**: Login, Sign Up, Forgot Password, Google OAuth, Profile Update
* **User Feeds**: Can upload posts to their feeds, can upload audio, video, emojis or GIFs in their posts.
* **Chats**: Users can have real-time chats with their peers, can send audios, videos, images to their peers.
* **Organizing Tournaments**: can organize tournaments, update tournaments’ attributes, manage sponsors
* **Managing Teams**: Can manage their teams, add or remove members, send invites to users and manage them.
* **Streaming**: User can do streaming on the platform of any game.
* **Audio and Video calls**: Users can have audio calls with their friends.
* **Payments:** Payment via JazzCash, EasyPaisa and Debit/Credit cards can be done for participating in tournaments.

## System Limitations/Constraints

Following are the implementation constraints.

*LI-1:* The system shall use MS SQL Server for relational and structured data.

*LI-2: The application must use Spring Boot as the back-end framework for communication with the database.*

*LI-3:* Online payments must be done using Stripe, JazzCash, EasyPaisa.

*LI-4:* The application must use Angular v10+ as the front-end framework.

*LI-4:* The application must use Apache Cassandra for real-time messaging.

*LI-5:* The application must use Apache Kafka as messaging queue operator in back-end spring framework.

## Tools and Technologies

Table 2: Tools and Technologies for Proposed Project

|  |  |  |  |
| --- | --- | --- | --- |
| **Tools**  **And**  **Technologies** | **Tools** | **Version** | **Rationale** |
| PhpStorm | 2021.1.2 | Editor |
| MS Word | Office 365 | Documentation |
| MS Power Point | Office 365 | Presentation |
| Adobe XD | 40.0.22 | Mockups Design |
| Google Chrome | 88.0.4324.181 | Web Browser |
| Datagrip | 2021.1 | Editor |
| **Technology** | **Version** | **Rationale** |
| Next.js | V11+ | Frontend Framework |
| Spring boot | 7.6.17 | Backend Framework |
| Apache Kafka | 2.8.0 | Stream Processing |
| Apache Storm | 2.2.0 | Realtime Distributed Stream Processing |
| Circle CI | 2.1 | CI/CD |
| MongoDB | 4.4.5 | Database Program |
|  | MySQL | 8 | Database Program |

## Relevance to Course Modules

Our project is completely related to the courses and concepts that were taught in the BCS. The

courses that help in managing and creating database for this project is "Database-I' and

"Database-II”. These subjects of database taught us every concept relating in the database of

systems so we can easily manage database in a sequenced way.

Front-end of the project is completely related to the courses and concepts that were taught in the

subjects "Web Technologies" and "Topics in Computer Science-I". Every module of our project

is related with the concepts of development that were studied in these courses during our BCS.

# Problem Definition



## Problem Statement

In Pakistan, there is no scope for the gamers to play competitively and create their careers while gaming. Here, gaming is not considered to be something that can be a rewarding career. This is considered to be a stereotype that a person can only make his/her career while having an outstanding academic background, which is not true. The root cause of this is that the people does not have any platform to excel themselves in this field. Our platform will help breaking this stereotype from the society enabling them to live lives of their choice by hard working in the field they are most likely to succeed.

## Problem Solution

This system will provide the gaming community of Pakistan to excel on Pro Level in their favorite games. They will be able to make their careers based on games they like. Rising bloom will also help to break the stereotype of adopting gaming as profession. They will be able to hangout, have fun and enjoy themselves while playing games.

This platform will also be able to unify gamers, tournament organizers, and sponsors to have a collaborative and successful tournament across the country.

## Objectives of the Proposed System

**Example:**

*BO-1: Uplift of the gaming community.*

*BO-2: Converting of gaming passion to full time career.*

*BO-3: This platform will also be able to unify gamers, tournament organizers, and sponsor on a single platform.*

## Scope

This application product is meant to be a one stop for the gaming community, to have fun, hang out with their friends and in case they want to excel in the Pro-Gaming they will have the opportunity to do so. This application is being made to provide a boost to the gaming community in Pakistan and to make subsequent efforts to turn their dreams into reality.

In this application users will be able to share what they are feeling, they will be able to communicate with their peers while on a video or audio call, share audios, videos, GIFS, which will be shared over the real-time messaging system, get themselves entertained through the creators who will be constantly making content for them, and participate in tournaments either with their teams or as a SOLO player, which will be organized by the organizers with the help of sponsors.

## Modules

### Module 1: User Management

**Features:**

* Our platform will be role based, the main roles would be the Tournament Organizers, Team Managers, and the Players.
* This module will be responsible for the management of user profiles. The user will quickly be able to sign into the platform and enjoy the services of our application.
* The users can set the statuses of their profiles.
* If a user does not have his account on our application, he will be able to do so quickly by filling out a simple form or using the OAuth services provided by our platform.
* If a user forgets his password, he can easily recover it using his email address or the phone number as per his preference.
* All the types of users can change the settings of their accounts including their images, their preferences, their interests etc.

### Module 2: User Feeds

**Features:**

* This module will be responsible to handle the user feed.
* The users can post images, audio tracks, videos etc. to their feeds.
* They can see the feeds of their peers they look up to.
* They share others posts on their feeds, like them or to add their thoughts on their peers’ posts.

### Module 3: Chats

**Features:**

* This module will be responsible for the conversation between the users.
* The users will be able to have conversations with their peers which can be either one to one or group chats.
* They will be able to send and receive text messages in real-time.
* They can share what they are feeling with the help of emojis or with the help of gifs which will be from Tenor.
* They can send each other audio messages, videos or pictures.

### Module 4: Audio & Video Calls

**Features:**

* This module will be responsible for the audio and video calls.
* Users can have audio calls with their peers either one-to-one or in their communities.
* Users can have video calls which will also be done either one-to-one or in their communities.

### Module 5: Streaming

**Features:**

* This module will be responsible for the streaming of content on our platform.
* Users will be able to stream to their peers.
* This stream can be done for the entire user base of our platform.
* The users can also choose to whom they want to stream their content to.
* This can include any kind of data stream from movies to games with audio and video.

### Module 6: Payments

**Features:**

* This module will be responsible to handle payments on our entire platform.
* Payments can be done through one of the following methods including:
  + Using their credit or debit cards
  + Using JazzCash and EasyPaisa
  + Or by using our local vendors for instance Jazz Cash, Easy Paisa.
* These payments will be made by the Team Managers and the Tournament Organizers, and we will serve as the mediator to prevent foul play on our platform.

### Module 7: Organizing Tournaments

**Features:**

* This module will be responsible for arranging tournaments.
* The organizers can organize tournaments which can be private between the teams to which the invites will be sent.
* These tournaments can also be for the entire user base on our platform in which the Team Managers can register their teams,
* There tournament flow will be determined by the organizers.
* The organizers, team members or manages will be able to live stream the games on the platform itself.

### Module 8: Managing Teams

**Features:**

* This module will be responsible to create and manage teams.
* Users can create their teams with the other users.
* When the users want to create a team, they will have to go through a mock game with another team based on which they will be given a score. This score will help them to qualify for the tournaments.
* The team managers can manage their teams, add players to their teams, remove them or to compete for a better score on the platform.

# Requirement Analysis

## User classes and characteristics

|  |  |
| --- | --- |
| **User class** | **Description** |
| **Gamer (Normal Users)** | Gamers shall be able to post on their feeds, which shall be visible to their peers, they can have chat with each other either audio, video or text chat. They can also share multi-media content with each other. They can register themselves as team participants on the teams where each team shall be specific for each game. They can participate in the tournaments and stream content onto the platform if they want to. |
| **Team Manager** | Team managers shall be the one representing their teams in the tournaments. They can create choose their teammates based on their skills as per the game. They can manage their teams. A team manager can have multiple teams for each game they want to compete for. |
| **Tournament Organizer** | Tournament organizers shall be the ones who shall organize tournaments on our platform. They can arrange tournaments for games they are interested in, schedule the games and lay out format of the tournaments. |
| **Sponsors** | Sponsors shall be able to sponsor the tournament in which they are interested, they shall also be provided with the stats of the tournament organizer's previous tournament and their success rate. |
| **Content Creator (Streamers)** | Gamers (Normal Users) shall opt-in to live-stream to the platform, they shall create content for the viewers. Viewers shall also be able to tip the creator using multiple payment gateways to support them. |
| **Stream Spectators** | Steam viewers shall be the general users who are not interested in using the platform in its whole capacity but want to enjoy the streams of their creators. |

## Requirement Identifying Technique

### Use Case Diagrams

* Diagram

  Description automatically generatedUse Case diagram for User Management

Figure : User Management

* Use case diagram for managing teams

Diagram

Description automatically generated

Figure : Manage Teams

* Use case diagram of user feeds

Diagram

Description automatically generated

Figure : User Feeds

* Diagram

  Description automatically generatedUse case diagram for organizing tournaments

Figure : Organizing Tournaments

### Use Cases

|  |  |
| --- | --- |
| **M1-UC1** | Sign-Up |
| **M1-UC2** | Sign-In |
| **M1-UC3** | Forgot password |
| **M1-UC4** | Captcha |
| **M1-UC5** | Profile Status |
| **M1-UC6** | Update credentials |
| **M1-UC7** | Change profile image |
| **M1-UC8** | Phone number verification |
| **M1-UC9** | OAuth sign-in with google |
| **M1-UC10** | OAuth sign-in with Steam |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-1.1 |
| **Use Case Name:** | Sign-up |
| **Actors:** | User |
| **Description:** | It shall be used to create a new account on our platform. Without this use case a user cannot enter in our system |
| **Trigger:** | Sign-up Button |
| **Preconditions:** | 1. User Must have an active internet connection.  2. Go to the platform and press create new account button. |
| **Postconditions:** | If the details get verified, then account will be created. |
| **Normal Flow:** | 1. Enter the URL of the website in browser 2. Click on sign-up button. 3. Enter the required details. 4. Click create new account button. 5. A new account is created, and user is directed to the Sign-in page. |
| **Alternative Flows:** | 1. Enter the URL of the website in browser 2. Click on sign-up button. 3. Enter the required details. 4. Click create new account button. 5. New account is not created, user already exists. |
| **Exceptions:** | User already exists. |
| **Business Rules** |  |
| **Assumptions:** |  |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-1.2 |
| **Use Case Name:** | Sign-In |
| **Actors:** | User |
| **Description:** | It is used to log in into the account. |
| **Trigger:** | Sign-In button |
| **Preconditions:** | * User Must have an active internet connection.  1. Go to the platform and press create new account button. |
| **Postconditions:** | If the details get verified, then user is logged in into the account. |
| **Normal Flow:** | * Enter the URL of the website in browser * Click on sign-In button. * Enter the required details. * Click Sign-in button. * System will verify details of the user with already present data in the backend. * Logged in to the account. |
| **Alternative Flows:** | 1. Enter the URL of the website in browser 2. Click on sign-In button. 3. Enter the required details. 4. Click create Sign-In button. 5. Cannot log in, details are incorrect. |
| **Exceptions:** | Invalid username or password. |
| **Business Rules** |  |
| **Assumptions:** |  |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-1.3 |
| **Use Case Name:** | Forget password |
| **Actors:** | User |
| **Description:** | It will enable user to change password and access the account in case of forgetting the password. |
| **Trigger:** | Forget password option |
| **Preconditions:** | * User must have an account on the platform. |
| **Postconditions:** | Password is sent to the user’s email or number. |
| **Normal Flow:** | * Open platform URL. * Click on forgot password. * Enter required details. * System will verify details of the user with already present data in the backend. * Password is sent to the user’s number or email. |
| **Alternative Flows:** | * Open platform URL. * Click on forgot password. * Enter required details. * System will verify details of the user with already present data in the backend. * Invalid details. |
| **Exceptions:** | Incorrect details or account does not exist. |
| **Business Rules** |  |
| **Assumptions:** |  |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-1.4 |
| **Use Case Name:** | Captcha |
| **Actors:** | User |
| **Description:** | This use case is included to make this system bot free. Sometimes, your rivals make an automated system that makes accounts and logs in automatically several number of times to make your system crash and hence we are using captcha. |
| **Trigger:** | Captcha check box |
| **Preconditions:** | * User must have an account on the platform. |
| **Postconditions:** | User must be able to log in into the account |
| **Normal Flow:** | * Open platform URL. * Enter required details. * Click on check box for captcha. * Select all relevant images. * Enter log in button. |
| **Alternative Flows:** | * Open platform URL. * Enter required details. * Click on check box for captcha. * Select all relevant images. * Selected images are not relevant, select again. |
| **Exceptions:** | If the selected images are not relevant, user will again select the images in order to log-in into the account. |
| **Business Rules** |  |
| **Assumptions:** |  |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-1.5 |
| **Use Case Name:** | Profile status |
| **Actors:** | User |
| **Description:** | It will tell the other users of the platform that the user is online or offline. |
| **Trigger:** | Click on the profile picture and select status. |
| **Preconditions:** | * User must be logged in to the account to change status. |
| **Postconditions:** | User successfully changed the status |
| **Normal Flow:** | * Sign-in to your account * Click on your profile picture. * Click on status you want to show. * Status changed successfully. |
| **Alternative Flows:** | 1. User was not able to log in into the account. 2. Or user was unable to change to the status due to server issues. |
| **Exceptions:** | Status not changed |
| **Business Rules** |  |
| **Assumptions:** |  |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-1.6 |
| **Use Case Name:** | Update credentials |
| **Actors:** | User |
| **Description:** | It will enable user to change the credentials of the account. |
| **Trigger:** | Change email or password button |
| **Preconditions:** | User must have an account on the platform. |
| **Postconditions:** | Credentials changed successfully |
| **Normal Flow:** | 1. Open platform URL. 2. Sign-in to your account. 3. Select change username or password. 4. Enter old username or password. 5. Enter new username or password 6. Select apply. |
| **Alternative Flows:** | 1. Open platform URL. 2. Sign-in to your account. 3. Select change username or password. 4. Enter old username or password. 5. Enter new username or password 6. Old username or password incorrect. |
| **Exceptions:** | Incorrect username or password. |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-1.7 |
| **Use Case Name:** | Change profile picture |
| **Actors:** | User |
| **Description:** | It shall enable user to change the profile picture of the account. |
| **Trigger:** | Change picture button |
| **Preconditions:** | User must have an account on the platform.  User must be logged in. |
| **Postconditions:** | Profile picture changed successfully |
| **Normal Flow:** | 1. Open platform URL. 2. Sign-in to your account. 3. Select change profile picture. 4. Select new profile picture. 5. Select apply |
| **Alternative Flows:** | 1. Open platform URL. 2. Sign-in to your account. 3. Select change profile picture. 4. Select new profile picture. 5. Select apply 6. Picture on changed, due to large size |
| **Exceptions:** | Picture is large, corrupt |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-1.8 |
| **Use Case Name:** | Phone number verification |
| **Actors:** | User |
| **Description:** | It shall enable the user to verify phone number |
| **Trigger:** | Number verification |
| **Preconditions:** | User must have an account on the platform.  User must be logged in. |
| **Postconditions:** | User receives an email or message to verify the number.  Number verified successfully. |
| **Normal Flow:** | 1. Open platform URL. 2. Sign-in to your account. 3. Select number verification 4. Enter number you want to verify 5. Select send code |
| **Alternative Flows:** | 1. Open platform URL. 2. Sign-in to your account. 3. Enter number you want to verify 4. Entered number is incorrect. |
| **Exceptions:** | Wrong number  Verification code not received |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-1.9 |
| **Use Case Name:** | OAuth sign-in with Google |
| **Actors:** | User |
| **Description:** | It shall enable the user to create an account on the platform with the help of existing Gmail account |
| **Trigger:** | Gmail sign-up option |
| **Preconditions:** | 1. User must have an account on Google to use this option. 2. User is already signed-in on the browser with Google account. |
| **Postconditions:** | New account created with the existing Google account. |
| **Normal Flow:** | 1. Open platform URL. 2. Select new account 3. Select sign-up with Google account 4. New account created with existing Google account. |
| **Alternative Flows:** | 1. Open platform URL. 2. Select new account 3. Select sign-up with Google account 4. Email Invalid |
| **Exceptions:** | Invalid email, or Google account does not exist |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-1.10 |
| **Use Case Name:** | OAuth sign-in with Steam |
| **Actors:** | User |
| **Description:** | It shall enable the user to create an account on the platform with the help of existing Steam account |
| **Trigger:** | Steam sign-up option |
| **Preconditions:** | 1. User must have an account on Steam to use this option. 2. User is already signed-in on the browser with Steam account. |
| **Postconditions:** | New account created with the existing Steam account. |
| **Normal Flow:** | 1. Open platform URL. 2. Select new account 3. Select sign-up with Steam account 4. New account created with existing Steam account. |
| **Alternative Flows:** | 1. Open platform URL. 2. Select new account 3. Select sign-up with Steam account 4. Email Invalid |
| **Exceptions:** | Invalid email, or Steam account does not exist |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **M2-UC1** | Post image |
| **M2-UC2** | Post video |
| **M2-UC3** | Like posts |
| **M2-UC4** | Comment |
| **M2-UC5** | Share posts |
| **M2-UC6** | Delete post |
| **M2-UC7** | Edit Post |

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| **Use Case ID:** | UC-2.1 |
| **Use Case Name:** | Post Image |
| **Actors:** | User |
| **Description:** | It shall be used by the users to post images on their profile feeds. |
| **Trigger:** | Post a picture button |
| **Preconditions:** | 1. User must be logged in. |
| **Postconditions:** | Picture posted successfully. |
| **Normal Flow:** | 1. Press post button to add an image 2. Select the picture 3. Press upload |
| **Alternative Flows:** | 1. Press post button to add images 2. Select the pictures 3. upload |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-2.2 |
| **Use Case Name:** | Post video |
| **Actors:** | User |
| **Description:** | It shall be used by the users to post videos on their profile feeds. |
| **Trigger:** | Post a video button |
| **Preconditions:** | 1. User must be logged in. |
| **Postconditions:** | Video posted successfully. |
| **Normal Flow:** | 1. Press post button to add a video 2. Select the video 3. Press upload |
| **Alternative Flows:** | 1. Press post button to add videos 2. Select the videos want to upload 3. upload |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-2.3 |
| **Use Case Name:** | Like Posts |
| **Actors:** | User |
| **Description:** | It shall be used by the user to like the posts on their feeds |
| **Trigger:** | Post a video button |
| **Preconditions:** | 1. user must have an internet connection 2. user must be logged in |
| **Postconditions:** | Post liked. |
| **Normal Flow:** | 1. Go to the post you want to like 2. press the like button |
| **Alternative Flows:** | 1. Go to the post 2. Double tap to like it |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | Post is not liked already |

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| **Use Case ID:** | UC-2.4 |
| **Use Case Name:** | Comment Posts |
| **Actors:** | User |
| **Description:** | It shall be used by the user to comment the posts on their feeds |
| **Trigger:** | Comment button |
| **Preconditions:** | 1. user must have an internet connection 2. user must be logged in |
| **Postconditions:** | Post liked. |
| **Normal Flow:** | 1. Go to the post you want to comment on 2. press the comment button 3. write your comment in the text field 4. press ok |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Cannot add a comment due to internet connection |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-2.5 |
| **Use Case Name:** | Share Posts |
| **Actors:** | User |
| **Description:** | It shall be used by the users to share posts with their friends |
| **Trigger:** | Share button |
| **Preconditions:** | 1. user must have an internet connection 2. user must be logged in |
| **Postconditions:** | Post shared |
| **Normal Flow:** | 1. Go to the post you want to share 2. press the share button 3. send the person or group you want to share the post with 4. press sends |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Cannot share post due to privacy |
| **Business Rules** |  |
| **Assumptions:** | Post is not private and can be shared |

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| **Use Case ID:** | UC-2.6 |
| **Use Case Name:** | Delete post |
| **Actors:** | User |
| **Description:** | It shall enable the user to delete an already shared post on their feeds |
| **Trigger:** | Delete button |
| **Preconditions:** | 1. user must be logged in 2. there should be a post to delete |
| **Postconditions:** | Post deleted successfully |
| **Normal Flow:** | 1. Go to the post you want to delete 2. Select the post 3. Press delete button 4. press ok |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Cannot share post due to privacy |
| **Business Rules** |  |
| **Assumptions:** | The post the user wanted to delete is present and not deleted already |

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| **Use Case ID:** | UC-2.7 |
| **Use Case Name:** | Edit post |
| **Actors:** | User |
| **Description:** | It shall enable the user to edit an already shared post on their feeds |
| **Trigger:** | Edit button |
| **Preconditions:** | 1. user must be logged in 2. there should be a post to edit |
| **Postconditions:** | Post edits successfully |
| **Normal Flow:** | 1. Go to the post you want to edit 2. Select the post 3. Press edit button 4. Make changes 5. Post again |
| **Alternative Flows:** | N/A |
| **Exceptions:** |  |
| **Business Rules** |  |
| **Assumptions:** | The post the user want edit is present on feed. |

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| **M3-UC1** | Text chat |
| **M3-UC2** | Audio message |
| **M3-UC3** | Send attachment |
| **M3-UC4** | Forward message |
| **M3-UC5** | Edit message |
| **M3-UC6** | Delete message |
| **M3-UC7** | Tenor integration |
| **M3-UC8** | Emoji world integration |

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| **Use Case ID:** | UC-3.1 |
| **Use Case Name:** | Text chat |
| **Actors:** | User |
| **Description:** | It shall be used to chat with your fellow person. |
| **Trigger:** | Click on the text box. |
| **Preconditions:** | 1. User Must have to logged in for chatting.  2. The account of the user must need to be verified.  3. The person with whom you are text chatting also need to be logged in.  4. The other person account also need to be verified. |
| **Postconditions:** | After typing the text message is send. |
| **Normal Flow:** | 1. User search the person in contact list. 2. Click on the text box. 3. Write the message. 4. Click on the send button. |
| **Alternative Flows:** | 1. If the person is already in inbox. 2. Write the message. 3. Click on the send button. |
| **Exceptions:** | Text not sent due to connection lost. |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-3.2 |
| **Use Case Name:** | Audio Message |
| **Actors:** | User |
| **Description:** | It shall be used to chat in audio with your fellow person. |
| **Trigger:** | Click on the recording button to send audio. |
| **Preconditions:** | 1. User Must have to logged in for chatting.  2. The account of the user must need to be verified.  3. The person with whom you are audio chatting also need to be logged in.  4. The other person account also need to be verified. |
| **Postconditions:** | After recording the audio message is sent. |
| **Normal Flow:** | 1. User search the person in contact list. 2. Click on the recording button. 3. Record the audio. 4. Click on the send button. |
| **Alternative Flows:** | 1. If the person is already in inbox. 2. Record the audio 3. Click on the send button. |
| **Exceptions:** | Audio not sent due to connection lost. |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-3.3 |
| **Use Case Name:** | Send attachment |
| **Actors:** | User |
| **Description:** | User shall be able to send files or any kind of documents to other person. |
| **Trigger:** | Click on the attachment button. |
| **Preconditions:** | 1. User Must have to logged in for chatting.  2. The account of the user must need to be verified.  3. The person with whom you are sending attachment also need to be logged in.  4. The other person account also need to be verified. |
| **Postconditions:** | After attachment the file is send. |
| **Normal Flow:** | 1. User search the person in contact list. 2. Click on the attachment button. 3. Select the file. 4. Click on the send button. |
| **Alternative Flows:** | 1. If the person is already in inbox. 2. Click on the attachment button. 3. Select the file. 4. Click on the send button. |
| **Exceptions:** | Attachment not sent due to connection lost. |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-3.4 |
| **Use Case Name:** | Forward message |
| **Actors:** | User |
| **Description:** | It shall allow the user to forward text to other person. |
| **Trigger:** | Press and hold the message to select the forward option. |
| **Preconditions:** | 1. User Must have a verified identity (email or number) 2. To forward a message, it must be a sent one. |
| **Postconditions:** | Message was forward successfully. |
| **Normal Flow:** | 1. Press and hold the sent message. 2. Select the forward message option. 3. Select the contact. 4. Press Send button. |
| **Alternative Flows:** | 1. Press and hold the sent message. 2. Select the forward message option. 3. Select the contact. 4. Press Send button. 5. Cannot send, no internet connection |
| **Exceptions:** | No internet connection |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-3.5 |
| **Use Case Name:** | Edit message |
| **Actors:** | User |
| **Description:** | It shall allow the user to edit an already sent message. |
| **Trigger:** | Press and hold the sent message to select the edit option |
| **Preconditions:** | 1. User Must have a verified identity (email or number) 2. To edit a message, it must be a sent one. |
| **Postconditions:** | Message was edited successfully. |
| **Normal Flow:** | 1. Press and hold the sent message 2. Select the edit message option 3. Change the content 4. Press Send (again) |
| **Alternative Flows:** | 1. Press and hold the sent message 2. Select the edit message option 3. Change the content 4. Press Send (again) 5. Cannot send, no internet connection |
| **Exceptions:** | No internet connection |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-3.6 |
| **Use Case Name:** | Delete message |
| **Actors:** | User |
| **Description:** | It shall allow the user to delete an already sent message. |
| **Trigger:** | Press and hold the sent message to select the delete option |
| **Preconditions:** | 1. User Must have a verified identity (email or number) 2. To delete a message, it must be a sent one. |
| **Postconditions:** | Message Deleted successfully. |
| **Normal Flow:** | 1. Press and hold the sent message 2. Select the delete message option 3. Select Delete for everyone 4. Press ok |
| **Alternative Flows:** | 1. Press and hold the sent message 2. Select the delete message option 3. Select Delete for everyone 4. Cannot delete, no internet connection |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-3.7 |
| **Use Case Name:** | Tenor integration |
| **Actors:** | User |
| **Description:** | It shall allow the user to search and send GIFs, which are available through tenor integration |
| **Trigger:** | Select GIFs buttons, to search and select a GIF |
| **Preconditions:** | 1. User Must have a verified identity (email or number) to chat with other people 2. Search a GIF to send it |
| **Postconditions:** | GIF found and sent |
| **Normal Flow:** | 1. Select the GIF option 2. Search for GIF you want to send 3. Select the GIF 4. Press send |
| **Alternative Flows:** | 1. Select the GIF option 2. Search for GIF you want to send 3. GIF not found |
| **Exceptions:** | GIF not found |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-3.8 |
| **Use Case Name:** | Emoji world integration |
| **Actors:** | User |
| **Description:** | It shall allow the user to search and send emojis, which are available through Emoji  World integration |
| **Trigger:** | Select emoji button, to search and select an emoji |
| **Preconditions:** | 1. User Must have a verified identity (email or number) to chat with other people 2. Search an emoji to send it |
| **Postconditions:** | GIF found and sent |
| **Normal Flow:** | 1. Select the emoji option 2. Search for the emoji you want to send 3. Select emoji 4. Press send |
| **Alternative Flows:** | 1. Select the emoji option 2. Search for emoji you want to send 3. emoji not found |
| **Exceptions:** | emoji not found |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **M4-UC1** | Audio call |
| **M4-UC2** | Video call |
| **M4-UC3** | Group Audio call |
| **M4-UC4** | Group Video call |

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| **Use Case ID:** | UC-4.1 |
| **Use Case Name:** | Audio call |
| **Actors:** | User |
| **Description:** | This module shall allow the users to make an audio call to their friends or team members |
| **Trigger:** | Click on the audio call button |
| **Preconditions:** | 1. user must be logged In 2. User must have verified number 3. The other user should be online |
| **Postconditions:** | The other user will receive audio call |
| **Normal Flow:** | 1. Search the person in contact list. 2. Open chat with the user 3. Click on the audio call button. |
| **Alternative Flows:** | 1. Search the person in contact list. 2. Open chat with the user 3. Click on audio call button 4. Cannot make a call no internet connection. |
| **Exceptions:** | No internet connection, user offline |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-4.2 |
| **Use Case Name:** | Video call |
| **Actors:** | User |
| **Description:** | This module shall allow the users to make an video call to their friends or team members |
| **Trigger:** | Click on the video call button |
| **Preconditions:** | 1. user must be logged In 2. User must have verified number 3. The other user should be online |
| **Postconditions:** | The other user will receive video call |
| **Normal Flow:** | 1. Search the person in contact list. 2. Open chat with the user 3. Click on the audio call button. |
| **Alternative Flows:** | 1. Search the person in contact list. 2. Open chat with the user 3. Click on video call button 4. Cannot make a call no internet connection. |
| **Exceptions:** | No internet connection, user offline |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-4.3 |
| **Use Case Name:** | Group audio call |
| **Actors:** | User |
| **Description:** | This module shall allow the users to make an audio call to their friends or team members in group chat |
| **Trigger:** | Click on the audio call button |
| **Preconditions:** | 1. user must be logged In 2. User must have verified number 3. The other users should be online |
| **Postconditions:** | The other users will receive an audio call |
| **Normal Flow:** | 1. Open group chat. 2. Click on the audio call button. |
| **Alternative Flows:** | 1. Open group chat. 2. Click on the audio call button. 3. Cannot make a call due to connection failure. |
| **Exceptions:** | No internet connection |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-4.4 |
| **Use Case Name:** | Group video call |
| **Actors:** | User |
| **Description:** | This module shall allow the users to make video call to their friends or team members in group chat |
| **Trigger:** | Click on the video call button |
| **Preconditions:** | 1. user must be logged In 2. User must have verified number 3. The other users should be online |
| **Postconditions:** | The other users will receive video call |
| **Normal Flow:** | 1. Open group chat. 2. Click on the video call button. |
| **Alternative Flows:** | 1. Open group chat. 2. Click on the video call button. 3. Cannot make a call due to connection failure. |
| **Exceptions:** | No internet connection |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **M5-UC1** | Camera sharing |
| **M5-UC2** | Screen sharing |
| **M5-UC3** | Audio streaming |
| **M5-UC4** | Ban user |
| **M5-UC5** | Unban user |
| **M5-UC6** | Stream live chat |
| **M5-UC7** | Delete offensive messages |

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| **Use Case ID:** | UC-5.1 |
| **Use Case Name:** | Camera sharing |
| **Actors:** | User |
| **Description:** | This module shall allow the users to share their video through camera in live streams |
| **Trigger:** | Share video button |
| **Preconditions:** | 1. user must be logged In 2. User must be doing a live stream |
| **Postconditions:** | Camera video will be shared to the viewers |
| **Normal Flow:** | 1. Start playing the game 2. Start online streaming 3. Press camera sharing option |
| **Alternative Flows:** | N/A |
| **Exceptions:** | No camera to share video |
| **Business Rules** |  |
| **Assumptions:** |  |

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| **Use Case ID:** | UC-5.2 |
| **Use Case Name:** | Screen sharing |
| **Actors:** | User |
| **Description:** | This module shall allow the users to share their live screen to the viewers |
| **Trigger:** | Share video button |
| **Preconditions:** | 1. User must be logged In 2. User must be doing a live stream to share screen |
| **Postconditions:** | Screen will be shared to the viewers |
| **Normal Flow:** | 1. Start playing the game 2. Press on share screen button 3. Viewers can see your shared screen |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Screen sharing option not available |
| **Business Rules** |  |
| **Assumptions:** | User already playing games |

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| **Use Case ID:** | UC-5.3 |
| **Use Case Name:** | Audio streaming |
| **Actors:** | User |
| **Description:** | This module shall allow the users to share their live audio to the viewers |
| **Trigger:** | Share audio button |
| **Preconditions:** | 1. User must be doing a live stream 2. User must have a mic to share audio |
| **Postconditions:** | Viewers can listen to the audio |
| **Normal Flow:** | 1. Start playing the game 2. Press on audio sharing button 3. Viewers can listen to audio |
| **Alternative Flows:** | N/A |
| **Exceptions:** | No mic available to share audio |
| **Business Rules** |  |
| **Assumptions:** | User doing the streaming have a mic to share audio |

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| **Use Case ID:** | UC-5.4 |
| **Use Case Name:** | Ban user |
| **Actors:** | User |
| **Description:** | This module shall allow the users to ban anyone from the viewers |
| **Trigger:** | Press ban button |
| **Preconditions:** | 1. User must be logged in 2. User is watching stream |
| **Postconditions:** | Viewer banned |
| **Normal Flow:** | 1. Select the viewer you want to ban 2. Press ban button 3. Press confirm |
| **Alternative Flows:** | N/A |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | Viewer is watching streaming the live stream |

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| **Use Case ID:** | UC-5.5 |
| **Use Case Name:** | Unban user |
| **Actors:** | User |
| **Description:** | This module shall allow the users to Unban anyone from the viewers watching the live stream |
| **Trigger:** | Press Unban button |
| **Preconditions:** | 1. User must be logged in 2. User is watching stream |
| **Postconditions:** | Viewer banned |
| **Normal Flow:** | 1. Select the viewer you want to unban 2. Press unban button 3. Press confirm |
| **Alternative Flows:** | N/A |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | User is banned from the stream |

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| **Use Case ID:** | UC-5.6 |
| **Use Case Name:** | Stream live chat |
| **Actors:** | User |
| **Description:** | This module shall allow the viewers of the live stream to send messages to the going on live chat |
| **Trigger:** | View live chat |
| **Preconditions:** | 1. User must be logged in 2. User is watching stream |
| **Postconditions:** | View can see and send messages in the live chat |
| **Normal Flow:** | 1. Select view live chat option 2. Write message 3. Press send |
| **Alternative Flows:** | N/A |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | live stream is going on |

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| **Use Case ID:** | UC-5.7 |
| **Use Case Name:** | Delete offensive messages |
| **Actors:** | User |
| **Description:** | This module shall allow the streamers of the live stream to delete offensive messages in the live chat |
| **Trigger:** | Delete message option |
| **Preconditions:** | 1. To delete a message, it should be in the live chat |
| **Postconditions:** | Offensive message was deleted successfully |
| **Normal Flow:** | 1. Select view live chat option 2. Select message to delete 3. Press delete button |
| **Alternative Flows:** | N/A |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | There is already a message in the stream, which the user want to delete |

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| **M6-UC1** | Payment via Jazz cash |
| **M6-UC2** | Payment via EasyPaisa |
| **M6-UC3** | Payment via Debit/credit cards using stripe |
| **M6-UC4** | Prize pool payment |
| **M6-UC5** | Tournament participation fee |
| **M6-UC6** | Tipping during livestreams |

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| **Use Case ID:** | UC-6.1 |
| **Use Case Name:** | Payment via Jazz cash |
| **Actors:** | User |
| **Description:** | This module shall allow the users of the platform to pay through JazzCash |
| **Trigger:** | JazzCash payment option |
| **Preconditions:** | 1. User must be logged in 2. User has a JazzCash account |
| **Postconditions:** | Payment made successfully through JazzCash |
| **Normal Flow:** | 1. Select something you want to pay for 2. Select JazzCash payment option 3. Select confirm |
| **Alternative Flows:** | N/A |
| **Exceptions:** | JazzCash payment option not available at this moment |
| **Business Rules** |  |
| **Assumptions:** | User has a JazzCash account |

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| **Use Case ID:** | UC-6.2 |
| **Use Case Name:** | Payment via EasyPaisa |
| **Actors:** | User |
| **Description:** | This module shall allow the users of the platform to pay through EasyPaisa |
| **Trigger:** | JazzCash payment option |
| **Preconditions:** | 1. User must be logged in 2. User has selected the things he/she want to pay for |
| **Postconditions:** | Payment made successfully through EasyPaisa |
| **Normal Flow:** | 1. Select something you want to pay for 2. Select EasyPaisa payment option 3. Select confirm |
| **Alternative Flows:** | N/A |
| **Exceptions:** | EasyPaisa payment option not available at this moment |
| **Business Rules** |  |
| **Assumptions:** | User has an EasyPaisa account |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-6.3 |
| **Use Case Name:** | Payment via Debit/credit cards using stripe |
| **Actors:** | User |
| **Description:** | This module shall allow the users of the platform to pay through Debit/credit cards |
| **Trigger:** | JazzCash payment option |
| **Preconditions:** | 1. User must be logged in 2. User has a Debit/credit card |
| **Postconditions:** | Payment made successfully through Debit/credit card |
| **Normal Flow:** | 1. Select something you want to pay for 2. Select Debit/credit card payment option 3. Select confirm |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Debit/credit card payment option not available at this moment |
| **Business Rules** |  |
| **Assumptions:** | User has a Debit/credit account |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-6.4 |
| **Use Case Name:** | Payment pool payment |
| **Actors:** | Organizers |
| **Description:** | This module shall allow the organizers of tournaments to pay the prize pool to the participants |
| **Trigger:** | JazzCash payment option |
| **Preconditions:** | 1. There should be a winner of the tournament |
| **Postconditions:** | Prize pool paid successfully to the winners |
| **Normal Flow:** | 1. Select the team or winner you want to pay 2. Get their details from their account 3. Send prize |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Details not present |
| **Business Rules** |  |
| **Assumptions:** | The user is a winner of the prize pool |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-6.5 |
| **Use Case Name:** | Tournament participation fee |
| **Actors:** | Player, teams |
| **Description:** | This module shall allow the players to pay their entry fee to a tournament which is going to be held on the platform |
| **Trigger:** | Pay entry fee |
| **Preconditions:** | 1. There should be the tournament in which the user want to enter |
| **Postconditions:** | Fee paid; players participated in the tournament successfully |
| **Normal Flow:** | 1. Select the tournament in which you want to enter 2. Select payment option 3. Pay from your account |
| **Alternative Flows:** | N/A |
| **Exceptions:** | No more entries |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-6.6 |
| **Use Case Name:** | Tipping during livestreams |
| **Actors:** | Viewers |
| **Description:** | This module shall allow the viewers to tip their favorite players doing the livestream |
| **Trigger:** | Select tipping option |
| **Preconditions:** | 1. There should a payment number |
| **Postconditions:** | Tip sent to the streamer/player |
| **Normal Flow:** | 1. Select tipping option 2. Select payment method 3. Do a transaction |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Invalid number |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **M7-UC1** | Create a tournament |
| **M7-UC2** | Send invites |
| **M7-UC3** | Set tournament schedule |
| **M7-UC4** | Arranging tournament brackets |
| **M7-UC5** | Banning teams |
| **M7-UC6** | Unbanning teams |
| **M7-UC7** | Accept sponsors |
| **M7-UC8** | Reject sponsors |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-7.1 |
| **Use Case Name:** | Create a tournament |
| **Actors:** | Organizers |
| **Description:** | This module shall allow the organizers to create new tournaments for the teams for the teams on the platform |
| **Trigger:** | Create a tournament |
| **Preconditions:** | There should be teams present on the platform which can participate in the new tournament |
| **Postconditions:** | A new tournament is created |
| **Normal Flow:** | 1. Select create tournament option 2. Provide details of the tournament 3. Press done to create it |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Teams are not available to participate in the tournament |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-7.2 |
| **Use Case Name:** | Send invites |
| **Actors:** | Organizers |
| **Description:** | This module shall allow the organizers to send invites to the teams or players present on the platform |
| **Trigger:** | Send invites button |
| **Preconditions:** | There should be teams present on the platform which can participate in the new tournament |
| **Postconditions:** | Invites sent to the players/teams for a new tournament |
| **Normal Flow:** | 1. Select the tournament 2. Select the teams/players you want to invite 3. Provide details of the tournament 4. Send invite |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Teams are not available to send invites |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-7.3 |
| **Use Case Name:** | Set tournament schedule |
| **Actors:** | Organizers |
| **Description:** | This module shall allow the organizers to make a schedule of the new tournament they are organizing |
| **Trigger:** | Make a schedule |
| **Preconditions:** | There should be a tournament, for which the organizers want to make a schedule |
| **Postconditions:** | Schedule is created and shared with players |
| **Normal Flow:** | 1. Select make a schedule 2. Enter teams in it 3. Share it with the players |
| **Alternative Flows:** | N/A |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-7.4 |
| **Use Case Name:** | Set tournament brackets |
| **Actors:** | Organizers |
| **Description:** | This module shall allow the organizers to decide which teams will rival with the other teams |
| **Trigger:** | Make a schedule |
| **Preconditions:** | There should be a tournament, for which the organizers want to make tournament brackets |
| **Postconditions:** | Tournament brackets are finalized for every team present in the tournament |
| **Normal Flow:** | 1. Select make a schedule 2. Enter teams in different brackets of the schedule 3. Share it with the players |
| **Alternative Flows:** | 1. Teams have general numbers 2. Odd teams will compete with the even number teams |
| **Exceptions:** | Teams are not even to make brackets |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-7.5 |
| **Use Case Name:** | Banning teams |
| **Actors:** | User |
| **Description:** | This module shall allow the organizers to ban any team violating rules of the tournament |
| **Trigger:** | Press ban button |
| **Preconditions:** | 1. Teams violated the rules of the tournament |
| **Postconditions:** | Team banned |
| **Normal Flow:** | 1. Select the team you want to ban 2. Press ban button 3. Press confirm |
| **Alternative Flows:** | 1. Remove the team from the tournament |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-7.6 |
| **Use Case Name:** | Unbanning teams |
| **Actors:** | User |
| **Description:** | This module shall allow the organizers to unban any team in the tournament |
| **Trigger:** | Press Unban button |
| **Preconditions:** | 1. Team is banned from the tournament |
| **Postconditions:** | Team unbanned successfully |
| **Normal Flow:** | 1. Select the team you want to unban 2. Press unban button 3. Press confirm |
| **Alternative Flows:** | 1. Unban the team 2. Add back into the tournament |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-7.7 |
| **Use Case Name:** | Accept sponsors |
| **Actors:** | User |
| **Description:** | This module shall allow the teams on the platform to accept different sponsors |
| **Trigger:** | Accept Sponsors |
| **Preconditions:** | 1. Teams should receive some sponsor requests to select from them |
| **Postconditions:** | Sponsors request accepted successfully |
| **Normal Flow:** | 1. Open sponsor requests 2. Select the sponsor request 3. Press accept |
| **Alternative Flows:** | N/A |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | Teams have received sponsor requests |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-7.8 |
| **Use Case Name:** | Reject sponsors |
| **Actors:** | User |
| **Description:** | This module shall allow the teams on the platform to reject different sponsors |
| **Trigger:** | Reject Sponsors |
| **Preconditions:** | 1. Teams should receive some sponsor requests to select from them |
| **Postconditions:** | Sponsors request rejected successfully |
| **Normal Flow:** | 1. Open sponsor requests 2. Reject the sponsor request 3. Press reject |
| **Alternative Flows:** | N/A |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | Teams have received sponsor requests |

|  |  |
| --- | --- |
| **M8-UC1** | Create a team |
| **M8-UC2** | Add players |
| **M8-UC3** | Remove players |
| **M8-UC4** | Make in-game team leader |
| **M8-UC5** | Make team coach |
| **M8-UC6** | Accept sponsors |
| **M8-UC7** | Reject sponsors |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-8.1 |
| **Use Case Name:** | Create a team |
| **Actors:** | Organizers, team leader |
| **Description:** | This module shall allow the organizers to create new teams on the platform |
| **Trigger:** | Create a new team |
| **Preconditions:** | There should be players present on the platform to make a team |
| **Postconditions:** | A new team is created |
| **Normal Flow:** | 1. Select create team option 2. Create a new team 3. Press create |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Players are not available to add in the team |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-8.2 |
| **Use Case Name:** | Add players |
| **Actors:** | Organizers, team leader |
| **Description:** | This module shall allow the organizers and players to add new members in the team on the platform |
| **Trigger:** | Add players button |
| **Preconditions:** | There should be players present on the platform to add |
| **Postconditions:** | Player is added to the team |
| **Normal Flow:** | * Select team option * Select the player * Add in the team * Press Apply |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Players are not available to add in the team |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-8.3 |
| **Use Case Name:** | Remove players |
| **Actors:** | Organizers, team leader |
| **Description:** | This module shall allow the organizers and players to remove members from the team |
| **Trigger:** | Remove players button |
| **Preconditions:** | There should be players present in the team |
| **Postconditions:** | Player is removed from the team |
| **Normal Flow:** | * Select team option * Select the player * Remove from the team * Press Apply |
| **Alternative Flows:** | N/A |
| **Exceptions:** | Players are not available in the team to remove |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-8.4 |
| **Use Case Name:** | Make in-game team leader |
| **Actors:** | Organizers, team leader |
| **Description:** | This module shall allow the organizers and players to make a leader from the existing members from the team |
| **Trigger:** | Make leader button |
| **Preconditions:** | There should be players present in the team, from which the leader will be selected |
| **Postconditions:** | Leader is selected from the players |
| **Normal Flow:** | 1. Select team option 2. Select a player to leader of the team 3. Press Apply |
| **Alternative Flows:** | N/A |
| **Exceptions:** | There is already a team leader |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-8.5 |
| **Use Case Name:** | Make team coach |
| **Actors:** | Organizers, team leader |
| **Description:** | This module shall allow the organizers and players to select and adda coach to the team |
| **Trigger:** | Select coach |
| **Preconditions:** | There should be coaches present on the platform from where the players will select a coach |
| **Postconditions:** | Person selected as a coach of the team |
| **Normal Flow:** | * Select team option * Select a coach for the team * Press Apply |
| **Alternative Flows:** | N/A |
| **Exceptions:** | There is already a team coach |
| **Business Rules** |  |
| **Assumptions:** | N/A |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-8.6 |
| **Use Case Name:** | Accept sponsors |
| **Actors:** | User |
| **Description:** | This module shall allow the teams on the platform to accept different sponsors |
| **Trigger:** | Accept Sponsors |
| **Preconditions:** | * Teams should receive some sponsor requests to select from them |
| **Postconditions:** | Sponsors request accepted successfully |
| **Normal Flow:** | * Open sponsor requests * Select the sponsor request * Press accept |
| **Alternative Flows:** | N/A |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | Teams have received sponsor requests |

|  |  |
| --- | --- |
| **Use Case ID:** | UC-8.7 |
| **Use Case Name:** | Reject sponsors |
| **Actors:** | User |
| **Description:** | This module shall allow the teams on the platform to reject different sponsors |
| **Trigger:** | Reject Sponsors |
| **Preconditions:** | * Teams should receive some sponsor requests to select from them |
| **Postconditions:** | Sponsors request rejected successfully |
| **Normal Flow:** | * Open sponsor requests * Reject the sponsor request * Press reject |
| **Alternative Flows:** | N/A |
| **Exceptions:** | N/A |
| **Business Rules** |  |
| **Assumptions:** | Teams have received sponsor requests |

### Event Response Table

Table: ERT of Messaging

|  |  |  |
| --- | --- | --- |
| **Event** | **System state** | **Response** |
| User clicks on the chat button | System loads the messaging screen | Messaging screen is displayed |
| User clicks on any chat | System opens chat screen | Chat screen is displayed |
| User writes something in chat  And clicks “add a picture / video” button | System opens gallery to select picture/video from it | Gallery of user’s system is  displayed |
| User selects something from the gallery | System adds that picture/video  To the chat | Picture/video is added, and chat screen is displayed |
| User clicks on the send button | System checks is there something to send in chat | Message sent to the server |
| Server broadcast the message | System sends message to user | Message sent |

Table: ERT of Streaming

|  |  |  |
| --- | --- | --- |
| **Event** | **System state** | **Response** |
| User clicks on the streaming  button | System loads the streaming screen | Stream screen is displayed to the user |
| User enters secret key | System checks if the secret key is valid or not | Secret key is added |
| Users selects all sources (mic, camera, screen) to share | System checks whether these sources are available | All the sources are selected |
| User clicks on the “Go Live”  button | System checks these sources | System starts sending packets to the server |
| Server receive packets | System sending packets to server | Server use these packets and starts showing stream to the  users (User is live now) |

## Functional Requirements

### Module 1

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR1 |
| **Title** | Show First Name text field |
| **Requirement** | First Name text field shall be shown for the user to enter his First Name. |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s First Name |
| **Business Rule (if required)** | First Name must be between 10-15 characters |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR2 |
| **Title** | Show Last Name text field |
| **Requirement** | Last Name text field shall be shown for the user to enter his Last Name. |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s Last Name |
| **Business Rule (if required)** | Last Name must be between 10-15 characters |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR3 |
| **Title** | Show Email Address text field |
| **Requirement** | Email Address text field shall be shown for the user to enter his Email Address. |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s Email Address |
| **Business Rule (if required)** | Email Address must contain @, symbol, .com character sequence, and a valid provider name. (Email provided must be valid) |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR4 |
| **Title** | Show Date of Birth date picker |
| **Requirement** | Date of Birth date picker shall be shown for the user to enter his Date of Birth. |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s Date of Birth |
| **Business Rule (if required)** | User must be at least 13 years of age |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR5 |
| **Title** | Show Password text field |
| **Requirement** | Password text field shall be shown for the user to enter his Password. |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s Password |
| **Business Rule (if required)** | Password string must contain a symbol, an upper case letter, a lower case letter, a number character, and must be between 10-15 characters. |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR6 |
| **Title** | Show Gender Select Box |
| **Requirement** | Gender select box must be shown |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s gender |
| **Business Rule (if required)** | User can select his gender from the select box either Male, Female, Trans, or Not Specified |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR8 |
| **Title** | Show Gender Select Box |
| **Requirement** | Gender select box must be shown |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s gender |
| **Business Rule (if required)** | User can select his gender from the select box either Male, Female, Trans, or Not Specified |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR9 |
| **Title** | Show Phone Number Field |
| **Requirement** | Phone Number input field must be shown |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s phone number |
| **Business Rule (if required)** | User phone number is optional, but must follow the phone number format, and this field shall only allow entering integer numbers |
| **Dependencies** | N/A |
| **Priority** | Low |

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR10 |
| **Title** | Show username field |
| **Requirement** | Username input field must be shown |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s Username |
| **Business Rule (if required)** | Username must be unique to our database and must be between 10-15 characters |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC1-FR11 |
| **Title** | Show sign up button |
| **Requirement** | Sign Up Button must be shown |
| **Source** | Brainstorming |
| **Rationale** | Ito sign up the user onto our platform |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC1-FR1, M1-UC1-FR2, M1-UC1-FR3, M1-UC1-FR4, M1-UC1-FR5, M1-UC1-FR6, M1-UC1-FR7, M1-UC1-FR8, M1-UC1-FR9, M1-UC1-FR10 |
| **, Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC2-FR1 |
| **Title** | Show username field |
| **Requirement** | Username field must be shown |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s Username |
| **Business Rule (if required)** | Username must be between 10-15 characters. |
| **Dependencies** | N/A |
| **, Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC2-FR2 |
| **Title** | Show Password text field |
| **Requirement** | Password text field shall be shown for the user to enter his Password. |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s Password |
| **Business Rule (if required)** | Password string must contain a symbol, an upper case letter, a lower case letter, a number character, and must be between 10-15 characters. |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC2-FR3 |
| **Title** | Show Sign in Button |
| **Requirement** | Sign in button must be shown |
| **Source** | Brainstorming |
| **Rationale** | Sign in user to our application |
| **Business Rule (if required)** | User must already be signed up. |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC3-FR1 |
| **Title** | Show email field |
| **Requirement** | Email field must be shown |
| **Source** | Brainstorming |
| **Rationale** | Input of user’s email address |
| **Business Rule (if required)** | Email Address must contain @, symbol, .com character sequence, and a valid provider name. (Email provided must be valid) |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC3-FR2 |
| **Title** | Show Verify button |
| **Requirement** | Verify Identity button must be shown |
| **Source** | Brainstorming |
| **Rationale** | Verifying identity |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC3-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC3-FR3 |
| **Title** | Show OTP text field |
| **Requirement** | OTP field must be shown |
| **Source** | Brainstorming |
| **Rationale** | To verify the user identity |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC3-FR1, M1-UC3-FR2 |
| **, Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC3-FR4 |
| **Title** | Show Password text field |
| **Requirement** | Password text field must be shown |
| **Source** | Brainstorming |
| **Rationale** | To enter the new password |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC3-FR1, M1-UC3-FR2, M1-UC3-FR3 |
| **, Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC3-FR5 |
| **Title** | Show Change Password button |
| **Requirement** | Change password button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To update the password |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC3-FR1, M1-UC3-FR2, M1-UC3-FR3, M1-UC3-FR4 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC4-FR1 |
| **Title** | Show captcha |
| **Requirement** | Captcha must be shown |
| **Source** | Brainstorming |
| **Rationale** | To verify there is no bot entering into account |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC5-FR1 |
| **Title** | Show profile image button |
| **Requirement** | Profile image button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To change the user availability status |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC5-FR2 |
| **Title** | Show drop down |
| **Requirement** | Drop down of user settings must be shown |
| **Source** | Brainstorming |
| **Rationale** | To find the status option |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC5-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC5-FR3 |
| **Title** | Show change status option button |
| **Requirement** | Change status option must be shown |
| **Source** | Brainstorming |
| **Rationale** | To select from a given list of statuses |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC5-FR1, M1-UC5-FR2 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC6-FR1 |
| **Title** | Show profile image button |
| **Requirement** | Profile image button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To change the user availability status |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC6-FR2 |
| **Title** | Show drop down |
| **Requirement** | Drop down of user settings must be shown |
| **Source** | Brainstorming |
| **Rationale** | To find the status option |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC5-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC6-FR3 |
| **Title** | Show update profile option button |
| **Requirement** | Update profile option must be visible |
| **Source** | Brainstorming |
| **Rationale** | To update the password |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC6-FR1, M1-UC6-FR2 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC7-FR1 |
| **Title** | Show profile image button |
| **Requirement** | Profile image button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To change the user availability status |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC7-FR2 |
| **Title** | Show drop down |
| **Requirement** | Drop down of user settings must be shown |
| **Source** | Brainstorming |
| **Rationale** | To find the status option |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC5-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC7-FR3 |
| **Title** | Show update profile image option button |
| **Requirement** | Update profile image option must be visible |
| **Source** | Brainstorming |
| **Rationale** | To update the profile picture |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC7-FR1, M1-UC7-FR2 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC8-FR1 |
| **Title** | Verify phone number button |
| **Requirement** | Verify Phone number must be shown on the homepage in case if user has not verified its phone number |
| **Source** | Brainstorming |
| **Rationale** | To verify user’s phone number |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M1-UC8-FR2 |
| **Title** | Verify Phone Number input field |
| **Requirement** | Phone number input field must be shown |
| **Source** | Brainstorming |
| **Rationale** | To enter user’s phone number |
| **Business Rule (if required)** | User phone number is optional, but must follow the phone number format, and this field shall only allow entering integer numbers |
| **Dependencies** | M1-UC8-FR1 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M1-UC8-FR3 |
| **Title** | Submit Phone Number Button |
| **Requirement** | Submit phone number button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To submit user’s phone number, to send OTP |
| **Business Rule (if required)** | User phone number is optional, but must follow the phone number format, and this field shall only allow entering integer numbers |
| **Dependencies** | M1-UC8-FR1, M1-UC8-FR2 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M1-UC8-FR4 |
| **Title** | Show OTP text field |
| **Requirement** | OTP field must be shown |
| **Source** | Brainstorming |
| **Rationale** | To verify the user phone number is correct |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC8-FR1, M1-UC8-FR2, M1-UC8-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC8-FR5 |
| **Title** | Show Verify OTP Button |
| **Requirement** | Verify OTP button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To verify the OTP is correct |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC8-FR1, M1-UC8-FR2, M1-UC8-FR3, M1-UC8-FR4 |
| **, Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC9-FR1 |
| **Title** | Show Sign in with google button |
| **Requirement** | Sign in with google button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To Sign in with google |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M1-UC10-FR1 |
| **Title** | Show Sign in with Steam button |
| **Requirement** | Sign in with steam button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To Sign in with steam |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

### Module 2

|  |  |
| --- | --- |
| **Identifier** | M2-UC1-FR1 |
| **Title** | Show Create post button |
| **Requirement** | Create post button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To add post to user’s feed |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC1-FR2 |
| **Title** | Select Image to post |
| **Requirement** | User file explorer must be shown |
| **Source** | Brainstorming |
| **Rationale** | To select image to add to post |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC1-FR3 |
| **Title** | Pick Image |
| **Requirement** | User must have image to upload |
| **Source** | Brainstorming |
| **Rationale** | To upload the selected image |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC1-FR4 |
| **Title** | Upload Post Button |
| **Requirement** | Post upload button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To upload the post |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC2-FR1 |
| **Title** | Show Create post button |
| **Requirement** | Create post button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To add post to user’s feed |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC2-FR2 |
| **Title** | Select Video to post |
| **Requirement** | User file explorer must be shown |
| **Source** | Brainstorming |
| **Rationale** | To select video to add to post |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC2-FR3 |
| **Title** | Pick Video |
| **Requirement** | User must have video to upload |
| **Source** | Brainstorming |
| **Rationale** | To upload the selected video |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC3-FR1 |
| **Title** | Like posts |
| **Requirement** | User feed must have posts of their peers to like to. |
| **Source** | Brainstorming |
| **Rationale** | To like posts |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC3-FR2 |
| **Title** | Like posts button |
| **Requirement** | Like post button must be displayed |
| **Source** | Brainstorming |
| **Rationale** | To like posts of their peers |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC4-FR1 |
| **Title** | Comment field must be shown below the post |
| **Requirement** | Comment text field must be shown. |
| **Source** | Brainstorming |
| **Rationale** | To express thoughts about other peer’s posts |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC4-FR2 |
| **Title** | Post comment button |
| **Requirement** | Post comment button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To post comment to the post. |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC5-FR1 |
| **Title** | Options |
| **Requirement** | Options button must be shown alongside each post. |
| **Source** | Brainstorming |
| **Rationale** | To open up the post options drop down |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC5-FR2 |
| **Title** | Share post Option |
| **Requirement** | Share post option must be shown in the drop down, must not be private. |
| **Source** | Brainstorming |
| **Rationale** | To share the post on their feeds |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3, M2-UC5-FR1 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC6-FR1 |
| **Title** | Options |
| **Requirement** | Options button must be shown alongside each post. |
| **Source** | Brainstorming |
| **Rationale** | To open up the post options drop down |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC6-FR2 |
| **Title** | Delete post option |
| **Requirement** | Delete post option must be shown in the drop down, user trying to delete the post must own the post. |
| **Source** | Brainstorming |
| **Rationale** | To delete the post from their feeds |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3, M2-UC5-FR1 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC7-FR1 |
| **Title** | Options |
| **Requirement** | Options button must be shown alongside each post. |
| **Source** | Brainstorming |
| **Rationale** | To open up the post options drop down |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | Medium |

|  |  |
| --- | --- |
| **Identifier** | M2-UC7-FR2 |
| **Title** | Edit post option |
| **Requirement** | Edit post option must be shown in the drop down, user trying to delete the post must own the post. |
| **Source** | Brainstorming |
| **Rationale** | To edit the post. |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3, M2-UC5-FR1 |
| **Priority** | Medium |

### Module 3

|  |  |
| --- | --- |
| **Identifier** | M3-UC1-FR1 |
| **Title** | Select peer to send message |
| **Requirement** | User must have peers to send message to. |
| **Source** | Brainstorming |
| **Rationale** | To select peer to send message to. |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC1-FR2 |
| **Title** | Click Message button |
| **Requirement** | Message Button must be clicked |
| **Source** | Brainstorming |
| **Rationale** | To open up the chat box |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC1-FR3 |
| **Title** | Message Text area |
| **Requirement** | Message text area must be shown |
| **Source** | Brainstorming |
| **Rationale** | To write message which is meant to be sent |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC1-FR4 |
| **Title** | Send Message Button |
| **Requirement** | Send Message button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To send the message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC2-FR1 |
| **Title** | Select peer to send message |
| **Requirement** | User must have peers to send message to. |
| **Source** | Brainstorming |
| **Rationale** | To select peer to send message to. |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC2-FR2 |
| **Title** | Click Message button |
| **Requirement** | Message Button must be clicked |
| **Source** | Brainstorming |
| **Rationale** | To open up the chat box |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC2-FR3 |
| **Title** | Click voice button |
| **Requirement** | Voice button must be displayed |
| **Source** | Brainstorming |
| **Rationale** | To open up the chat box |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC2-FR4 |
| **Title** | Record Voice Button |
| **Requirement** | Record Voice Button Must be shown |
| **Source** | Brainstorming |
| **Rationale** | To record the voice chat |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC2-FR5 |
| **Title** | Stop recording Button |
| **Requirement** | Stop Recording Button Must be shown |
| **Source** | Brainstorming |
| **Rationale** | To stop recording the voice message and send. |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC3-FR1 |
| **Title** | Select peer to send message |
| **Requirement** | User must have peers to send message to. |
| **Source** | Brainstorming |
| **Rationale** | To select peer to send message to. |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC3-FR2 |
| **Title** | Click Message button |
| **Requirement** | Message Button must be clicked |
| **Source** | Brainstorming |
| **Rationale** | To open up the chat box |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC2-FR3 |
| **Title** | Click Attachment Button |
| **Requirement** | Attachment Button must be displayed |
| **Source** | Brainstorming |
| **Rationale** | To add attachment in the message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC2-FR4 |
| **Title** | Select Attachment |
| **Requirement** | Attachment Button must be displayed |
| **Source** | Brainstorming |
| **Rationale** | To add attachment in the message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC2-FR5 |
| **Title** | Send Message Button |
| **Requirement** | Send Message button must be shown |
| **Source** | Brainstorming |
| **Rationale** | To send the message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC4-FR1 |
| **Title** | Message Options |
| **Requirement** | Tap options button on the message |
| **Source** | Brainstorming |
| **Rationale** | To select option |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC4-FR2 |
| **Title** | Forward Message |
| **Requirement** | Forward Message Option |
| **Source** | Brainstorming |
| **Rationale** | To forward the message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC4-FR3 |
| **Title** | Select peer to forward message to |
| **Requirement** | Peer must be selected |
| **Source** | Brainstorming |
| **Rationale** | Message forward |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC5-FR1 |
| **Title** | Message Options |
| **Requirement** | Tap options button on the message |
| **Source** | Brainstorming |
| **Rationale** | To select option |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC5-FR2 |
| **Title** | Edit Message |
| **Requirement** | Message must be sent successfully |
| **Source** | Brainstorming |
| **Rationale** | To edit the message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC5-FR3 |
| **Title** | Edit Message text field |
| **Requirement** | Update the text of the message |
| **Source** | Brainstorming |
| **Rationale** | To edit the message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC5-FR4 |
| **Title** | Update message button |
| **Requirement** | Update message button |
| **Source** | Brainstorming |
| **Rationale** | To update message contents |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC6-FR2 |
| **Title** | Delete Message |
| **Requirement** | Message must be sent successfully |
| **Source** | Brainstorming |
| **Rationale** | To delete the message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3, M3-UC5-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC7-FR1 |
| **Title** | Tenor Gifs |
| **Requirement** | Gifs option must be visible |
| **Source** | Brainstorming |
| **Rationale** | To select gifs |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M1-UC2-FR1, M1-UC2-FR2, M1-UC2-FR3, M3-UC5-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M3-UC7-FR2 |
| **Title** | Select GIF to send |
| **Requirement** | Gifs must be available |
| **Source** | Brainstorming |
| **Rationale** | To send gifs |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M3-UC7-FR1 |
| **Priority** | High |

### Module 4

|  |  |
| --- | --- |
| **Identifier** | M4-UC1-FR1 |
| **Title** | Select peer to send message |
| **Requirement** | You must have peer to send message |
| **Source** | Brainstorming |
| **Rationale** | To select peer to send message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M4-UC1-FR2 |
| **Title** | Audio call button |
| **Requirement** | To make an audio call to a peer |
| **Source** | Brainstorming |
| **Rationale** | To make an audio call |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M4-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M4-UC2-FR1 |
| **Title** | Video call button |
| **Requirement** | To make video call to a peer |
| **Source** | Brainstorming |
| **Rationale** | To make an video call |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M4-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M4-UC3-FR1 |
| **Title** | Select group of peers |
| **Requirement** | To make a group audio call in a group |
| **Source** | Brainstorming |
| **Rationale** | To make a group audio call |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M4-UC3-FR2 |
| **Title** | Group audio call |
| **Requirement** | To make an audio call in a group |
| **Source** | Brainstorming |
| **Rationale** | To make a group audio call |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M4-UC3-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M4-UC3-FR3 |
| **Title** | Add peers button |
| **Requirement** | To add more peers to an existing audio call |
| **Source** | Brainstorming |
| **Rationale** | To make a group audio call with peers |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M4-UC3-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M4-UC4-FR1 |
| **Title** | Group video call |
| **Requirement** | To make an audio call in a group |
| **Source** | Brainstorming |
| **Rationale** | To make a group video call |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M4-UC3-FR1 |
| **Priority** | High |

### Module 5

|  |  |
| --- | --- |
| **Identifier** | M5-UC1-FR1 |
| **Title** | Select Camera button |
| **Requirement** | Camera button must be visible |
| **Source** | Brainstorming |
| **Rationale** | To start streaming |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M5-UC1-FR2 |
| **Title** | Enable Audio |
| **Requirement** | Audio button |
| **Source** | Brainstorming |
| **Rationale** | To enable audio streaming |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M5-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M5-UC2-FR1 |
| **Title** | Select Sharing button |
| **Requirement** | Screen Sharing Button must be visible |
| **Source** | Brainstorming |
| **Rationale** | To start screen streaming |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M5-UC4-FR1 |
| **Title** | Select user to ban from stream |
| **Requirement** | User must be interacting with the stream |
| **Source** | Brainstorming |
| **Rationale** | To select user to ban |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M5-UC4-FR2 |
| **Title** | Ban Button |
| **Requirement** | User must be interacting with the stream |
| **Source** | Brainstorming |
| **Rationale** | To Ban user |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M5-UC5-FR1 |
| **Title** | Select users to un ban from future streams. |
| **Requirement** | User must be banned before |
| **Source** | Brainstorming |
| **Rationale** | To select user to un ban |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |  |  |
| --- | --- | --- | --- |
| **Identifier** | | M5-UC5-FR2 | |
| **Title** | | Un-Ban Button | |
| **Requirement** | | User must be banned before | |
| **Source** | | Brainstorming | |
| **Rationale** | | To un-Ban user | |
| **Business Rule (if required)** | | N/A | |
| **Dependencies** | | N/A | |
| **Priority** | | High | |
| **Identifier** | | M5-UC6-FR1 | |
| **Title** | | Interact with stream | |
| **Requirement** | | User must be in the stream | |
| **Source** | | Brainstorming | |
| **Rationale** | | To interact with the stream via text messages | |
| **Business Rule (if required)** | | N/A | |
| **Dependencies** | | N/A | |
| **Priority** | | High | |

|  |  |
| --- | --- |
| **Identifier** | M5-UC6-FR2 |
| **Title** | Message Text area |
| **Requirement** | Message text area must be shown |
| **Source** | Brainstorming |
| **Rationale** | To type messages |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M5-UC6-FR3 |
| **Title** | Send Message button |
| **Requirement** | Message text area must not be empty |
| **Source** | Brainstorming |
| **Rationale** | To send message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M5-UC7-FR1 |
| **Title** | Select message to delete |
| **Requirement** | Message option button must be displayed |
| **Source** | Brainstorming |
| **Rationale** | To select message to delete |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M5-UC7-FR1 |
| **Title** | Delete message button |
| **Requirement** | Delete message button must be displayed |
| **Source** | Brainstorming |
| **Rationale** | To delete message |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

### Module 6

|  |  |
| --- | --- |
| **Identifier** | M6-UC1-FR1 |
| **Title** | Payment via JazzCash button |
| **Requirement** | To pay through JazzCash option |
| **Source** | Brainstorming |
| **Rationale** | Person can pay through JazzCash option |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC1-FR2 |
| **Title** | Beneficiary details Text field |
| **Requirement** | To enter beneficiary number details |
| **Source** | Brainstorming |
| **Rationale** | Beneficiary payment details |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC1-FR3 |
| **Title** | Payee details Text field |
| **Requirement** | To enter payee number details |
| **Source** | Brainstorming |
| **Rationale** | Payee payment details |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC1-FR4 |
| **Title** | Payment amount field |
| **Requirement** | To enter payment details |
| **Source** | Brainstorming |
| **Rationale** | To enter payment amount |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC2-FR1 |
| **Title** | Payment via EasyPaisa button |
| **Requirement** | To pay through EasyPaisa option |
| **Source** | Brainstorming |
| **Rationale** | Person can pay through EasyPaisa option |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC3-FR1 |
| **Title** | Credit card number field |
| **Requirement** | To pay through credit card |
| **Source** | Brainstorming |
| **Rationale** | To accept or send payments |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC3-FR2 |
| **Title** | First name filed |
| **Requirement** | To pay through credit card |
| **Source** | Brainstorming |
| **Rationale** | To accept or send payments |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC3-FR3 |
| **Title** | Last name filed |
| **Requirement** | To pay through credit card |
| **Source** | Brainstorming |
| **Rationale** | To accept or send payments |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC3-FR4 |
| **Title** | Card CVC field |
| **Requirement** | To pay through credit card |
| **Source** | Brainstorming |
| **Rationale** | To accept or send payments |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC3-FR5 |
| **Title** | Pay now button |
| **Requirement** | To pay through credit card |
| **Source** | Brainstorming |
| **Rationale** | To accept or send payments |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M6-UC3-FR1, M6-UC3-FR2, M6-UC3-FR3, M6-UC3-FR4 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC4-FR1 |
| **Title** | Winner number details |
| **Requirement** | To pay prize to winners |
| **Source** | Brainstorming |
| **Rationale** | To send prize payments |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC4-FR2 |
| **Title** | Prize amount field |
| **Requirement** | To pay prize to winners |
| **Source** | Brainstorming |
| **Rationale** | To send prize payments |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC4-FR3 |
| **Title** | Pay now button |
| **Requirement** | To pay prize to the winner |
| **Source** | Brainstorming |
| **Rationale** | To send prize amount to the winner |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M6-UC4-FR1, M6-UC4-FR2 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC5-FR1 |
| **Title** | Select payment option |
| **Requirement** | To pay for the entry fee |
| **Source** | Brainstorming |
| **Rationale** | To pay the fee to participate in tournament |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC5-FR2 |
| **Title** | Fee amount field |
| **Requirement** | To pay for the entry fee |
| **Source** | Brainstorming |
| **Rationale** | Payment of fee to participate in tournament |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC6-FR1 |
| **Title** | Select payment option |
| **Requirement** | To tip the live streamer / favorite player |
| **Source** | Brainstorming |
| **Rationale** | To tip the streaming players |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M6-UC6-FR2 |
| **Title** | Tip amount field |
| **Requirement** | To tip the live streamer / favorite player |
| **Source** | Brainstorming |
| **Rationale** | To tip the streaming players |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

### Module 7

|  |  |
| --- | --- |
| **Identifier** | M7-UC1-FR1 |
| **Title** | Create tournament button |
| **Requirement** | To create a new tournament |
| **Source** | Brainstorming |
| **Rationale** | To create a tournament for the teams to play |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M7-UC1-FR2 |
| **Title** | Select game option |
| **Requirement** | To create a new tournament |
| **Source** | Brainstorming |
| **Rationale** | To select a game to play |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M7-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M7-UC2-FR1 |
| **Title** | Select option for teams |
| **Requirement** | To invite teams to the tournament |
| **Source** | Brainstorming |
| **Rationale** | To send an invite to the teams |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M7-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M7-UC2-FR2 |
| **Title** | Select option for teams |
| **Requirement** | To invite teams to the tournament |
| **Source** | Brainstorming |
| **Rationale** | To send an invite to the teams |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M7-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M7-UC3-FR1 |
| **Title** | Select tournament schedule |
| **Requirement** | To select a schedule for teams to play |
| **Source** | Brainstorming |
| **Rationale** | To set a schedule for the tournament |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M7-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M7-UC4-FR1 |
| **Title** | Tournament bracket selection |
| **Requirement** | To select that which teams will compete with teams |
| **Source** | Brainstorming |
| **Rationale** | To set a bracket for the teams in the tournament |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M7-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M7-UC7-FR1 |
| **Title** | Sponsor request list |
| **Requirement** | To sponsor teams in the tournament |
| **Source** | Brainstorming |
| **Rationale** | To sponsor teams participating in the tournament |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M7-UC7-FR2 |
| **Title** | Accept request button |
| **Requirement** | To accept a request |
| **Source** | Brainstorming |
| **Rationale** | To accept requests from the sponsors |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M7-UC8-FR1 |
| **Title** | Reject request button |
| **Requirement** | To reject a request |
| **Source** | Brainstorming |
| **Rationale** | To reject requests from the sponsors |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

### Module 8

|  |  |
| --- | --- |
| **Identifier** | M8-UC1-FR1 |
| **Title** | Create team button |
| **Requirement** | To create a new team |
| **Source** | Brainstorming |
| **Rationale** | To create a team to play in the tournament |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M8-UC2-FR1 |
| **Title** | Select players option |
| **Requirement** | To select players to add into the team |
| **Source** | Brainstorming |
| **Rationale** | To add players into the team |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M8-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M8-UC3-FR1 |
| **Title** | Remove players option |
| **Requirement** | To remove players from the team |
| **Source** | Brainstorming |
| **Rationale** | To remove players from the team |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M8-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M8-UC4-FR1 |
| **Title** | Make team leader option |
| **Requirement** | To make a player leader of the team |
| **Source** | Brainstorming |
| **Rationale** | To make team leader |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M8-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M8-UC5-FR1 |
| **Title** | Make team coach option |
| **Requirement** | To make someone a coach of the team |
| **Source** | Brainstorming |
| **Rationale** | To make team coach |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M8-UC1-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M8-UC6-FR1 |
| **Title** | Sponsor request list |
| **Requirement** | To sponsor teams in the tournament |
| **Source** | Brainstorming |
| **Rationale** | To sponsor teams participating in the tournament |
| **Business Rule (if required)** | N/A |
| **Dependencies** | N/A |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M8-UC6-FR2 |
| **Title** | Accept request button |
| **Requirement** | To accept a request |
| **Source** | Brainstorming |
| **Rationale** | To accept requests from the sponsors |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M8-UC6-FR1 |
| **Priority** | High |

|  |  |
| --- | --- |
| **Identifier** | M8-UC7-FR1 |
| **Title** | Reject request button |
| **Requirement** | To reject a request |
| **Source** | Brainstorming |
| **Rationale** | To reject requests from the sponsors |
| **Business Rule (if required)** | N/A |
| **Dependencies** | M8-UC6-FR1 |
| **Priority** | High |

## Non-Functional Requirements

### Reliability

Software reliability is the probability of failure-free operation of our product in a specific operating environment in a specific period of time. Reliability is a dynamic measure of which we can have the define using the following metrics.

* **Mean Time Between Failures (MTBF):** The MTBF of the system is expected to be about 2 years.
* **Mean Time to Repair:** The MTTR of the systems is expected to be about 2-5 hours depending on the nature of problem product shall be facing at the moment.
* **Accuracy:** Our product is expected to be accurate at 98%.

### Usability

*USE-1:* A typical user shall be able to understand the system in about an hour.

*USE-2:* The User Interface shall be simple for the user to understand.

*USE-3:* User shall be able to adjust the theme of the application either light or dark as per his preference, or he can also schedule to shift in between the themes.

### Performance

*PER-1:* **Response Time:** The maximum response time of the application will not be more than 5 seconds.

*PER-2:***Throughput:** The expected throughput of the system is expected to be 200 TPS.

*PER-3:***Load Balancing:** There shall be a master node in the application to Load Balance all the incoming requests.

### Security

The application will be made secure using difference ways, including.

* HTTPS protocol over TLS / SSL encryption to avoid Man in the Middle Attack.
* Cloudflare will be used to avoid DDOS attacks.
* Passwords in the system will be hashed using B-Crypt, and will be salted. This will prevent the attacker to brute force the passwords as it will take roughly about 10,000 years to get to the right string.

## External Interface Requirements

### User Interfaces Requirements

User Interface requirements are as follows.

* Graphical User Interface will be designed keeping in view the Material Design Guideline from Google and the best practices as per HCI recommendations.
* Product shall follow a consistent design pattern to develop a sense of familiarity with the user and to train his muscle memory.
* Our product shall mainly work perfectly and will be responsive over the screen resolutions of 375 x 812 (iPhone X) up to 2048 x 1080 (2K resolution)
* In app short cut keys will be provided to better navigate and use the application.
* Our application will look somewhat like this.

### Software interfaces

Our application shall use different third-party libraries including.

* Stripe (version: v1)
* JazzCash API (version: 1.0.0)
* EasyPaisa API
* Emojis World
* MS SQL Server 2017
* Apache Cassandra (version: 3.11.10)
* Tenor API

### Hardware interfaces

Hardware will be rented from AWS to host our application, it’s databases to host multi-media in its S3-bucket, and the communication protocol used shall be HTTPS.

### Communications interfaces

The product shall use electronic forms to get data from the user, email will be sent from our account to verify their identity, OTPs will be sent to verify their phone numbers.

# Design and Architecture

Parts of Software Design Description (SDD) report are as follows:



## Architectural Design

The architectural pattern used to create this platform is Microservices architecture. Every microservice will act as independent from the other. If changes are made to one of the, the others will not be affected by this. The client-server architecture distributes the functionality of our system into three separate independent systems. This gives us the advantage of upgrading or changing any of the three systems independently in the case of requirement modification. It also helps to secure the system by only allowing authorized clients to access and manipulate the data.

### Diagram Description automatically generatedBox line Diagram

Figure : Box line Diagram

### Diagram, schematic Description automatically generatedMicroservices Architecture

Figure : Microservices based Architecture diagram

## Design Models

### Activity Diagrams

Diagram

Description automatically generated

Figure : Create a Team

System will first display teams form, the user then fills various fields, like select game for the tournament, add team members, select sponsor. And team is created. Invites will be sent to members of the team and when they accept the invitation the are automatically added to the team.

Diagram

Description automatically generated

Figure : Create a Tournament

This the activity diagram to create a tournament. System will first display tournament form, the user then fills various fields, like select game for the tournament, add sponsor is there any. And the number of teams to add in the tournament. And submit will create a new tournament.

Diagram

Description automatically generated

Figure : Payments

System will show a screen to fill the payment form, after submitting it, user select the method of payment whether he wants to pay through JazzCash, EasyPaisa or Credit Card. After selecting this, the payment will be deducted from the respective account of the user.

Diagram

Description automatically generated

Figure : Live Streaming

In In this user will select the source of Audio and the Video. After this the Quality of the video will be entered in which the user wants to do the stream and some details about the stream, and a unique key will be entered, and live stream will start if the key is accepted.

Diagram

Description automatically generatedTo do a post on user feeds, the user will write something to post, after this a photo or video will be selected if the user wants to add a photo or video to the post (which is an optional thing). And the after submitting the post will be shared to the user feeds.

Figure : Posting

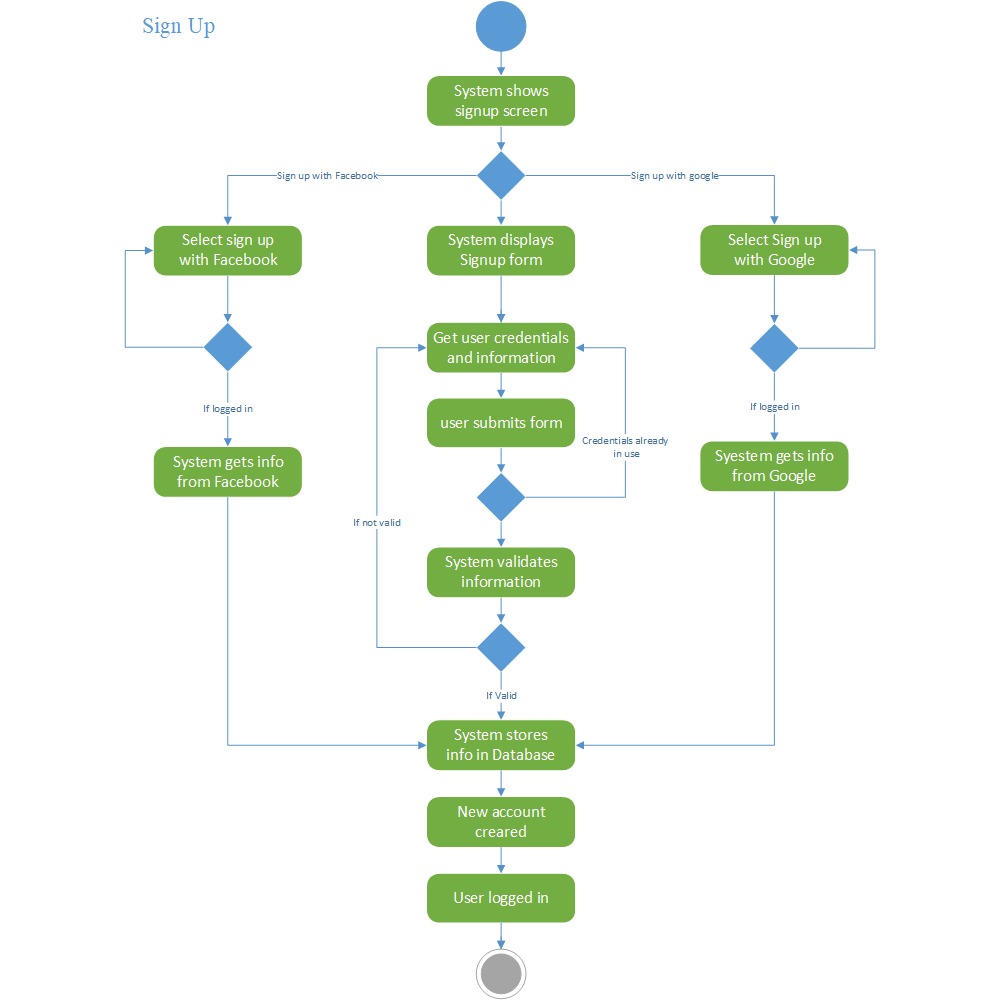


Figure : Sign Up

System shows sign up screen, user will select how he wants to sign up, buy credentials or through any third-party authentication (Google or Facebook). After selecting doing, user’s account will be created on the platform.

### Class Diagram

Figure : ERD of System

### Sequence Diagrams

* For Sign Up:

A picture containing timeline

Description automatically generated

Figure : Sign up

User will enter details to sign up, the username will be checked whether it exists or not, if it does not exist a new user will be created. And if it does exist then the user has to enter a new username to make an account.

* For Uploading a picture or a video

Chart

Description automatically generated with low confidence

Figure : Upload

User will select the image or videos which the user wants to upload, to write something with the uploading file is optional in this module. After selecting uploading it, the user can see it on the feeds.

* Chart

  Description automatically generatedSequence diagram for payment

Figure : Payments

In payments, the user first has to select the payment method, after selecting the payment method user will enter the details, and payment will be sent to the respective account.

* Sequence diagram for creating a Tournament

Chart, waterfall chart

Description automatically generated

Figure : Tournaments

To create a tournament, the user will select the game, and add players to it, to add a sponsor to this tournament is optional, after entering all the details, a tournament will be created.

* Sequence Diagram for creating Teams

Chart

Description automatically generated with low confidence

Figure : Teams

To create a team, the user will select the game he wants to make a team for, after this, players will be added to the team by sending invites to them, the user can also add a sponsor in it.

## Data Design

Databases or data storage items are:

* AWS S3 bucket
* AWS Elastic compute 2
* SQL server

package com.hu.fypimplbackend.enums

enum class RoleTypes {

PLAYER,

TEAM\_MANAGER,

ORGANIZER,

SPONSOR

}

package com.hu.fypimplbackend.enums

enum class Gender {

MALE,

FEMALE

}

package com.hu.fypimplbackend.teamgames.domains

import com.hu.fypimplbackend.teamgames.dto.Genre

import org.springframework.data.mongodb.core.index.Indexed

import org.springframework.data.mongodb.core.mapping.DBRef

import org.springframework.data.mongodb.core.mapping.Document

@Document("game")

class Game(

id: String? = null,

@Indexed(unique = true)

var gameName: String? = null,

var profilePictureURL: String? = null,

var genre: Genre? = null,

var gameDescription: String? = null,

@DBRef

var tags: List<Tag> = mutableListOf()

) : BaseType(id) {

override fun toString(): String {

return "Game(id=$id, gameName=$gameName, profilePictureURL=$profilePictureURL, genre=$genre, gameDescription=$gameDescription, tags=$tags, ${super.toString()})"

}

}

package com.hu.fypimplbackend.teamgames.domains

import org.springframework.data.mongodb.core.mapping.DBRef

import org.springframework.data.mongodb.core.mapping.Document

@Document

class Sponsor(

id: String? = null,

var sponsorUserId: String? = null,

var sponsorCompanyName: String? = null,

var sponsorLogoPictureURL: String? = null,

@DBRef

var teamsSponsoring: MutableMap<Team, Sponsor> = mutableMapOf()

) : BaseType(id) {

override fun toString(): String {

return "Sponsor(sponsorUserId=$sponsorUserId, sponsorCompanyName=$sponsorCompanyName, sponsorLogoPictureURL=$sponsorLogoPictureURL, teamsSponsoring=$teamsSponsoring, ${super.toString()})"

}

}

package com.hu.fypimplbackend.teamgames.domains

import org.springframework.data.mongodb.core.mapping.DBRef

class SponsorshipDetails(

@DBRef

var team: Team? = null,

var amountSponsored: Double

)

package com.hu.fypimplbackend.teamgames.domains

import org.springframework.data.mongodb.core.mapping.Document

@Document("tag")

class Tag(

tagId: String? = null,

var tagName: String? = null,

) : BaseType(tagId) {

override fun toString(): String {

return "Tag(tagName=$tagName, ${super.toString()})"

}

}

package com.hu.fypimplbackend.teamgames.domains

import org.springframework.data.mongodb.core.index.Indexed

import org.springframework.data.mongodb.core.mapping.DBRef

class Team(

id: String? = null,

@Indexed(unique = true)

var teamName: String? = null,

var teamLogoPictureURL: String? = null,

var coachUserId: String? = null,

var creatorUserId: String? = null,

var teamMembersUserIds: List<String> = listOf(),

@DBRef

var sponsors: List<Sponsor> = listOf(),

@DBRef

var game: Game

) : BaseType(id) {

override fun toString(): String {

return "Team(teamName=$teamName, profilePictureURL=$teamLogoPictureURL, coachUserId=$coachUserId, creatorUserId=$creatorUserId, teamMembersUserIds=$teamMembersUserIds, game=$game, sponsors=$sponsors, ${super.toString()})"

}

}

### Data Dictionary

Text

Description automatically generated

Graphical user interface, text

Description automatically generated

A picture containing text, plaque, receipt

Description automatically generated

Text

Description automatically generated

Text

Description automatically generated

Text

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Text

Description automatically generated

Graphical user interface, text

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Text

Description automatically generated with medium confidence

A screenshot of a computer

Description automatically generated with medium confidences

## Human Interface Design

The design would be easy for the user to become familiar with and competent in using the user interface on the first contact with the website. This would be easy for users to achieve their objective through using the website. If a user has a goal to make an account on the website, make a team, create a new tournament, watch stream or any goal related to the website the design will guide him/her through the easiest process to do it

### A screenshot of a computer Description automatically generated with medium confidenceScreen Images

# Implementation

## External APIs/SDKs

Table: Details of APIs used in the project

|  |  |  |  |
| --- | --- | --- | --- |
| **Name of API and version** | **Description of API** | **Purpose of usage** | **List down the API endpoint/function/class in which it is used** |
| Stripe v2 | Credit Card payment integration | To Pay fee to participate in a tournament or to receive prize rewards | stripe.paymentMethods.create |
| JazzCash | Payment gateway | To Pay fee to participate in a tournament or to receive prize rewards | Tournament/payments |
| EasyPaisa | Payment integration | To Pay fee to participate in a tournament or to receive prize rewards | Tournament/payments |
|  |  |  |  |

## User Interface

Following are few examples of User Interfaces:

### Home screen

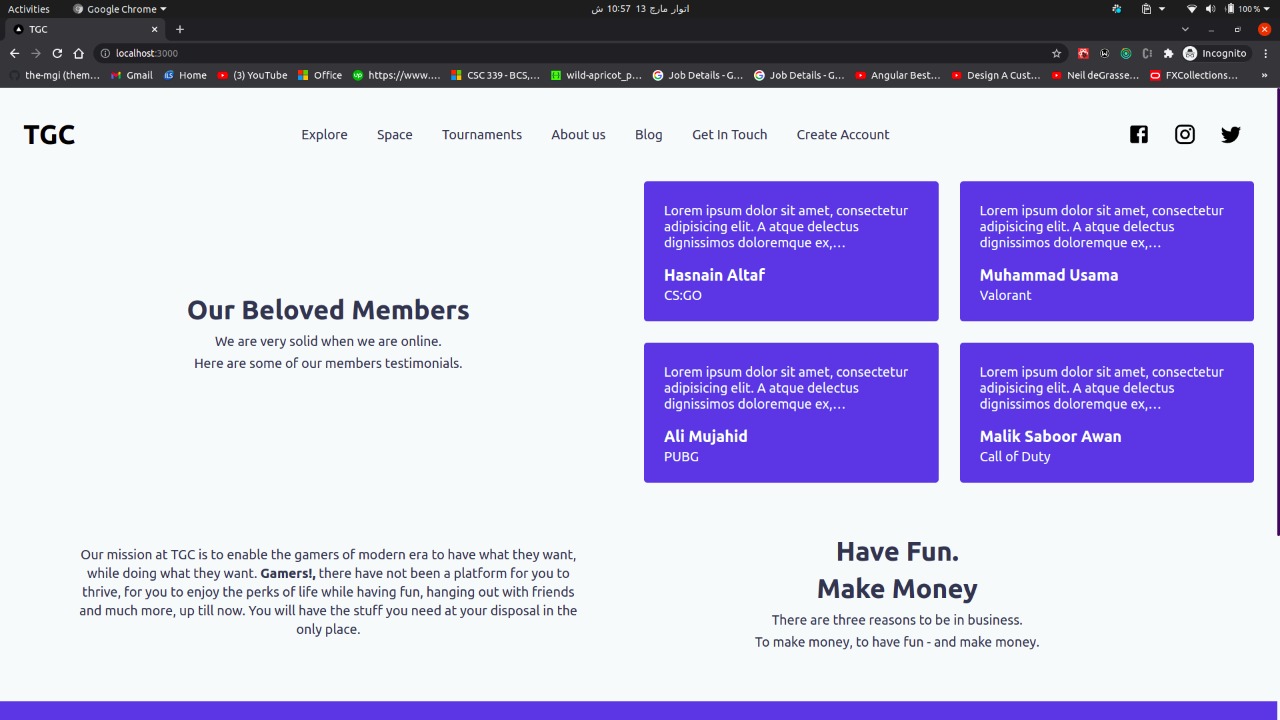


Figure : Home Screen

### Sign Up

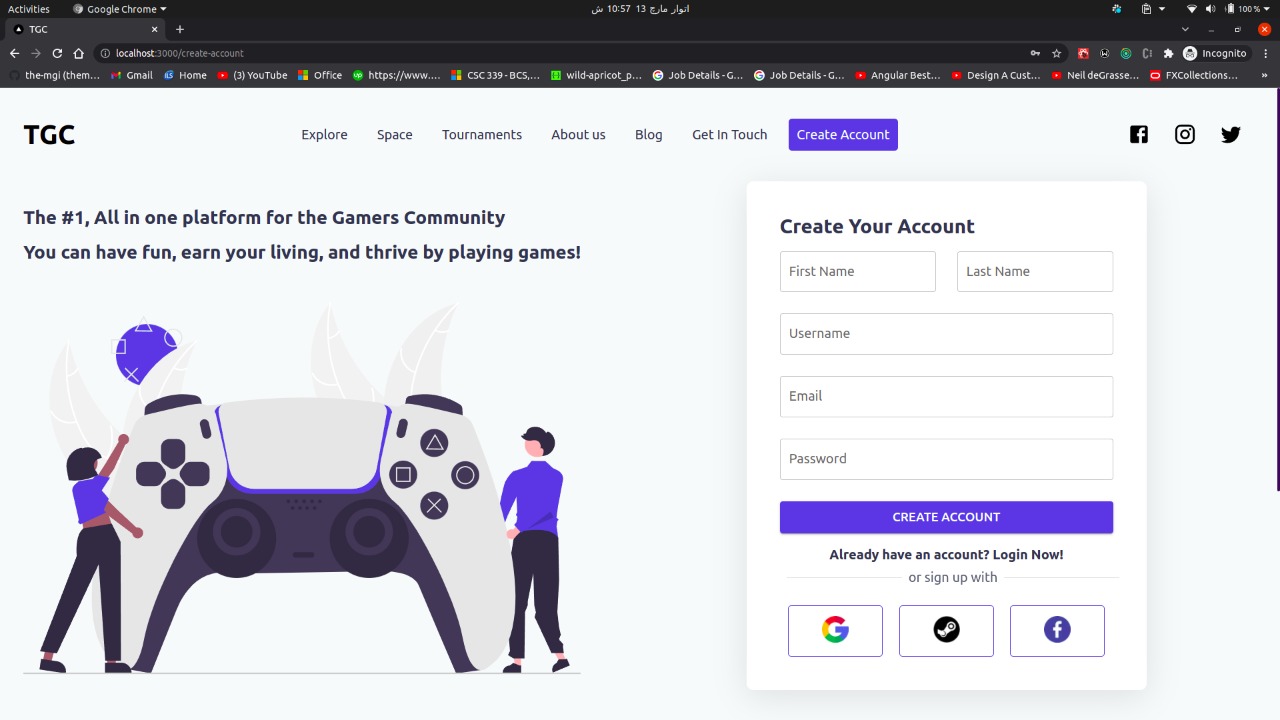


Figure : Sign Up

### Login

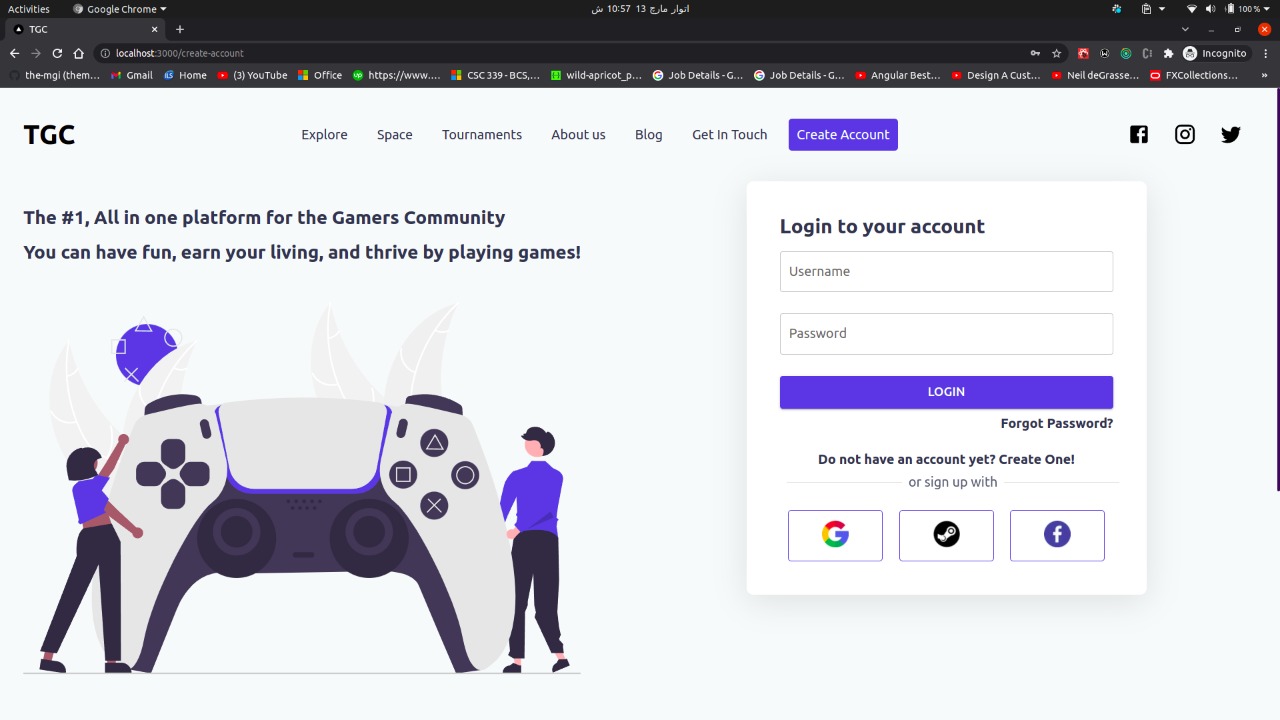


Figure : Login

### User feeds

Graphical user interface, application, Teams

Description automatically generated

Figure 22: Home

### Chats

Graphical user interface, application

Description automatically generated

Figure : Chats

### Streams

A picture containing text, screenshot

Description automatically generated

Figure : Streams

### Tournaments

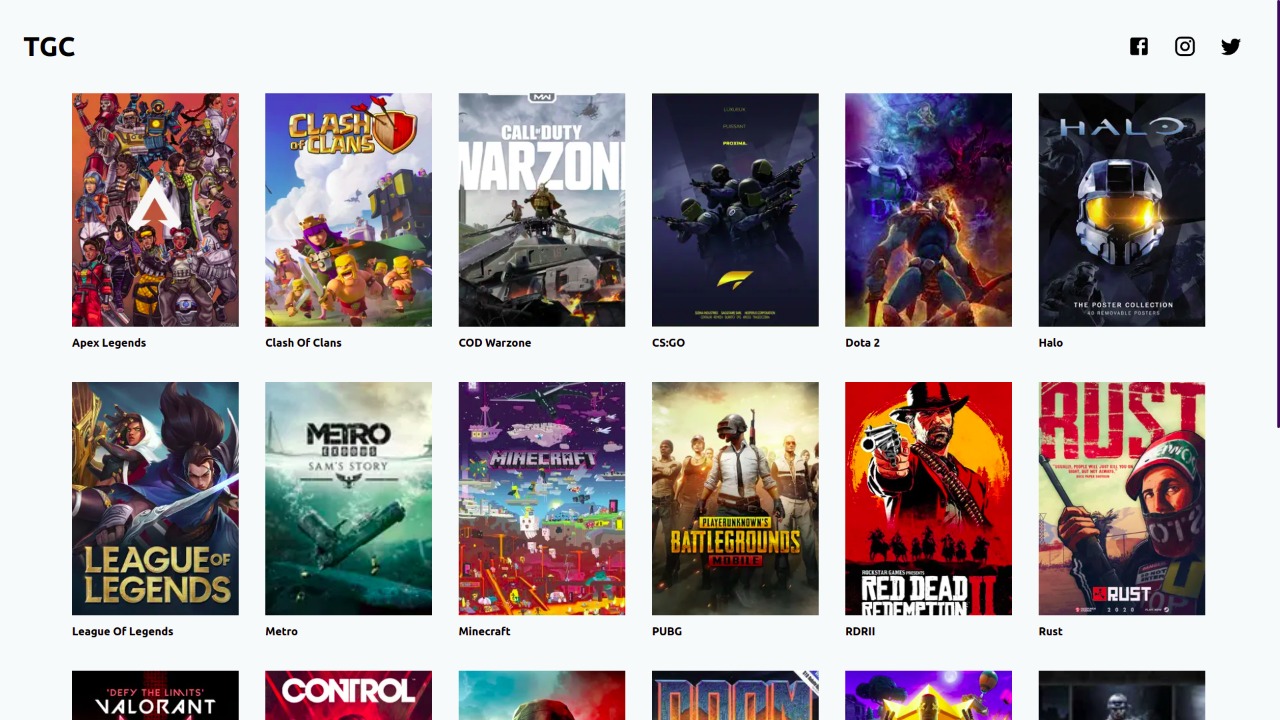


Figure 25: Tournaments

# Testing and evaluation

The technique used for testing is **black-box testing**, which requires the tester to have the code access and fix common fault in it. Manual testing of the system over different network condition has been to check its reliability and performance.



## Unit testing

It is a level of software testing where individual units/components of a software are tested. The purpose is to validate that each unit of the software performs as designed.

**Unit Testing 1:**   Signup

**Testing Objective:** To ensure the signup is working correctly.

**Test Case Id:** TC-01

**Test Case Description:** Test the signup functionality.

**Test Scenario:** Verify on entering valid first name, last name, username, email and password, the user can successfully sign up.

**Table 6.1: Test Cases for Signup**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify account is created after entering valid input data. | First name:  Hasnain  Last Name:  Altaf  Username:  Hasnainaltaf1  Email: [hasnainch5@gmail.com](mailto:hasnainch5@gmail.com)  Password:  Hmha1045 | Successfully registered  account. | It Worked as expected,  account  successfully created. | Pass |

**Unit Testing 2:** Login

**Testing Objective:** To ensure the Login is working correctly.

**Test Case Id:** TC-02

**Test Case Description:** Test the login functionality.

**Test Scenario:** Verify on entering username and password, the user can login.

**Table 6.2: Test Cases for Login**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify user login after click on the ‘Login’ button on login form with correct input data | Username:  Hasnainaltaf1  Password:  Hmha1045 | Successfully log into the main page of the system as user. | It Worked as expected,  account  successfully created. | Pass |

**Unit Testing 3:**  Forget Password

**Testing Objective:** To ensure the forget password form is working correctly.

**Test Case Id:** TC-03

**Test Case Description:** Test the forget password functionality.

**Test Scenario:** Verify password changes after entering valid email and clicking on recovery link user can recover forgot password.

**Table 6.3: Test Cases for forget password**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify user enters valid account username and get password recovery link on that email then user enters valid password and click “Save” button and password changes successfully. | Email:  [Hasnainch5@gmail.com](mailto:Hasnainch5@gmail.com) | Successfully get password recovery on email and changed account password to new password entered. | Successfully worked as Expected. | Pass |

**Unit Testing 4:** Logout from Account

**Testing Objective:** To ensure the logout from Account functionality is working properly.

**Test Case Id:** TC-04

**Test Case Description:** Test the logout Account functionality.

**Test Scenario:** Verify logout from account on clicking logout button.

**Table 6.4: Test Cases for logout from Account**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify the logout from account upon clicking ‘Logout’ button. |  | Successfully logged out from account. | Successfully worked as Expected, user logged out from account successfully. | Pass |

**Unit Testing 5:**  Update credentials

**Testing Objective:** To ensure that update credentials are working properly.

**Test Case Id:** TC-05

**Test Case Description:** Test the update credentials functionality.

**Test Scenario:** Update credentials after entering the new credentials provided by the user.

**Table 6.5: Test Cases for update credentials**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Enter new credentials like username and password and click update. |  | Successfully updated credentials to new credentials entered by the user. | Successfully worked as Expected. | Pass |

**Unit Testing 6:**  Update profile picture

**Testing Objective:** To ensure that update profile picture is working properly.

**Test Case Id:** TC-06

**Test Case Description:** Test the update profile picture functionality.

**Test Scenario:** Verify on adding a new profile picture, that it is updated successfully.

**Table 6.6: Test Cases for update profile picture**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Click on change profile picture, add a new profile and click update/save. |  | Successfully updated profile picture | Successfully worked as Expected. | Pass |

**Unit Testing 7:**  Verify phone number

**Testing Objective:** To ensure that verify phone number works properly.

**Test Case Id:** TC-07

**Test Case Description:** Test the verify phone number functionality.

**Test Scenario:** Verify password changes after entering valid email and clicking on recovery link user can recover forgot password.

**Table 6.7: Test Cases for verify phone number**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Click on verify phone number, add a number and click verify. |  | Successfully verified phone number. | Successfully worked as Expected. | Pass |

**Unit Testing 8:**   Signup with Google

**Testing Objective:** To ensure the signup with Google is working correctly.

**Test Case Id:** TC-08

**Test Case Description:** Test the signup functionality.

**Test Scenario:** Verify on clicking Signup with Google, user can successfully sign up.

**Table 6.8: Test Cases for Signup with Google**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify account is created after signup with Google button is clicked. | Google Signup  button | Successfully registered  account. | It Worked as expected,  account  successfully created. | Pass |

**Unit Testing 9:**   Signup with Facebook

**Testing Objective:** To ensure the signup with Facebook is working correctly.

**Test Case Id:** TC-09

**Test Case Description:** Test the signup functionality.

**Test Scenario:** Verify on clicking Signup with Facebook, user can successfully sign up.

**Table 6.9: Test Cases for Signup with Facebook**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify account is created after signup with Facebook button is clicked. | Facebook Signup  button | Successfully registered  account. | It Worked as expected,  account  successfully created. | Pass |

**Unit Testing 10:**   Signup with Steam

**Testing Objective:** To ensure the signup with Steam is working correctly.

**Test Case Id:** TC-10

**Test Case Description:** Test the signup functionality.

**Test Scenario:** Verify on clicking Signup with Steam, user can successfully sign up.

**Table 6.10: Test Cases for Signup with Steam**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify account is created after signup with Steam button is clicked. | Steam Signup  button | Successfully registered  account. | It Worked as expected,  account  successfully created. | Pass |

**Unit Testing 11:**  Post Image

**Testing Objective:** To ensure the post image functionality is working properly.

**Test Case Id:** TC-11

**Test Case Description:** Test the post image functionality.

**Test Scenario:** Verify post image.

**Table 6.11: Test Case of post image**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can post an image to the system. | Post image | Successfully posted an image on the system. | As expected, post was successfully added. | Pass |

**Unit Testing 12:**  Post video

**Testing Objective:** To ensure the post video functionality is working properly.

**Test Case Id:** TC-12

**Test Case Description:** Test the post video functionality.

**Test Scenario:** Verify post video.

**Table 6.12: Test Case of post video**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can post video on the system. | Post video | Successfully posts video on the system. | As expected, post was successfully added | Pass |

**Unit Testing 13:**  Like post

**Testing Objective:** To ensure the like functionality is working properly.

**Test Case Id:** TC-13

**Test Case Description:** Test the like functionality.

**Test Scenario:** Verify like a post.

**Table 6.13: Test Case of like (post)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can like a post (photo/video) on the system. | Like button | Successfully liked a post on the system. | As expected, post was successfully liked. | Pass |

**Unit Testing 14:**  Comment on post

**Testing Objective:** To ensure the comment functionality is working properly.

**Test Case Id:** TC-14

**Test Case Description:** Test the comment functionality.

**Test Scenario:** Verify comment a post.

**Table 6.14: Test Case of comment (post)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can comment on a post (photo/video) on the system. | Comment button | Successfully commented on a post on the system. | As expected, comment was successfully posted. | Pass |

**Unit Testing 15:**  Share a post

**Testing Objective:** To ensure the share functionality is working properly.

**Test Case Id:** TC-15

**Test Case Description:** Test the share functionality.

**Test Scenario:** Verify share function, by sharing a post to someone on system.

**Table 6.15: Test Case of share post**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can share a post (photo/video) on the system, to another user on the system. |  | Successfully share a post with another user on the system. | As expected, post was successfully shared. | Pass |

**Unit Testing 16:**  Delete a post

**Testing Objective:** To ensure the delete functionality is working properly.

**Test Case Id:** TC-16

**Test Case Description:** Test the delete functionality.

**Test Scenario:** Verify delete function, by deleting a post on system.

**Table 6.16: Test Case of delete post**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can delete a post (photo/video) on the system. |  | Successfully deleted a post on the system. | As expected, post was successfully deleted. | Pass |

**Unit Testing 17:**  Edit a post

**Testing Objective:** To ensure the edit functionality is working properly.

**Test Case Id:** TC-17

**Test Case Description:** Test the edit functionality.

**Test Scenario:** Verify edit function, by editing a post on system.

**Table 6.17: Test Case of edit post**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can edit an already existing post (photo/video) on the system. | Post | Successfully edited a post on the system. | As expected, post was successfully edited. | Pass |

**Unit Testing 18:**  Text chat / send message

**Testing Objective:** To ensure the Text chat / send message functionality is working properly.

**Test Case Id:** TC-18

**Test Case Description:** Test the Text chat / send message functionality.

**Test Scenario:** Verify send message, by sending a message in chat.

**Table 6.18: Test Case of Text chat / send message**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can do text chat with another user on the system. | Message “Hello” | Successfully sent a message on the system. | As expected, text was successfully sent. | Pass |

**Unit Testing 19:**  Audio message

**Testing Objective:** To ensure the Audio message functionality is working properly.

**Test Case Id:** TC-19

**Test Case Description:** Test the Audio message functionality.

**Test Scenario:** Verify Audio message, by sending an audio message in chat.

**Table 6.19: Test Case of Audio message**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can send an audio message to another user on the system. | Audio message | Successfully sent an audio message on the system to another user. | As expected, audio message was successfully sent. | Pass |

**Unit Testing 20:**  Send attachment

**Testing Objective:** To ensure the Send attachment functionality is working properly.

**Test Case Id:** TC-20

**Test Case Description:** Test the Send attachment functionality.

**Test Scenario:** Verify Send attachment, by sending an attachment with the message.

**Table 6.20: Test Case of Send attachment**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can send an attachment with message to another user on the system. | Attachment (file) | Successfully sent an attachment with message on the system to another user. | As expected, a message was sent with an attachment successfully. | Pass |

**Unit Testing 21:**  Delete a message

**Testing Objective:** To ensure the delete functionality is working properly.

**Test Case Id:** TC-21

**Test Case Description:** Test the delete functionality.

**Test Scenario:** Verify delete function, by deleting a message on system.

**Table 6.21: Test Case of delete message**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can delete a message in the chat on the system. | Text message “hello” | Successfully deleted a message on the system. | As expected, message was successfully deleted. | Pass |

**Unit Testing 22:**  Edit a message

**Testing Objective:** To ensure the edit functionality is working properly.

**Test Case Id:** TC-22

**Test Case Description:** Test the edit functionality.

**Test Scenario:** Verify edit function, by editing a message on system.

**Table 6.22: Test Case of edit a message**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can delete a message in the chat on system. | Text message “hello” | Successfully edited a message on the system. | As expected, message was successfully edited. | Pass |

**Unit Testing 23:**  Forward a message

**Testing Objective:** To ensure the Forward a message functionality is working properly.

**Test Case Id:** TC-23

**Test Case Description:** Test the Forward a message functionality.

**Test Scenario:** Verify Forward message, by forwarding the message, to another user.

**Table 6.23: Test Case of Forward a message**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can send forward a message to another user on the system. | Message “Hello” | Successfully forwarded message on the system to another user. | As expected, a message was forwarded  successfully. | Pass |

**Unit Testing 24:**  Tenor integration

**Testing Objective:** To ensure that tenor integration functionality is working properly.

**Test Case Id:** TC-24

**Test Case Description:** Test the tenor integration functionality.

**Test Scenario:** Verify tenor integration, by sending a GIF in chat.

**Table 6.24: Test Case of tenor integration**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can send GIFs to another user on the system. | Tenor integration | Successfully sent a GIF message on the system to another user. | As expected, GIF was successfully sent. | Pass |

**Unit Testing 25:**  Emoji world integration

**Testing Objective:** To ensure that Emoji world integration functionality is working properly.

**Test Case Id:** TC-25

**Test Case Description:** Test the Emoji world integration functionality.

**Test Scenario:** Verify Emoji world integration, by sending an emoji in chat.

**Table 6.25: Test Case of Emoji world integration**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can send emojis to another user on the system. | Emoji world integration | Successfully sent an emoji message on the system to another user. | As expected, emoji was successfully sent. | Pass |

**Unit Testing 26:**  Audio call

**Testing Objective:** To ensure the Audio call functionality is working properly.

**Test Case Id:** TC-26

**Test Case Description:** Test the Audio call functionality.

**Test Scenario:** Verify Audio call, by calling another user on the system.

**Table 6.26: Test Case of Audio call**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can make an audio call to another user on the system. | Calling system | Successfully made an audio call to another user on the system. | As expected, user was able to make an audio call. | Pass |

**Unit Testing 27:**  Video call

**Testing Objective:** To ensure the Video call functionality is working properly.

**Test Case Id:** TC-27

**Test Case Description:** Test the Video call functionality.

**Test Scenario:** Verify Video call, by calling another user on the system.

**Table 6.27: Test Case of video call**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can make a Video call to another user on the system. | Calling system | Successfully made a video call to another user on the system. | As expected, user was able to make a video call. | Pass |

**Unit Testing 28:**  Group audio call

**Testing Objective:** To ensure the Group audio call functionality is working properly.

**Test Case Id:** TC-28

**Test Case Description:** Test the Group audio call functionality.

**Test Scenario:** Verify group audio call, by calling another user on the system and then adding other users to it.

**Table 6.28: Test Case of Group audio call**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can make an audio call to another user on the system and then was able to add other people into the call. | Calling system | Successfully made a group audio call to another user on the system. | As expected, user was able to make a group audio call. | Pass |

**Unit Testing 29:**  Group video call

**Testing Objective:** To ensure the Group video call functionality is working properly.

**Test Case Id:** TC-29

**Test Case Description:** Test the Group video call functionality.

**Test Scenario:** Verify group video call, by calling another user on the system and then adding other users to it.

**Table 6.29: Test Case of Group video call**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can make a video call to another user on the system and then was able to add other people into the call. | Calling system | Successfully made a group video call to another user on the system. | As expected, user was able to make a group video call. | Pass |

**Unit Testing 30:**  Share screen

**Testing Objective:** To ensure the share screen functionality is working properly.

**Test Case Id:** TC-30

**Test Case Description:** Test the share screen functionality.

**Test Scenario:** Verify share screen function, by sharing screen on system while streaming.

**Table 6.30: Test Case of share screen**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can share screen on the system, to another user on the system while streaming something. |  | Successfully shared screen with other users on the system. | As expected, user was successfully able to share screen with other users. | Pass |

**Unit Testing 31:**  Share camera

**Testing Objective:** To ensure the share camera functionality is working properly.

**Test Case Id:** TC-31

**Test Case Description:** Test the share camera functionality.

**Test Scenario:** Verify share camera function, by sharing camera image on system while streaming.

**Table 6.31: Test Case of Share camera**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can share camera footage on the system, to another user on the system while streaming something. |  | Successfully shared camera footage with other users on the system. | As expected, user was successfully able to share camera footage with other users. | Pass |

**Unit Testing 32:**  Audio streaming

**Testing Objective:** To ensure the Audio streaming functionality is working properly.

**Test Case Id:** TC-32

**Test Case Description:** Test the Audio streaming functionality.

**Test Scenario:** Verify Audio streaming function, by sharing audio from the mic or stream on system while streaming.

**Table 6.32: Test Case of Audio streaming**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can Audio streaming on the system, to other users on the system while streaming something. |  | Successfully shared audio streaming with other users on the system. | As expected, user was successfully able to share audio streaming with other users. | Pass |

**Unit Testing 33:**  Ban user

**Testing Objective:** To ensure the Ban user functionality is working properly.

**Test Case Id:** TC-33

**Test Case Description:** Test the Ban user functionality.

**Test Scenario:** Verify Ban user function, by banning someone from the stream.

**Table 6.33: Test Case of Ban user**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can ban another user from the stream on the system. |  | Successfully banned a user from the stream. | As expected, user was banned. | Pass |

**Unit Testing 34:**  Unban user

**Testing Objective:** To ensure the Unban user functionality is working properly.

**Test Case Id:** TC-34

**Test Case Description:** Test the Unban user functionality.

**Test Scenario:** Verify Unban user function, by unbanning someone from the stream.

**Table 6.34: Test Case of Unban user**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can unban another user from the stream on the system. |  | Successfully unbanned a user from the stream. | As expected, user was unbanned. | Pass |

**Unit Testing 35:**  Live chat

**Testing Objective:** To ensure the Live chat functionality is working properly.

**Test Case Id:** TC-35

**Test Case Description:** Test the Live chat functionality.

**Test Scenario:** Verify Live chat function, by sending a message in live chat or stream.

**Table 6.35: Test Case of Live chat**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can send message on the system, in live chat during stream. | Text message | Successfully sent a message in live chat on stream. | As expected, user was successfully able to send a message in live chat. | Pass |

**Unit Testing 36:**  Delete offensive messages

**Testing Objective:** To ensure the delete functionality is working properly.

**Test Case Id:** TC-36

**Test Case Description:** Test the delete functionality.

**Test Scenario:** Verify delete function, by deleting a message from live chat.

**Table 6.36: Test Case of Delete offensive message**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can delete a message from the live chat on stream. | Text message “something offensive” | Successfully deleted a message from live chat. | As expected, message was successfully deleted. | Pass |

**Unit Testing 37:** Add Payment Details

**Testing Objective:** To ensure the Add payment details functionality is working properly.

**Test Case Id:** TC-37

**Test Case Description:** Test the payment functionality.

**Test Scenario:** Verify that User can add account details for payment.

**Table 6.37: Test Cases for Add Payment Details**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Add account details functionality is working properly. | Account Name: Haseeb Ahmed  Account No:  239432432432  Bank Name:  Habib Bank Ltd. | Success. Your Account details has been saved into our system. | As expected | Pass |

**Unit Testing 38:** Edit Payment Details

**Testing Objective:** To ensure the Edit Payment functionality is working properly.

**Test Case Id:** TC-38

**Test Case Description:** Test the Edit Payment functionality.

**Test Scenario:** Verify that Users can edit their Payment details.

**Table 6.38: Test Cases for Edit Payment Details**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Edit Account functionality is working properly. | Bank Holder Name: Haseeb Ahmed  Account No:  239432432432  Bank Name:  Habib Bank Ltd. | Success. Your Account details has been updated in our system. | As expected. | Pass |

**Unit Testing 39:** Delete Payment Details

**Testing Objective:** To ensure the Delete Payment details functionality is working properly.

**Test Case Id:** TC-39

**Test Case Description:** Test the Delete Payment details functionality.

**Test Scenario:** Verify that Users can delete their Payment details from system..

**Table 6.39: Test Cases for Delete Payment details**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Delete Account functionality is working properly. | Bank Holder Name: Haseeb Ahmed  Account No:  239432432432  Bank Name:  Habib Bank Ltd. | Success. Your Account details has been deleted from the system. | As expected | Pass |

**Unit Testing 40:** Payment via Jazz Cash

**Testing Objective:** To ensure the Payment via Jazz Cash functionality is working properly.

**Test Case Id:** TC-40

**Test Case Description:** Test the payment functionality.

**Test Scenario:** Verify that user can make payments via jazz cash.

**Table 6.40: Test Cases for Payment via Jazz Cash**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Payment via Jazz Cash functionality is working properly. | Account Name: Haseeb Ahmed  Account No:  0312-1234567 | Success. Payment via JazzCash is working properly. | As expected | Pass |

**Unit Testing 41:** Payment via EasyPaisa

**Testing Objective:** To ensure the Payment via EasyPaisa functionality is working properly.

**Test Case Id:** TC-41

**Test Case Description:** Test the payment functionality.

**Test Scenario:** Verify that user can make payments via EasyPaisa.

**Table 6.41: Test Cases for Payment via EasyPaisa**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Payment via EasyPaisa functionality is working properly. | Account Name: Haseeb Ahmed  Account No:  0312-1234567 | Success. Payment via EasyPaisa is working properly. | As expected | Pass |

**Unit Testing 42:** Payment via Debit/Credit cards

**Testing Objective:** To ensure the Payment via Debit/Credit cards functionality is working properly.

**Test Case Id:** TC-42

**Test Case Description:** Test the payment functionality.

**Test Scenario:** Verify that user can make Payment via Debit/Credit cards.

**Table 6.42: Test Cases for Payment via Debit/Credit cards**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Payment via Debit/Credit cards functionality is working properly. | Account Name: Haseeb Ahmed  Card No:  1111222233334444  Bank name:  Allied bank  CVC:  107 | Success. Payment via Debit/Credit cards is working properly. | As expected | Pass |

**Unit Testing 43:** Prize pool payment

**Testing Objective:** To ensure the Prize pool payment functionality is working properly.

**Test Case Id:** TC-43

**Test Case Description:** Test the payment functionality.

**Test Scenario:** Verify that user can make Prize pool payment can be done by any payment method in the system.

**Table 6.43: Test Cases for Prize pool payment**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Prize pool payment functionality is working properly. | Payment methods | Success. Prize pool payment is working properly. | As expected | Pass |

**Unit Testing 44:** Tournament participation fee

**Testing Objective:** To ensure the Tournament participation fee functionality is working properly.

**Test Case Id:** TC-44

**Test Case Description:** Test the Tournament participation fee payment functionality.

**Test Scenario:** Verify that user can make Tournament participation fee payments by any payment method in the system.

**Table 6.44: Test Cases for Tournament participation fee**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Tournament participation fee functionality is working properly. | Payment methods | Success. Tournament participation fee is working properly. | As expected | Pass |

**Unit Testing 45:** Tipping during live streams

**Testing Objective:** To ensure the Tipping during live streams functionality is working properly.

**Test Case Id:** TC-45

**Test Case Description:** Test the Tipping during live streams payment functionality.

**Test Scenario:** Verify that user can Tip during live streams by any payment method in the system.

**Table 6.45: Test Cases for Tournament participation fee**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Tipping during live streams functionality is working properly. | Account number to make a tip | Success. Tipping during live streams is working properly. | As expected | Pass |

**Unit Testing 46:** Receive payment

**Testing Objective:** To ensure the Receive payment functionality is working properly.

**Test Case Id:** TC-46

**Test Case Description:** Test the Receive payment.

**Test Scenario:** Verify that User can Receive payment from other users or watchers of live streams.

**Table 6.46: Test Cases for Receive payment**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Receive payment functionality is working properly. | Account no:  1111000  Payment method:  Jazz Cash, EasyPaisa,  Debit/Credit cards | Success. Payment has been sent to seller in his stripe account. | As Expected | Pass |

**Unit Testing 47:** Create tournament

**Testing Objective:** To ensure the Create tournament functionality is working properly.

**Test Case Id:** TC-47

**Test Case Description:** Test the Create tournament for games function.

**Test Scenario:** Verify that user can create a tournament for live streaming of games.

**Table 6.47: Test Cases for Create team**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Create tournament functionality is working properly. | Tournament name  Tournament teams  Game for tournament | Success. A tournament is created successfully. | As Expected | Pass |

**Unit Testing 48:** send invites

**Testing Objective:** To ensure the send invites functionality is working properly.

**Test Case Id:** TC-48

**Test Case Description:** Test the send invites to members functionality

**Test Scenario:** Verify that user can send invites to other members of team, for a tournament.

**Table 6.48: Test Cases for send invites**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify send invites functionality is working properly. | Member names | Success. Invites sent successfully to team members. | As Expected | Pass |

**Unit Testing 49:** Set tournament schedule

**Testing Objective:** To ensure Set tournament schedule functionality is working properly.

**Test Case Id:** TC-49

**Test Case Description:** Test the Set tournament schedule functionality.

**Test Scenario:** Verify that creator of tournament can set a schedule of tournament.

**Table 6.49: Test Cases for Set tournament schedule**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Set tournament schedule functionality is working properly. | Tournament schedule | Success. Tournament schedule was set successfully. | As Expected | Pass |

**Unit Testing 50:** Arranging tournament brackets

**Testing Objective:** To ensure Arranging tournament brackets functionality is working properly.

**Test Case Id:** TC-50

**Test Case Description:** Test the Arranging tournament brackets functionality.

**Test Scenario:** Verify that user can arrange tournament brackets.

**Table 6.50: Test Cases for Arranging tournament brackets**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Arranging tournament brackets functionality is working properly. | Tournament schedule | Success. Arranging tournament brackets was successful. | As Expected | Pass |

**Unit Testing 51:**  Banning teams

**Testing Objective:** To ensure Banning Teams functionality is working properly.

**Test Case Id:** TC-51

**Test Case Description:** Test the Banning Teams functionality.

**Test Scenario:** Verify that creator of tournament can ban team, from the tournament.

**Table 6.51: Test Case of Banning teams**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, creator of tournament can ban teams from the tournament. | Team  number/id | Successfully banned a team from the tournament, | As expected, team was banned. | Pass |

**Unit Testing 52:**  Unbanning teams

**Testing Objective:** To ensure Unbanning Teams functionality is working properly.

**Test Case Id:** TC-52

**Test Case Description:** Test the Unbanning Teams functionality.

**Test Scenario:** Verify that creator of tournament can unban team, from the tournament.

**Table 6.52: Test Case of Unbanning teams**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, creator of tournament can unban teams from the tournament. | Team  number/id | Successfully unbanned a team from the tournament, | As expected, team was unbanned. | Pass |

**Unit Testing 53:**  Accept sponsors for tournament

**Testing Objective:** To ensure Accept sponsors functionality is working properly.

**Test Case Id:** TC-53

**Test Case Description:** Test the Accept sponsors functionality.

**Test Scenario:** Verify that system accept sponsors for the tournaments.

**Table 6.53: Test Case of Accepting sponsors**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, sponsors are being accepted for teams in the tournament. | Sponsor name  Team id  Tournament name | Successfully added a sponsor in team for a tournament. | As expected, sponsor was accepted. | Pass |

**Unit Testing 54:**  Rejecting sponsors for tournament

**Testing Objective:** To ensure Rejecting sponsors functionality is working properly.

**Test Case Id:** TC-54

**Test Case Description:** Test the Rejecting sponsors functionality.

**Test Scenario:** Verify that system accept sponsors for the tournaments.

**Table 6.54: Test Case of Rejecting sponsors**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, sponsors are being Rejected for teams in the tournament. | Sponsor name  Team id  Tournament name | Successfully rejected a sponsor for a team. | As expected, sponsor was rejected. | Pass |

**Unit Testing 55:** Create team

**Testing Objective:** To ensure the Create team functionality is working properly.

**Test Case Id:** TC-55

**Test Case Description:** Test the Create team function.

**Test Scenario:** Verify that user can create a team for to participate in a tournament or to play games.

**Table 6.55: Test Cases for Create team**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Create team functionality is working properly. | Team name  Team members  Game for team | Success. A team is created successfully. | As Expected | Pass |

**Unit Testing 56:** Add players

**Testing Objective:** To ensure the Add players functionality is working properly.

**Test Case Id:** TC-56

**Test Case Description:** Test the Add players’ function.

**Test Scenario:** Verify that user can add players in a team to play games or tournaments.

**Table 6.56: Test Cases for Add players**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Add players is working properly. | Team no.  Player id  Player name | Success. Players added to the team successfully. | As Expected | Pass |

**Unit Testing 57:** Remove players

**Testing Objective:** To ensure the Remove players functionality is working properly.

**Test Case Id:** TC-57

**Test Case Description:** Test the Remove players’ function.

**Test Scenario:** Verify that user can remove players from a team.

**Table 6.57: Test Cases for Remove players**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Remove players is working properly. | Team no.  Player id  Player name | Success. Players are removed from the team successfully. | As Expected | Pass |

**Unit Testing 58:** Make leader

**Testing Objective:** To ensure the Make leader functionality is working properly.

**Test Case Id:** TC-58

**Test Case Description:** Test the Make leader function.

**Test Scenario:** Verify that user/creator/organizer can make a player leader of a team.

**Table 6.58: Test Cases for Make leader**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Make leader is working properly. | Team no.  Player id  Player name | Success. A team member was made the leader of the team. | As Expected | Pass |

**Unit Testing 59:** Make coach

**Testing Objective:** To ensure the Make coach functionality is working properly.

**Test Case Id:** TC-59

**Test Case Description:** Test the Make coach function.

**Test Scenario:** Verify that creator/organizer can make some a coach of a team.

**Table 6.59: Test Cases for Make coach**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Make coach is working properly. | Team no. | Success. A person was made the coach of the team. | As Expected | Pass |

**Unit Testing 60:**  Accept sponsors for teams

**Testing Objective:** To ensure Accept sponsors functionality is working properly.

**Test Case Id:** TC-60

**Test Case Description:** Test the Accept sponsors functionality.

**Test Scenario:** Verify that system accept sponsors for the tournaments.

**Table 6.60: Test Case of Accepting sponsors for teams**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, sponsors are being accepted for teams in the tournament. | Sponsor name  Team id  Tournament name | Successfully added a sponsor in team for a tournament. | As expected, sponsor was accepted. | Pass |

**Unit Testing 61:**  Rejecting sponsors for teams

**Testing Objective:** To ensure Rejecting sponsors functionality is working properly.

**Test Case Id:** TC-61

**Test Case Description:** Test the Rejecting sponsors functionality.

**Test Scenario:** Verify that system accept sponsors for the tournaments.

**Table 6.61: Test Case of Rejecting sponsors for teams**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, sponsors are being Rejected for teams in the tournament. | Sponsor name  Team id  Tournament name | Successfully rejected a sponsor for a team. | As expected, sponsor was rejected. | Pass |

## Functional Testing

**Functional Testing 1:**  Enter name

**Testing Objective:** To ensure that the name of user is being entered.

**Test Case Id:** TC-62

**Test Case Description:** Test the enter name inputs in signup form.

**Test Scenario:** Enter the first name and last name on signup form

**Table 6.62: Test case for Entering name**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering first name in signup form, the first name is entered | First Name:  Hasnain | First name is entered in the input | As expected | Pass |
| 2. | Verify on entering last name in signup form, the name is entered | Last Name:  Altaf | Last name is entered in the input | As expected | Pass |

**Functional Testing 2:**  Enter Username

**Testing Objective:** To ensure that the username of user is being entered.

**Test Case Id:** TC-63

**Test Case Description:** Test the enter name inputs in signup form.

**Test Scenario:** Enter the first name and last name on signup form

**Table 6.63: Test case for Enter Username**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering Username in signup form, the username is entered | Username:  Hasnainch1 | Username is entered in the input | As expected | Pass |

**Functional Testing 3:** Enter Email

**Test Objective**: To ensure that the email of user is being entered.

**Test Case Id:** TC-64

**Test Case Description:** Test the enter email inputs in login and signup forms.

**Test Scenario:** Enter the email on login and signup form.

**Table 6.64: Test Cases for Enter email**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering email in signup form, the email is entered | Email:  Hasnainch5@gmail.com | Email is entered in the signup form input | As expected | Pass |
| 2. | Verify on entering email in login form, the email is entered | Email:  Hasnainch5@gmail.com | Email is entered in the login form input | As expected | Pass |

**Functional Testing 4:** Enter Password

**Test Objective**: To ensure that the password of the user is being entered.

**Test Case Id:** TC-65

**Test Case Description:** Test the enter password input in login and signup forms.

**Test Scenario:** Enter the password on login and signup forms

**Table 6.65: Test Cases for Enter Password**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering password in signup form | Password:  Qwerty123 | Password is entered in the signup form input | As expected | Pass |
| 2. | Verify on entering password in login form, the password is entered | Password:  Qwerty123 | Password is entered in the login form input | As expected | Pass |

**Functional Testing 5:** Email Validation

**Test Objective**: To ensure that the user enters his email in a correct/valid format.

**Test Case Id:** TC-66

**Test Case Description:** Test the email input in login and signup form.

**Test Scenario:** Enter an email with a valid format in the email input in the signup and login form.

**Table 6.66: Test Cases for Email Validation**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering email in signup form, the email provided is of correct format | email:  ameen@gmail.com | Email of correct format is entered in the signup form input | As expected | Pass |
| 2. | Verify on entering incorrect email in login form, the email provided is of incorrect format | email:  aslam@gmail.com | Email invalid message displayed. | As expected | Pass |

**Functional Testing 6:** Password Validation

**Test Objective**: To ensure that the user enters his password in a valid format.

**Test Case Id:** TC-67

**Test Case Description:** Test the password input in login and signup form.

**Test Scenario:** Enter a password with a valid format in the password input in the signup and login form.

**Table 6.67: Test Cases for Password Validation**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering password in signup form, the password provided is of correct format | Password:  Qwerty123 | Correct formatted password is entered in the signup form input. Any wrong input displays an error. | As expected | Pass |

**Functional Testing 7:** enter old password

**Test Objective**: To ensure that the user can enter old password to change its password.

**Test Case Id:** TC-68

**Test Case Description:** Test the enter old password functionality.

**Test Scenario:** Enter the old password on changing password to new password.

**Table 6.68: Test Cases for enter old password**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether you can enter old password. | Password:  Digi123. | Correct Old password is entered in input text box. | As expected | Pass |
| 2. | Verify whether password incorrect message is displayed. | Password:  12390 | Error message is displayed. | As Expected | Pass |

**Functional Testing 8:** enter new password

**Test Objective**: To ensure that the user can enter new password to change its password.

**Test Case Id:** TC-69

**Test Case Description:** Test the enter new password functionality.

**Test Scenario:** Enter the new password on changing old password to new password.

**Table 6.69: Test Cases for enter new password**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether you can enter new password. | Password:  Digi123. | Correct new password is entered in input text box. | As expected | Pass |
| 2. | Verify whether password incorrect message is displayed. | Password:  Goo12390 | Error message is displayed. | As Expected | Pass |

**Functional Testing 9:** Username field of forgot password

**Test Objective**: To ensure that the user enters correct username to get its password.

**Test Case Id:** TC-70

**Test Case Description:** Test the enter new password functionality.

**Test Scenario:** Enter the new password on changing old password to new password.

**Table 6.70: Test Cases for Username field of forgot password**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether you can enter correct username. | Username:  Usama123 | Correct new password is entered in input text box. | As expected | Pass |
| 2. | Verify whether username incorrect message is displayed. | Username:  Usama@123 | Error message is displayed. | As Expected | Pass |

**Functional Testing 10:** Upload Profile picture

**Test Objective:** To ensure that user can upload profile picture.

**Test Case Id:** TC-71

**Test Case Description:** Test the upload profile picture functionality.

**Test Scenario:** User can upload image to add its profile picture.

**Table 6.71: Test Cases for Upload Profile picture**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether user can upload profile image. | Image:  profilePic.png | Profile photo uploaded successfully. | As expected | Pass |
| 2. | Verify whether error message is shown on uploading wrong image file. | Image:  File.csv | Error message is displayed. | As expected | Pass |

**Functional Testing 11:** Update Profile picture

**Test Objective:** To ensure that user can update profile picture.

**Test Case Id:** TC-72

**Test Case Description:** Test the update picture functionality.

**Test Scenario:** User can update image to add its profile picture.

**Table 6.72: Test Cases for Update profile picture**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether user can update profile image. | Image:  profilePic.png | Profile photo updated successfully. | As expected | Pass |
| 2. | Verify whether error message is shown on uploading wrong image file. | Image:  File.csv | Error message is displayed. | As expected | Pass |

**Functional Testing 12:** Phone number verification

**Test Objective**: To ensure that the phone number of user is being entered for verification.

**Test Case Id:** TC-73

**Test Case Description:** Test the phone number entered in phone number verification.

**Test Scenario:** Enter a number with a valid format in phone number verification.

**Table 6.73: Test Cases for Phone number validation**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering phone number in phone number verification, the number provided is of correct format | Number:  0300-  1234567 | Correct formatted number is entered in the phone number verification input. Any wrong input displays an error. | As expected | Pass |

**Functional Testing 11:** Post Image

**Test Objective:** To ensure that user can upload an image to post.

**Test Case Id:** TC-74

**Test Case Description:** Test the upload image to post functionality.

**Test Scenario:** User can upload image on his profile/timeline.

**Table 6.74: Test Cases for Post Image**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether user can upload image to post. | Image:  post.png | photo uploaded to post on timeline successfully. | As expected | Pass |
| 2. | Verify whether error message is shown on uploading wrong image file. | Image:  File.csv | Error message is displayed. | As expected | Pass |

**Functional Testing 12:** Post Video

**Test Objective:** To ensure that user can upload a video to post.

**Test Case Id:** TC-75

**Test Case Description:** Test the upload video to post functionality.

**Test Scenario:** User can upload video on his profile/timeline.

**Table 6.75: Test Cases for Post video**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether user can upload video to post. | Video:  post.mp4 | Video uploaded to post on timeline successfully. | As expected | Pass |
| 2. | Verify whether error message is shown on uploading wrong video file. | Image:  post.csv | Error message is displayed. | As expected | Pass |

**Functional Testing 13:**  Enter comment

**Testing Objective:** To ensure that the comment is being entered.

**Test Case Id:** TC-76

**Test Case Description:** Test the comment input in a post.

**Test Scenario:** Enter a comment on a post.

**Table 6.76: Test case for Comment input**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering comment on a post, a comment is entered | text | Comment is entered in the input | As expected | Pass |

**Functional Testing 14:**  Enter message / text chat

**Testing Objective:** To ensure that the message is being entered.

**Test Case Id:** TC-77

**Test Case Description:** Test the message input in a chat of a user.

**Test Scenario:** Enter a text message in chat of a user.

**Table 6.77: Test case for Message**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering message, text is entered to send | text | Some text is entered in the input | As expected | Pass |

**Functional Testing 15:**  Tenor Integration Search

**Testing Objective:** To ensure that something is being entered in tenor integration search input.

**Test Case Id:** TC-78

**Test Case Description:** Test the tenor integration input.

**Test Scenario:** Enter some text in tenor integration for search.

**Table 6.78: Test case for tenor integration search**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering text in tenor integration search, text is entered | text | Some text is entered in the input | As expected | Pass |

**Functional Testing 16:**  Enter team name

**Testing Objective:** To ensure that the name of team is being entered.

**Test Case Id:** TC-79

**Test Case Description:** Test the enter name of team in the team’s form.

**Test Scenario:** Enter the name of team, in teams form to make a team.

**Table 6.79: Test case for Enter team name**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering name in teams form, name is entered | Name:  Boys team | Name is entered in the input | As expected | Pass |

**Functional Testing 17:**  Enter team members

**Testing Objective:** To ensure that the number of team members is being entered.

**Test Case Id:** TC-80

**Test Case Description:** Test the enter number of team member’s input.

**Test Scenario:** Enter the number of team members

**Table 6.80: Test case for Enter team members**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering number of members in teams form, number of members is entered | Total members | Total members are entered in the input | As expected | Pass |
| 2. | Verify on entering name in teams form, if input is wrong | Total members | Error message displayed | As expected | Pass |

**Functional Testing 18:**  Enter Game

**Testing Objective:** To ensure that the name of game is being entered.

**Test Case Id:** TC-81

**Test Case Description:** Test the name of game is being entered in the input.

**Test Scenario:** Enter the game’s name the team is being created for.

**Table 6.81: Test case for Enter Game**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering name of the game in team’s form | Name of game | Name is entered successfully. | As expected | Pass |

**Functional Testing 19:**  Enter tournament name

**Testing Objective:** To ensure that the name of tournament is being entered.

**Test Case Id:** TC-82

**Test Case Description:** Test the enter name of tournament in the tournament’s form.

**Test Scenario:** Enter the name of tournament, in tournament form to make a tournament.

**Table 6.82: Test case for Enter tournament name**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering name in tournament form, name is entered | Name:  PUBG tournament | Name is entered in the input | As expected | Pass |

**Functional Testing 20:**  Enter tournament members

**Testing Objective:** To ensure that the number of tournament members is being entered.

**Test Case Id:** TC-83

**Test Case Description:** Test the enter number of tournament member’s input.

**Test Scenario:** Enter the number of tournament members.

**Table 6.83: Test case for Enter tournament members**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering number of members in tournament form, number of members is entered | Total members | Total members are entered in the input | As expected | Pass |
| 2. | Verify on entering name in tournament form if input is wrong | Total members | Error message displayed | As expected | Pass |

**Functional Testing 21:**  Name of Game for tournament

**Testing Objective:** To ensure that the name of game is being entered.

**Test Case Id:** TC-84

**Test Case Description:** Test the name of game is being entered in the input.

**Test Scenario:** Enter the game’s name, the tournament is being created for.

**Table 6.84: Test case for Name of game for tournament**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering name of the game in tournament’s form | Name of game | Name is entered successfully. | As expected | Pass |

**Functional Testing 22:** Select date for tournament

**Test Objective**: To ensure that the organizer selects date for the tournament.

**Test Case Id:** TC-85

**Test Case Description:** Test the select date functionality.

**Test Scenario:** User can select the date for the tournament.

**Table 6.85: Test Cases for select date for tournament**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether user can select date from given dates. | Date:  12/12/2021 | Date is selected from given dates. | As expected | Pass |
| 2. | Verify whether error message is shown on selecting past date. | Date:  12/12/2020 | Error message is displayed. | As expected | Pass |

**Functional Testing 23:** Select time for tournament

**Test Objective**: To ensure that the organizer selects time of the tournament.

**Test Case Id:** TC-86

**Test Case Description:** Test the select time functionality.

**Test Scenario:** User can select the time for the tournament.

**Table 6.86: Test Cases for select time for tournament**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether user can select time from given time field. | Time:  9:00 pm | Time is selected from given time field. | As expected | Pass |
| 2. | Verify whether error message is shown on selecting past time. | Time:  8:00 pm | Error message is displayed. | As expected | Pass |

**Functional Testing 24:** Search tournament

**Test Objective**: To ensure that the user can for a tournament.

**Test Case Id:** TC-87

**Test Case Description:** Test the search for tournament functionality.

**Test Scenario:** User can select tournament after searching for it.

**Table 6.87: Test Cases for search tournament**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether user can search tournaments. | Tournament name | Related tournaments are searched successfully. | As expected | Pass |

**Functional Testing 25:** Method for payment

**Test Objective**: To ensure that the user can select any method for payments.

**Test Case Id:** TC-88

**Test Case Description:** Test the payment method functionality.

**Test Scenario:** User can select any payment method for fee payment or registration for tournament.

**Table 6.88: Test Cases for Payment method**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify whether user can select any method for payment. | Payment method | Payment method successfully selected. | As expected | Pass |

**Functional Testing 26:**  Enter number for payment

**Testing Objective:** To ensure that number for payment is being entered.

**Test Case Id:** TC-89

**Test Case Description:** Test the enter number input in payment form.

**Test Scenario:** Enter the number for payment.

**Table 6.89: Test case for Entering number for payment**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify on entering number in the payment form, the number is entered correctly | 0300-1234567 | Number is entered in the payment number field | As expected | Pass |
| 2. | Verify on the number entered is in the correct form, if not, display error message | 030-1234567 | Error message | As expected | Pass |

## Integration testing

The integration strategy that we will be using for The Gamers platform is **Incremental** testing. Incremental testing is done by integrating two or more modules that are logically related to each other and then tested for proper functioning of the application. Then the other related modules are integrated incrementally, and the process continues until all the logically related modules are integrated and tested successfully.

Further, the type of incremental testing that we will be using is **Bottom-up Integration.** In Bottom-up strategy lower-level modules are tested first and then we move to the testing of high-level modules.

**Table 6.90: Test Cases for Integration Testing of Unit TC- 1, 2**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Signup in TGC by entering valid information in text fields. | First name:  Muhammad  Last name:  Usama  Username:  Usama15  Email:  [themgi@gmail.com](mailto:themgi@gmail.com)  Password:  Themgipass123 | Successfully registered account in TGC and redirected to login page. | As expected. | Pass |
|  | Login from your account in TGC. | Username:  Usama15  Password:  Themgipass123 | Logged in successfully and redirect to homepage. | As expected. | Pass |
|  | View respective homepage/ panel of user. |  | Homepage/ panel of user successfully opened. | As expected. | Pass. |

**Table 6.91: Test Cases for Integration Testing of Unit TC- 2, 4**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Login from your account in TGC. | Username:  Usama15  Password:  Themgipass123 | Logged in successfully and redirect to homepage. | As expected. | Pass |
| 2. | Logout from logged in account after deletion. |  | Logged out from account successfully. | As Expected. | Pass |

**Table 6.92: Test Cases for Integration Testing of Unit TC- 2, 5, 6, 7**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Login from your account in TGC. | Username:  Usama15  Password:  Themgipass123 | Logged in successfully and redirect to homepage. | As expected. | Pass |
| 2. | Enter new credentials like username and password and click update. | Name  password | Successfully updated credentials to new credentials entered by the user | Successfully worked as Expected. | Pass |
| 3. | Click on change profile picture, add a new profile and click update/save. |  | Successfully updated profile picture | Successfully worked as Expected. | Pass |
| 4. | Click on verify phone number, add a number, and click verify. |  | Successfully verified phone number. | Successfully worked as Expected. | Pass |

**Table 6.93: Test Cases for Integration Testing of Unit TC- 11, 22**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can post an image to the system. | Post image | Successfully posted an image on the system. | As expected, post was successfully added. | Pass |
| 2. | This test is done to verify that, user can post video on the system. | Post video | Successfully posts video on the system. | As expected, post was successfully added | Pass |

**Table 6.94: Test Cases for Integration Testing of Unit TC- 18, 20, 24, 25**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | User writes some message in the field. | Message “Hello” | Successfully wrote message. | As expected, text was successfully written. | Pass |
| 2. | This test is done to verify that, user can attach an attachment with message. | Attachment (file) | Successfully attached file with message on the system. | As expected, file attached. | Pass |
| 3. | User can add emoji or GIF in the message. |  | Emoji or GIF added. | Emoji or GIF added as expected. | pass |
| 4. | Send message to the user. |  | Successfully sent message to the user. | As expected. | pass |

**Table 6.95: Test Cases for Integration Testing of Unit TC- 26, 27**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | This test is done to verify that, user can make an audio call to another user on the system. |  | Successfully made an audio call to another user on the system. | As expected, user was able to make an audio call. | Pass |
| 2. | This test is done to verify that, user can make a Video call to another user on the system. |  | Successfully made a video call to another user on the system. | As expected, user was able to make a video call. | Pass |

**Table 6.96: Test Cases for Integration Testing of Unit TC - 30, 31, 32**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | User can share camera footage on the system, to another user on the system while streaming something |  | Successfully shared camera footage with other users on the system. | As expected, camera shared successfully for streaming. | Pass |
| 2. | This test is done to verify that, user can share screen on the system, to another user on the system while streaming something. |  | Successfully shared screen with other users on the system. | As expected, screen shared successfully. | Pass |
| 3. | User can share Audio streaming on the system. This test is to verify audio sharing. |  | Successfully shared audio streaming with other users on the system. | As expected, audio is shared successfully. | pass |
| 4. | This test is to verify that stream is started successfully. |  | Stream is started. | As expected, the stream is being shared with the users. | pass |

**Table 6.97: Test Cases for Integration Testing of Unit TC – 37, 40, 41, 42, 43, 44**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Add account details functionality is working properly. | Account Name: Haseeb Ahmed  Account No:  0000111122223333  Bank Name:  Habib Bank Ltd. | Success. Your Account details has been saved into our system. | As expected, details added to the system. | Pass |
| 2. | Verify Payment via EasyPaisa, JazzCash,  Debit/Credit functionality is working properly | Account Name: Haseeb Ahmed  Account No:  0312-1234567 | Success. The given payment methods are working properly. | As expected, JazzCash, EasyPaisa, Debit/Credit methods are working. | Pass |
| 3. | Verify Prize pool payment functionality is working properly. | Payment methods | Success. Prize pool payment is working properly and can be done through these methods. | As expected. | pass |
| 4. | Verify Tournament participation fee functionality is working properly. | Payment methods | Success. Tournament participation fee is working properly and can be done through these methods. | As expected. | pass |

**Table 6.98: Test Cases for Integration Testing of Unit TC – 47, 48, 49, 50, 53, 54**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Create tournament functionality is working properly. | Tournament name  Tournament teams  Game for tournament | Success. A tournament is created successfully. | As expected,  Tournament created. | Pass |
| 2. | Verify send invites functionality is working properly. | Member names | Invites sent successfully to team members | As expected. | Pass |
| 3. | Set tournament schedule functionality is working properly | Date, Time | Success. Tournament schedule was set successfully. | As expected. | pass |
| 4. | This test is done to verify that, sponsors are being accepted or rejected for teams in the tournament. | Sponsor name,  Team id,  Tournament name | Successfully added or rejected a sponsor in team for a tournament. | As expected. | pass |

**Table 6.99: Test Cases for Integration Testing of Unit TC – 55, 56, 58, 59, 60, 61**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Test Case/Test Script** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail/Not Executed/ Suspended** |
| 1. | Verify Create team functionality is working properly. | Team name,  Team members,  Game | Success. A team is created successfully. | As expected,  Team created. | Pass |
| 2. | Verify adding players | Team no,  Player id,  player name | Success. Players added to the team successfully. | As expected.  Players added to the team. | Pass |
| 3. | Verify Make leader and coach for the team created. | Team no,  Player id,  player name | Success. Coach and leader created for the team. | As expected. | pass |
| 4. | This test is done to verify that, sponsors are being accepted or rejected for teams in the tournament. | Sponsor name,  Team id,  Tournament name | Successfully added or rejected a sponsor in team for a tournament. | As expected. | pass |

# Conclusion and future work

## Conclusion

This project is in its final shape, ready to make an impact, while helping us making our skill set stronger. This will help gamers around Pakistan to make their PASSION as their Profession. This will help them to grow as a person and in their careers without the fear of being judged and monetizing their skills on our platform.

## Future work

This platform will be receiving new updates and modifications with the passage of time, we can add new features such as AR (augmented reality), Chatbot powered with AI and can integrate various promotion methods inside automating marketing tool. These features can attract more users towards our platform and can enhance user experience.

# References

**Website**

https://www.pakgamers.com/index.php