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| Player adding page test | | | |
| id | Test-case | Expected result | Comment |
| 1.1 | Open the application | The application opens the main menu page, with 3 menu points. („Új játék”, „Kérdéssorok”, „Játékosok”) |  |
| 1.2 | Click ont he menu point „Játékosok” | The player editor page opens and the navigation bar indicates the switch. The existing players are listed on the left side, ont he right side is a text: „Válasszon játékost!” |  |
| 1.3 | Press the „Új játékos” button | The „Azonosító”, „Név”, „Becenév”, and „Intézmény” fields appears, all of the is empty except „Név”. The „Mentés” and the „Játékos törlése” buttons are visible. |  |
| 1.4 | Fill the fields „Név” : E2E Test1,  „Becenév”: E2E1, „Intézmény”: Testing | The fields are properly filled |  |
| 1.5 | Press the „Mentés” button. | A pop-up is shown with the „Sikeres mentés!” message. |  |
| 1.6 | Press the „Ok” button in the pop-up | The player named „E2E Test1” is present in the list, and there is a text on the right side: „Válasszon játékost!”. |  |
| 1.7 | Press the „Új játékos” button | The „Azonosító”, „Név”, „Becenév”, and „Intézmény” fields appears, all of the is empty except „Név”. The „Mentés” and the „Játékos törlése” buttons are visible. |  |
| 1.8 | Fill the fields „Név” : E2E Test2,  „Becenév”: E2E2, „Intézmény”: Testing | The fields are properly filled |  |
| 1.9 | Press the „Mentés” button. | A pop-up is shown with the „Sikeres mentés!” message. |  |
| 1.10 | Press the „Ok” button in the pop-up | The player named „E2E Test2” is present in the list, and there is a text on the right side: „Válasszon játékost!”. |  |
| 1.11 | Select the player named „E2E Test2” | The form is filled with the previously given data. The „Mentés” and „Játékos törlése” buttons are visible. |  |
| 1.12 | Click on the „Játékos törlése” button | A pop-up message appeares: „Biztosan törli a játékost?” |  |
| 1.13 | Press the „Mégse” button | The pop-up disappeares, and the player named „E2E Test2” is still avaible in the list. |  |
| 1.14 | Click on the „Játékos törlése” button | A pop-up message appeares: „Biztosan törli a játékost?” |  |
| 1.15 | Press the „Igen” button. | The player named „E2E Test2” is deleted from the list, and there is a text on the right side: „Válasszon játékost!”. |  |
| 1.16 | Repeate the previous steps, to have at least 16 players in the list | At least 16 players are avaible in the list |  |

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| Questionserie page test | | | |
| Id | Test-case | Expected result | Comment |
| 2.1 | Open the application | The application opens the main menu page, with 3 menu points. („Új játék”, „Kérdéssorok”, „Játékosok”) |  |
| 2.2 | Click on the menu point „Kérdéssorok” | The questoin serie editor page opens and the navigation bar indicates the switch. The existing series are listed on the left side, ont he right side is a text: „Válasszon kérdéssort!” |  |
| 2.3 | Press the „Új kérdéssor” button | Ont he top of the form there is a field called „Kérdéssor címe”, with a valuo of „Új kérdéssor”. The form populates itself with 5 topics, all with the following values: Empty fields: „Téma címe”, „Leírás”. The seletion area named „Ismeretkör” is empty. 6 times the following: „Kérdés” (empty), „Válasz” (empty), „Érték” (0) |  |
| 2.4 | Change the field „Kérdéssor címe” to „E2E TestSerie1” | The field value is changed |  |
| 2.5 | Press the button „Mentés” | A pop-up is shown to warn you to fill all the rquiered fields. |  |
| 2.6 | Press the „Ok” button in the pop-up | The pop-up gets closed, and the form has the same values as before |  |
| 2.7 | Type some non numeric characters in the field „Érték”, and clikck elsewhere (or get rid of the focus on the field) | The field deletes the non-numeric characters, and set it’s value to 0. |  |
| 2.8 | Type 1000 to field „Érték” | The value is properly set |  |
| 2.9 | Type some non-numeric characters in the field „Érték”, and clikck elsewhere (or get rid of the focus on the field) | The field deletes the non-numeric characters, and set it’s value to 1000. |  |
| 2.10 | Type „t” in the field „Ismeretkör” | A list appears, and all values in it contain „t” |  |
| 2.11 | Click one of them | The competence gets added tot he area below |  |
| 2.12 | Press the X nex tot he competence | The competence is now removed from the area |  |
| 2.13 | Fill all the fields with some values excetp the „Ismeretkör” | Each field has a value, except „Ismeretkör” |  |
| 2.14 | At the first topic add competence „történelem” to the competence area | „történelem” is in the competence area |  |
| 2.15 | At the second topic add „történelem” to the competece area | „történelem” is in the competence area |  |
| 2.16 | At the last topic add „földrajz” to the competence area | „földrajz” is in the competence area |  |
| 2.17 | Press the „Mentés” button | A pop-up appears with the message „Sikeres mentés” |  |
| 2.18 | Close the pop-up by pressing „Ok” | The serie named „E2E TestSerie1” is visible in the list. Its „Dátum” field has the value of the current date, its „Ismeretkör” field has exactly the following values: „történelem”, „földrajz”. Ont he right side the „Válasszon kérdéssort!” message is visible |  |
| 2.19 | Click on the previously created serie | The form gets populated with all the previously given values |  |
| 2.20 | Press the button „Kérdéssor törlése” | A pop-up shows with the message „Biztosan törli a kérdéssort?” |  |
| 2.21 | Press „Mégse” | The pop-up disappears, and the form’s values are unchanged. |  |
| 2.22 | Press the button „Kérdéssor törlése”, and after that press the button „Igen” | The same pop-up appears as before, and after that, the serie is removed from the list, and the form displays the message: „Válasszon kérdéssort!” |  |

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| Game test | | | |
| id | Test-case | Expected result | Comment |
| 3.1 | Open the application | The application opens the main menu page, with 3 menu points. („Új játék”, „Kérdéssorok”, „Játékosok”) |  |
| 3.2 | Click on the menu point „Új játék” | The game settings page opens, the navigation bar indicates the page-switch. |  |
| 3.3 | At the searchbox „Játékos keresése” search for the players you created at test-case 1.16. | A list is shown with the previously created players. |  |
| 3.4 | Click all of them one after another | All 16 players gets added to the area below |  |
| 3.5 | In the searchbox search for a player that is added to the area below | The player do not appers in the list |  |
| 3.6 | Click one of the X next to a player | The player is removed from the area |  |
| 3.7 | In the searchbox search for the player you removed in the prev. step | The player is visible in the list |  |
| 3.8 | Fill the field „Alkalom neve” with the value „Test Occasion1” | The vlaue is set properly |  |
| 3.9 | Fill the field „Körök száma” with some non numeric charackters, and click elsewhere | The field resets its value to 1 |  |
| 3.10 | Fill the field „Körök száma” with a nuumber that is less than 1, and click elsewhere | The field resets its value to 1 |  |
| 3.11 | Fill the field „Körök száma” with 3 | The value is set properly |  |
| 3.12 | Fill the field „Maximális csapatlétszám” with some non numeric charackters, and click elsewhere | The field resets its value to 1 |  |
| 3.13 | Fill the field „Maximális csapatlétszám” with a nuumber that is less than 1, and click elsewhere | The field resets its value to 1 |  |
| 3.14 | Fill the field „Maximális csapatlétszám” with 3 | The value is set properly |  |
| 3.15 | Press the „Csapatok sorsolása” button | At the „Csapatok” section many teams appears, all with a maximum of 3 player. |  |
| 3.16 | Change one of the teams team-name field to „TestTeam1” | The team-name is changed |  |
| 3.17 | Check the chekbox „Tematikus” | The checkbox is checked, and the time picker next to it gets enabled. It has a value of 1:00 |  |
| 3.18 | Set 0:00 at the time picker next to „Tematikus” | The value is set to 0:00, and the time picker gets disabled. The checkbox „Tematikus” gets unchecked. |  |
| 3.19 | Check the chekbox „Villám” | The checkbox is checked, and the time picker next to it gets enabled. It has a value of 1:00 |  |
| 3.20 | Set 0:00 at the time picker next to „Villám” | The value is set to 0:00, and the time picker gets disabled. The checkbox „Villám” gets unchecked. |  |
| 3.21 | Press the button „Kilépés” | A pop-up is shown wit the message „Biztosan kilép?” |  |
| 3.22 | Press the „Mégse” button | The pop-up disappears and everything is unchanged |  |
| 3.23 | Press the button „Tovább” | A pop-up is shown wit the message „Legalább egy játékmódot válasszon ki!” |  |
| 3.24 | Press the „Ok” button | The pop-up disappears and everything is unchanged |  |
| 3.25 | Check the chekbox „Tematikus” | The checkbox is checked, and the time picker next to it gets enabled. It has a value of 1:00 |  |
| 3.26 | Press the „Tovább” button | The page changes to the round setup page. There is no change in the navigation bar. Each team is listed 3 times in the section „Körök beosztása”. The first round is selected. |  |
| 3.27 | Select each round one after another from the list. | Each round has the same „Játékmód” state: „Tematikus” is checked and set to 1:00, „Villám” is unchecked |  |
| 3.28 | Set the „Tematikus” timepicker to 0:00 | The selected time is 0:00, and the timepicker gets disabled, and the checkbox unchecked. |  |
| 3.29 | Check the „Villám” checkbox | The checkbox is checked, and the time picker next to it gets enabled. It has a value of 1:00 |  |
| 3.30 | Set the „Villám” timepicker to 0:00 | The selected time is 0:00, and the timepicker gets disabled, and the checkbox unchecked. |  |
| 3.31 | Press the „Tovább” button | A pop-up shows up, with the message: „Válasszon ki egy kérdéssort!”, „Legalább egy játékmódot válasszon ki!” |  |
| 3.32 | Press the „Ok” button | The pop-up disappears, and everything is unchanged |  |
| 3.33 | Check the „Tematikus” checkbox, and click the „Indítás” button | The game page appears. All the selected teams are present at the right side, with a value of 0 point |  |
| 3.34 | Press the timer button | The countdown starts |  |
| 3.35 | Press it again | It stops |  |
| 3.36 | Select a question | The text of it appears at the bottom |  |
| 3.37 | Press the „+” button at some team | The team received the questions value |  |
| 3.38 | Select a question | The text of it appears at the bottom |  |
| 3.39 | Press the „-” button at some team | The team lost the questions value |  |
| 3.40 | Press the „Eredmények” button | A popup asks if you really want to end the round |  |
| 3.41 | Press the „Igen” button | The page navigates to the scoreboard page |  |