CENG 453

SPECIAL TOPICS IN COMPUTER ENGINEERING: SOFTWARE CONSTRUCTION

GUI Event Test Cases Document

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1 Login and Register Page Tests

Table 1: Test Case 1

Case ID	1
Related Page	Login and Register
Description	Trying to log in with invalid credentials
Prerequisites	Both username and password fields should be filled with only one letter.
Trigger Event	Click on login button
Expected Result	A dialogue which includes the error message of the server should be displayed.
Test Result	PASS

Table 2: Test Case 2

Case ID	2
Related Page	Login and Register
Description	Trying to register with invalid password
Prerequisites	Password field should be filled with a password whose length is less than 6.
Trigger Event	Click on register button
Expected Result	A dialogue which includes the error message of the server should be displayed.
Test Result	PASS

Table 3: Test Case 3

Case ID	3
Related Page	Login and Register
Description	Trying to register with a username that is already taken.
Prerequisites	Username field should be filled with "onur"
Trigger Event	Click on register button
Expected Result	A dialogue which includes the error message of the server should be displayed
Test Result	PASS

Table 4: Test Case 4

Case ID	4
Related Page	Login and Register
Description	Logging in with a valid user.
Prerequisites	Username and password fields should be filled with "onur" and "onuronur" respectively.
Trigger Event	Click on login button
Expected Result	User should be navigated to the main menu.
Test Result	PASS

Table 5: Test Case 5

Case ID	5
Related Page	Login and Register
Description	Valid Registration
Prerequisites	Username field should be filled with a non-taken username. Password should be "111111".
Trigger Event	Click on register button
Expected Result	An alert containing a success message should be displayed.
Test Result	PASS

2   Main Menu Tests

Table 6: Test Case 1

Case ID	6
Related Page	Main Menu
Description	Starting Game
Prerequisites	-
Trigger Event	Click on Start Game button
Expected Result	User should be navigated to Game Page.
Test Result	PASS

Table 7: Test Case 2

Case ID	7
Related Page	Main Menu
Description	Leaderboard Page Navigation Request
Prerequisites	-
Trigger Event	Click on Leaderboard button
Expected Result	User should be navigated to Leaderboard Page.
Test Result	PASS

Table 8: Test Case 3

Case ID	8
Related Page	Main Menu
Description	Logging out
Prerequisites	User should be logged in.
Trigger Event	Click on Logout button
Expected Result	User should be navigated to Login and Register Page.
Test Result	PASS

Table 9: Test Case 4

Case ID	9
Related Page	Main Menu
Description	Layout Responsiveness
Prerequisites	-
Trigger Event	Changing window size.
Expected Result	All buttons and header should remain in the same position related to the screen.
Test Result	PASS

3 Leaderboard Page Tests

Table 10: Test Case 1

Case ID	10
Related Page	Leaderboard
Description	Layout Responsiveness
Prerequisites	-
Trigger Event	Changing window size.
Expected Result	All buttons width should remain as %25 of the whole window and table should fill the rest of the page.
Test Result	PASS

Table 11: Test Case 2

Case ID	11
Related Page	Leaderboard
Description	Layout Responsiveness
Prerequisites	-
Trigger Event	Changing window size.
Expected Result	All buttons width should remain as %25 of the whole window and table should fill the rest of the page.
Test Result	PASS

Table 12: Test Case 3

Case ID	12
Related Page	Leaderboard
Description	Going back to Main Menu
Prerequisites	-
Trigger Event	Click on back button.
Expected Result	User should be navigated to main menu.
Test Result	PASS

Table 13: Test Case 4

Case ID	13
Related Page	Leaderboard
Description	Changing date criteria.
Prerequisites	-
Trigger Event	Click on either 7 Days, 30 Days and All Time buttons.
Expected Result	Table's content should be replaced with leaderboard entries.
Test Result	PASS

4   Game Page Tests

Table 14: Test Case 1

Case ID	14
Related Page	Game
Description	Page initialization
Prerequisites	-
Trigger Event	Opening the page.
Expected Result	Initial status of the game should be shown and ready button should be in the center.
Test Result	PASS

Table 15: Test Case 2

Case ID	15
Related Page	Game
Description	Starting the game
Prerequisites	-
Trigger Event	Click on ready button.
Expected Result	Game status should be refreshed frame by frame. Player should begin to follow mouse.
Test Result	PASS

Table 16: Test Case 3

Case ID	16
Related Page	Game
Description	Completing the game
Prerequisites	Game should be already started.
Trigger Event	Server announces that the game is completed.
Expected Result	A dialogue including score and username should be displayed and user should be navigated to the main menu.
Test Result	PASS

Table 17: Test Case 4

Case ID	17
Related Page	Game
Description	Updating Player Info
Prerequisites	Game should be already started.
Trigger Event	This should happen every frame automatically.
Expected Result	Health bar, score and level information should be updated each and every frame.
Test Result	PASS