

Problem Set 3: Cohort Exercise 6 (Black box test cases)

No.	Test ID	Description (Preconditions)	Expected Results	Actual Results
1	Gain full sight of the map	1. The player must be connected to the game room. 2. The player must stand next to one of the pillars closely enough. 3. All players must have stable internet connection.	1. The map is no longer covered with darkness but every movement of shadow and other players becomes visible.	
2	Wave defending successful	1. The user must be connected to the game room 2. The health of the core is not used up The game time has ended	1. Players are all frozen and can no longer move around in the screen 2. The game ends and shows a pop-up screen showing that the players have won the game	
3	playerDropsOrb	1. The user must be connected to the game room 2. The user must be carrying a light orb 3. The pillar must not have a light orb	The player drops the light orb and the player's status is updated to 'not carrying' 2. The light orb is placed onto the pillar on game map	
4	scoreIncrease	1. Game is in session 2. The core must still have life-points left	1. Score in the UI increases as time passes	
5	shadowDisappears	1. A game must already be in session 2. The pillar must have an orb of light, i.e. status is 'light'	1. The shadow touches the pillar 2. The shadow is removed from the game	
6	playerLoses	1. The user must be connected to the game room 2. The health of the core is used up 3. The game time has not ended	1. Players are all freezed and can no longer move around in the screen 2. The game ends and shows a pop-up screen showing that the players have lost the game	

7	GameStarts	<ol style="list-style-type: none"> 1. All players must be successfully connected to the game room. 2. All players in the game room must press "ready" button. 3. All players must not have bad internet connection. 	<ol style="list-style-type: none"> 1. New game session is created and various game components are loaded on each player's device 	
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