

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Results	Actual Results	Pass/Fail
1	Open application	1. Open Application	N/A	"Setup" window appears		
2	Connect to server	(Test 1) 1. Input IP 2. Input Port number 3. Click "Connect"	IP = try 172.30.1.178 (contact admin) Port = 4412	Connection successful Opens "Landing" window		
3	Open "Login" window	(Test 2) 1. Click "Enter"	N/A	"Login" window opens		
4	Open "Create Account" window	(Test 2) 1. Click "Create Account"	N/A	"Create Account" window opens		
5	Enter as "Guest"	(Test 2) 1. Click "Enter as Guest"	N/A	"Lobby" window opens "Landing" window closes		
6	Login user with correct credentials	(Test 3) 1. Enter username 2. Enter password 3. Click "Enter"	Username = teste Password = teste	Login successful "Lobby" opens		
7	Login user with incorrect credentials	(Test 3) 1. Enter username 2. Enter password 3. Click "Enter"	Username = teste Password = wrong	Error message appears: "Invalid login"		
8	Create account with used username	(Test 4) 1. Enter username 2. Enter password 3. Confirm password 4. Click "Create Account"	Username = teste Password = teste Password = teste	Error message appears: "Invalid register"		
9	Create account, passwords not matching	(Test 4) 1. Enter username 2. Enter password 3. Confirm password 4. Click "Create Account"	Username = teste Password = teste Password = teste1	Error message appears: "Passwords don't match"		
10	Create account	(Test 4) 1. Enter username 2. Enter password 3. Confirm password 4. Click "Create Account"	Username = (any username) Password = (any password) Password = (same as above)	"Landing" and "Create Account" close "Lobby" opens		
11	As guest, join a game	(Test 5) 1. Select a room from the list 2. Click "Join Game"	N/A	"Stats" is deactivated (Lobby) "New Room" is deactivated (Lobby) "Lobby" closes "Game View" opens		
12	As player, join a game	(Test 6) 1. Select a room from the list 2. Click "Join Game"	N/A	"Lobby" closes "Game View" opens		
13	As player, view stats	(Test 6) 1. Click "Stats"	N/A	"Stats" opens Shows players wons, losses and draws		
14	As player, create a room	(Test 6) 1. Click "Create Room" 2. Enter a room name 3. Click "Create"	Room name = sala	"Create Room" closes "Lobby" closes "Game View" opens		
15	Logout	(Test 6) 1. Click "Logout"	N/A	"Lobby" closes "Landing" opens		
18	Create a room with existing name	(Test 14) 1. Click "Create Room"	Room name = sala	Error message appears: "Error creating room"		

		2. Enter a room name 3. Click "Create"				
19	As guest, spectate a game	(Test 11)	N/A	View game running Buttons are not clickable Can't send chat messages		
20	As player, wait for another player	(Test 14)	N/A	Wait for another player Board is setup Can't move pieces		
21	As player, start a game	(Test 6) 1. Select a room from the list with a player 2. Click "Join Game"	N/A	Game starts		
22	As player, send a chat message	(Test 12) 1. Type a message in the box (bottom left corner) 2. Hit Enter (key)	Any message	The chat message is sent		
23	As player, play a game	(Test 21) 1. If player with the turn 2. Click a piece 3. Click a destination	N/A	Red border when selecting piece Green border when selecting destination Pieces moves		
24	As spectator, watch a game	(Test 6) 1. Select a room with 2 players 2. Click "Join Game"	N/A	"Lobby" closes "Game View" opens Game is running Can't click pieces		
25	As spectator, send chat messages	(Test 24) 1. Type a message in the box (bottom left corner) 2. Hit Enter (key)	Any message	The chat message is sent		
26	As spectator, view moves by players	(Test 24)	N/A	Whenever a move is played The board is updated		
27	As any user, see move history	(Test 24)	N/A	Whenever a move is played The history is updated		
28	As spectator, take the place of a leaving player	(Test 24) 1. Wait until a player leaves	N/A	You become a player You can now move pieces		
29	As any user, leave the game room	(Test 12) 1. Click "Return to Lobby"	N/A	"Game View" closes "Lobby" opens		
30	As player, play a whole game	(Test 21) 1. Play game	N/A	Game obeys to chess rules		
31	As player, forfeit a game	(Test 21) 1. Click "Give Up"	N/A	You lose the game		
33	As player, offer a draw	(Test 21) 1. Click "Offer draw"	N/A	The opponnent receives a draw offer		
34	As player, accept a draw	(Test 21) 1. Wait until a player offers a draw 2. Click "Yes"	N/A	The game ends on a draw		
35	As player, deny a draw	(Test 21) 1. Wait until a player offers a draw 2. Click "No"	N/A	The game continues		