

JAVAFX APPLICATION – GUI TESTS

Test Case 1:

Description	Registration operation in correct way
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running
Test Scenario	Player opens the register page by clicking sign-up hyperlink and gives username, password and e-mail.
Steps	1-Player opens the register page 2-Player enters username 3-Player enters password 4-Player enters e-mail 5-Player presses Sign Up button
Expected Result	New player is created and page is navigated through login page.

Test Case 2:

Description	Registration operation in with existing username
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running
Test Scenario	Player opens the register page by clicking sign-up hyperlink and gives username, password and e-mail.
Steps	1-Player opens the register page 2-Player enters username that is already taken 3-Player enters password 4-Player enters e-mail 5-Player presses Sign Up button
Expected Result	Registration operation fails. Error message is displayed in snackbar.

Test Case 3:

Description	Registration operation with missing username
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running
Test Scenario	Player opens the register page by clicking sign-up hyperlink and gives password and e-mail.
Steps	1-Player opens the register page 2-Player enters password 3-Player enters e-mail 4-Player presses Sign Up button
Expected Result	Registration operation fails. Error message is displayed in snackbar.

Test Case 4:

Description	Registration operation with missing password
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running
Test Scenario	Player opens the register page by clicking sign-up hyperlink and gives password and e-mail.
Steps	1-Player opens the register page 2-Player enters username 3-Player enters e-mail 4-Player presses Sign Up button
Expected Result	Registration operation fails. Error message is displayed in snackbar.

Test Case 5:

Description	Registration operation with missing e-mail
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running
Test Scenario	Player opens the register page by clicking sign-up hyperlink and gives password and e-mail.

Steps	1-Player opens the register page 2-Player enters username 3-Player enters password 4-Player presses Sign Up button
Expected Result	Registration operation fails. Error message is displayed in snackbar.

Test Case 6:

Description	Login operation in correct way
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running
Test Scenario	Player opens the login page running the application
Steps	1-Player opens the login page 2-Player enters username 3-Player enters password 4-Player presses Login button
Expected Result	Login operation is successful, and page is navigated through the dashboard.

Test Case 7:

Description	Login operation with missing username
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running
Test Scenario	Player opens the login page running the application
Steps	1-Player opens the login page 2-Player enters password 3-Player presses Login button
Expected Result	Login operation fails, and error message is displayed in snackbar.

Test Case 8:

Description	Login operation with missing password
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running

Test Scenario	Player opens the login page running the application
Steps	1-Player opens the login page 2-Player enters username 3-Player presses Login button
Expected Result	Login operation fails, and error message is displayed in snackbar.

Test Case 9:

Description	Login operation with wrong credentials
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running
Test Scenario	Player opens the login page running the application
Steps	1-Player opens the login page 2-Player enters username 3-Player enters password 4-Player presses Login button
Expected Result	Login operation fails, and error message is displayed in snackbar.

Test Case 10:

Description	Dashboard page loading
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player logs in successfully
Steps	1-Player logs in 2-Scene is loaded as dashboard with leaderboard, profile and play buttons.
Expected Result	Dashboard is successfully loaded.

Test Case 11:

Description	Profile page loading
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.

Test Scenario	Player clicks the profile button
Steps	1-Player logs in 2-Player clicks the profile button on dashboard page. 2-Scene is loaded as profile page with user's username and e-mail.
Expected Result	Profile page is successfully loaded.

Test Case 12:

Description	Leaderboard page loading
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player clicks the leaderboard button
Steps	1-Player logs in 2-Player clicks the leaderboard button on dashboard page. 2-Scene is loaded as leaderboard page with weekly scores.
Expected Result	Leaderboard page is successfully loaded.

Test Case 13:

Description	Leaderboard weekly score loading
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in. 4-Player must click leaderboard button.
Test Scenario	Player sees the weekly records
Steps	1-Player logs in 2-Player clicks the leaderboard button on dashboard page. 2-Scene is loaded as leaderboard page with weekly scores.
Expected Result	Leaderboard weekly score is successfully displayed.

Test Case 14:

Description	Leaderboard monthly score loading
Result	Pass

Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in. 4-Player must click leaderboard button.
Test Scenario	Player sees the monthly records
Steps	1-Player logins 2-Player clicks the leaderboard button on dashboard page. 3-Scene is loaded as leaderboard page with weekly scores. 4-Player clicks monthly button
Expected Result	Leaderboard monthly score is successfully displayed.

Test Case 15:

Description	Leaderboard all score loading
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in. 4-Player must click leaderboard button.
Test Scenario	Player sees all records
Steps	1-Player logins 2-Player clicks the leaderboard button on dashboard page. 3-Scene is loaded as leaderboard page with weekly scores. 4-Player clicks all records button
Expected Result	Leaderboard all scores are successfully displayed.

Test Case 16:

Description	Leaderboard sort records by score ascending order
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in. 4-Player must click leaderboard button.
Test Scenario	Player sorts records by score in ascending order

Steps	1-Player logins 2-Player clicks the leaderboard button on dashboard page. 3-Scene is loaded as leaderboard page with weekly scores. 4-Player click score header one time to sort by scores in ascending order
Expected Result	Ascending ordered records are displayed.

Test Case 17:

Description	Leaderboard sort records by score in descending order
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in. 4-Player must click leaderboard button.
Test Scenario	Player sorts records by score in descending order
Steps	1-Player logins 2-Player clicks the leaderboard button on dashboard page. 3-Scene is loaded as leaderboard page with weekly scores. 4-Player click score header two times to sort by scores in descending order
Expected Result	Descending ordered records are displayed.

Test Case 18:

Description	Leaderboard sort records by username
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in. 4-Player must click leaderboard button.
Test Scenario	Player sorts records by username in ascending order
Steps	1-Player logins 2-Player clicks the leaderboard button on dashboard page. 3-Scene is loaded as leaderboard page with weekly scores.

	4-Player click score header one time to sort by username in ascending order
Expected Result	Ascending ordered records are displayed.

Test Case 18:

Description	Leaderboard sort records by username in descending order
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in. 4-Player must click leaderboard button.
Test Scenario	Player sorts records by username in descending order
Steps	1-Player logins 2-Player clicks the leaderboard button on dashboard page. 3-Scene is loaded as leaderboard page with weekly scores. 4-Player click score header two times to sort by username in descending order
Expected Result	Descending ordered records are displayed.

Test Case 19:

Description	Leaderboard sort records by date
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in. 4-Player must click leaderboard button.
Test Scenario	Player sorts records by date in ascending order
Steps	1-Player logins 2-Player clicks the leaderboard button on dashboard page. 3-Scene is loaded as leaderboard page with weekly scores. 4-Player click score header one time to sort by date in ascending order
Expected Result	Ascending ordered records are displayed.

Test Case 20:

Description	Leaderboard sort records by date in descending order
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in. 4-Player must click leaderboard button.
Test Scenario	Player sorts records by date in descending order
Steps	1-Player logs in 2-Player clicks the leaderboard button on dashboard page. 3-Scene is loaded as leaderboard page with weekly scores. 4-Player click score header two times to sort by date in descending order
Expected Result	Descending ordered records are displayed.

Test Case 21:

Description	New game page loading
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player clicks the start game button
Steps	1-Player logs in 2-Player clicks the start game button on dashboard page. 2-Scene is loaded as level1 page with first pile cards and first hands.
Expected Result	Level1 page is successfully loaded.

Test Case 22:

Description	Level2 page loading
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player wins level1.

Steps	1-Player wins level1. 2-A won alert pane is displayed with score of player. 3-Player clicks continue button. 2-Scene is loaded as level2 page with first pile cards and first hands.
Expected Result	Level2 page is successfully loaded.

Test Case 23:

Description	Level3 page loading
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player wins level2.
Steps	1-Player wins level2. 2-A won alert pane is displayed with score of player. 3-Player clicks continue button. 2-Scene is loaded as level3 page with first pile cards and first hands.
Expected Result	Level3 page is successfully loaded.

Test Case 24:

Description	Dashboard page loading when complete
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player wins level3.
Steps	1-Player wins level3. 2-A won alert pane is displayed with score of player. 3-Player clicks continue button. 2-Scene is loaded as dashboard page with first pile cards and first hands.
Expected Result	Dashboard page is successfully loaded.

Test Case 25:

Description	Play a card operation
Result	Pass

Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player clicks a card in hand and card is thrown to pile.
Steps	1-Player clicks a card in hand. 2-If level is not 3, card is thrown to pile.
Expected Result	Card is successfully put to pile.

Test Case 26:

Description	Play a card operation
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player clicks a card in hand and card is thrown to pile.
Steps	1-Player clicks a card in hand. 2-If level is not 3, card is thrown to pile.
Expected Result	Card is successfully put to pile.

Test Case 27:

Description	Play a card with bluff operation
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player clicks a card in hand and card is thrown to pile.
Steps	1-Player clicks a card in hand. 2-If level is 3, two buttons that are bluff and normal are displayed. 3-Player clicks bluff button. 4-Card is thrown as closed. 5-AI decides if it is bluff or not and the choice is displayed. 6-Score is updated accordingly.
Expected Result	Card is thrown to pile as closed and ai's decision is displayed.

Test Case 28:

Description	Play a card with no bluff operation
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player clicks a card in hand and card is thrown to pile.
Steps	1-Player clicks a card in hand. 2-If level is 3, two buttons that are bluff and normal are displayed. 3-Player clicks normal button. 4-Card is thrown as open.
Expected Result	Card is thrown to pile as open.

Test Case 29:

Description	Deal card operation
Result	Pass
Pre-requisites	1-CardGameServerApplication must be running. 2-ClientApplication must be running 3-Player must be logged in.
Test Scenario	Player clicks a card in hand and card is thrown to pile.
Steps	1-Player clicks a card in hand. 2-If level is 3, two buttons that are bluff and normal are displayed. 3-Player clicks bluff button. 4-Card is thrown as closed. 5-AI decides if it is bluff or not and the choice is displayed. 6-Score is updated accordingly.
Expected Result	Card is thrown to pile as closed and ai's decision is displayed.