

# Test Plan

## Summarized discussion.

Ankit and Shanmukha recommended testing the game's compatibility with various web browsers to ensure consistent performance across different platforms and emphasized the importance of testing the game's responsiveness on mobile devices to ensure a seamless user experience across different screen sizes.

## List of requirements:

- Hardware: any Hardware that has access to the internet, able to use an internet browser, and a pointing device like a mouse or touch screen
- Software: Has internet access and internet browser installed Automation of testing instructions

## List the testing tools you use:

- - PyTest (pip install pytest)

## Test cases and time for testing the features:

Feature	Description	Test Case (s)	Expected Result	Expected Time	Actual Test Result
Login Page	Test the login and validate whether the login works as expected or not	Click on login	Should be able to login successfully	< 1 min	
Logout	Test the logout and validate whether the login works as expected or not	Click on logout	Should be able to logout successfully	< 1 min	
Game Page	Check Game Page loads or not	Load game page	Should be able to play the game	< 1 min	

Game Page	Check if the user can select difficulty level	Check difficulty level	Able to see the desired difficulty in the game	< 1 min	
Game Page	User should be. able to color the boxes and change the color.	Check colors are working	Able to set /unset the color	< 1 min	
Game Page	Exit the game	exit the game	Able to exit the game anytime	< 1 min	
Game page	reset	Reset the colors	Able to reset the colored boxes	<1 min	