Project 2 Test Cases

Test	Description	Steps	Expected Results	Actual Results	Pass/Fail	Comments
TC01	Test responsiveness of all pages in default breakpoint in chrome.	1. Open website in browser: 2. Open developer tools: Menu -> more tools -> developer tools 3. Test landing page at each breakpoint 4. Repeat step 3 for the game page	Website is responsive. No elements are overlapping. The overlay on the landing page changes size and position to remain entirely visible. The action button on the landing page is always visible. The entire game area is visible on the screen at each breakpoint.	Website is responsive. No elements are overlapping. The overlay on the landing page changes size and position to remain entirely visible. The action button is always visible on the landing page. All of the game content is visible on the game screen at each breakpoint.	PASS	
TC02	Test all pages in on firefox	1. Open website in browser: 2. Open developer tools: hamburger icon -> more tools -> developer tools 3. Click on responsive design mode icon at far lower right corner 4. Test landing page at each device 5. Repeat step 4 for the game page	Website is responsive. No elements are overlapping. The overlay on the landing page changes size and position to remain entirely visible. The action button on the landing page is always visible.	Website is responsive. No elements are overlapping. The overlay on the landing page changes size and position to remain entirely visible. The action button is always visible on the landing page.	PASS	There are sizes in which the elements overlap. These are when the web browser is sized in a way not covered by the breakpoints.
TC03	Test responsiveness of all pages in all sizes on opera	1. Open website in browser 2. Resize the browser horizontally by clicking and dragging. 3. Repeat for the game page.	Website is responsive. No elements are overlapping. The overlay on the landing page changes size and position to remain entirely visible. The action button on the landing page is always visible.	Website is responsive. No elements are overlapping. The overlay on the landing page changes size and position to remain entirely visible. The action button is always visible on the landing page.	PASS	Opera does not have web developer tools installed by default. A good old fashioned resize works well here. There are sizes in which the elements overlap. These are when the web browser is sized in a way not covered by the breakpoints
TC04	Test responsiveness of all pages in all sizes on safari on a small macbook	1. Open website in safari 2. Resize the browser horizontally by clicking and dragging. 3. Repeat for the game page	Website is responsive. No elements are overlapping. The overlay on the landing page changes size and position to remain entirely visible.	Website is responsive. No elements are overlapping. The overlay on the landing page changes size and position to remain entirely visible. The action button is always visible on the landing page.	PASS	The play button text on the hero section is very small. Some of the text elements on the game page are a bit small but it looks ok.

			The action button on the landing page is always visible.			
TC05	Game dialogue overlays are centered on all screen sizes. No content appears off screen.	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Play the easy game (default) 4. Between each round, check the overlay message. 5. At the end of the game, check the overlay message 6. Open developer tools: Menu -> more tools -> developer tools 7. Repeat for the built in breakpoints on chrome.	Before the beginning of the round, the words Rock! Paper! Scissors! Lizard! Spock! are displayed centered, one at a time. The message announcing the round winner is displayed entirely on screen. The message announcing the game winner is entirely on screen. No content is off screen. All content is centered.	Before the beginning of the round, the words Rock! Paper! Scissors! Lizard! Spock! are displayed centered, one at a time. The message announcing the round winner is displayed entirely on screen. The message announcing the game winner is entirely on screen. No content is off screen. All content is centered.	PASS	
TC06	Menu opens on dialogue click and closes on check icon click	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Click on settings icon in upper left corner	Menu opens by sliding to the right. Content is revealed	Menu opens by sliding to the right. Content is revealed.	PASS	
TC07	Menu closes when user clicks play button	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Click on settings icon in upper left corner 4. Click on the check icon	Menu closes by sliding to the left. Content is concealed.	Menu closes by sliding to the left. Content is concealed.	PASS	
TC08	On a difficult game check click, sub menu appears. When unchecked, sub menu disappears	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Click on settings icon in upper left corner 4. Click on the checkbox. 5. Uncheck the checkbox	When checked, menu revealing speed slider appears. When the box is unchecked, the menu revealing the speed slider disappears.	When checked, menu revealing speed slider appears. When the box is unchecked, the menu revealing the speed slider disappears.	PASS	
TC09	User can only make one choice on easy game	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Press play button 4. button spam the options by clicking quickly.	Once an option is clicked, the user cannot make another choice until the new round	Once an option is clicked, the user cannot make another choice until the new round	PASS	
TC10	Score is incremented when user or computer wins	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Press play button for easy game 4. Play rounds 5. Repeat for a difficult game by checking the difficult game check box	If the computer wins, the computer score is incremented by one. If the player wins, the player's score is incremented by one.	If the computer wins, the computer score is incremented by one. If the player wins, the player's score is incremented by one. If a tie, the scores remained unchanged	PASS	

			If a tie, the scores remained unchanged			
TC11	A message explains why the user wins or loses.	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Press play button for easy game 4. Play rounds 5. Repeat for a difficult game by checking the difficult game check box	At the end of a round, a message saying why they won or lost is displayed. For exame, "Rock crushes scissors" or "Lizard poisons spock" The message disappears after several seconds	At the end of a round, a message saying why they won or lost is displayed. The message disappears after several seconds.	PASS	The test to esure the correct message is displayed is done in the unit testing. This test is just to make sure a message is displayed.
TC12	If the round is a tie, the user is told it is a tie.	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Press play button for easy game 4. Play rounds 5. Repeat for a difficult game by checking the difficult game check box	if both the computer and the player pick the same tile, a message is displayed. the message disappears after several seconds	if both the computer and the player pick the same tile, a message is displayed. the message disappears after several seconds	PASS	
TC13	Between each round on the easy game, the cards are reset.	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Press play button for easy game 4. Play rounds	After the round is over, the images of the player choice and computer choice are covered with a question mark. The player's choice is the red question mark. The computer choice is the blue question mark.	After the round is over, the images of the player choice and computer choice are covered with a question mark. The player's choice is the red question mark. The computer choice is the blue question mark.	PASS	
TC14	Game ends after the number of rounds the user sets	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Choose a number of rounds by changing the slider position. 4. Press play button for easy game 5. Play rounds 6. Repeat for a difficult game by checking the difficult game check box. 7. Repeat for all round possibilities - one to ten	The game ends and the winner is announced after the selected number of rounds is played.	The game ends and the winner is announced after the selected number of rounds is played.	PASS	
TC15	UI updates when sliders are changed	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Open the menu by clicking on the settings icon in the upper right corner 4. Manipulate the round slider by moving it to the left and right. 5. Click on the check box for challenge game 6. Manipulate the difficulty slider by moving it to the left and right.	The rounds are updated when the user manipulates the rounds slider. Farthest left, 1 should be displayed. Farthest right, 10 should be displayed. The value increments in units of one. There are only three possible positions for the difficulty slider. The farthest left, easy, is displayed as difficulty. Farthest right hard is	The rounds are updated when the user manipulates the rounds slider. Farthest left, 1 should be displayed. Farthest right, 10 should be displayed. The value increments in units of one. There are only three possible positions for the difficulty slider. The farthest left, easy, is displayed as difficulty. Farthest right hard is displayed. The middle, which is default, normal is displayed	PASS	

			displayed. The middle, which is default, normal is displayed			
TC16	Overlay announces the winner at end of game	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Press play button for easy game 4. Play rounds 5. Repeat for a difficult game by checking the difficult game check box	At the end of the game, the player is announced as the winner if the player's score is higher than the computer's. Shelbot is announced as the winner if the player's score is lower than the computer's score. If the scores are equal, a tie is announced.	At the end of the game, the player is announced as the winner if the player's score is higher than the computer's. Shelbot is announced as the winner if the player's score is lower than the computer's score. If the scores are equal, a tie is announced.	PASS	
TC17	Play again button functions as expected	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Press play button for easy game 4. Play rounds 5. Repeat for a difficult game by checking the difficult game check box 6. Click on the Play Again button	The dialogue is cleared, the board is reset and the user can play the same game under the selected conditions.	The dialogue is cleared, the board is reset and the user can play the same game under the selected conditions.	PASS	
TC18	End Game button functions as expected	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Press play button for easy game 4. Play rounds 5. Repeat for a difficult game by checking the difficult game check box 6. Press the end game button	The dialog is dismissed	The dialog is dismissed	PASS	
TC19	Computer picks a card between each round	1. Open website in chrome. 2. Navigate to game area by clicking on play button. 3. Press play button for easy game 4. Play rounds 5. Repeat for a difficult game by checking the difficult game check box	In between each round, the computer choice is automatically selected. A different card is chosen most of the time.	In between each round, the computer choice is automatically selected. A different card is chosen most of the time.	PASS	Since this is a pseudo random process, sometimes the computer will choose the same card.