TEST CONDITION: Check login functionality

TEST CASE	PRECONDITION	TEST STEPS	TEST DATA	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL

Check the response to a valid username and password	Username and password being tested must be in database already.	1. Go to website's login page
		2. Type in username
		3. Type in password
		4. Click button
			username:
			    test_user
			
			password:
			    test
				Login must be successful	TBD	TBD

Check the response to both invalid username and password	Username and password being tested should not exist in database.	1. Go to website's login page
		2. Type in username
		3. Type in password
		4. Click button
			username:
			    stranger
			
			password:
			    danger
				Login must not be successful	TBD	TBD

Check the response to an invalid password bu at valid username	Username being tested must exist in database already	1. Go to website's login page
		2. Type in username
		3. Type in password
		4. Click button
			username:
			    test_user
			
			password:
			    user
				Login must not be successful	TBD	TBD

TEST CONDITION: Check registration functionality

TEST CASE	PRECONDITION	TEST STEPS	TEST DATA	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL

Check the response to creating an account with new credentials	Username and password should not exist in database prior.	1. Go to registration page
		2. Enter username
		3. Enter password
		4. Click button
			username:
			   new_user1
			
			password:
			   password1
				Registration must be successful	TBD	TBD

Check the response to creating an account with existing credentials	Username and password should exist in database prior.	1. Go to registration page
		2. Enter username
		3. Enter password
		4. Click button
			username:
			   test_user
			
			password:
			   test
				Registration must be successful	TBD	TBD

Note: for the first test case, the username and password number can be incremented by 1 in order to test the function multiple times or create multiple accounts that will perform similar tasks. For example, a username can be new_user2, new_user3, etc.

TEST CONDITION: Check play functionality

TEST CASE	PRECONDITION	TEST STEPS	TEST DATA	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Check to see game continues when the player chooses the response.	Prior game options should not be visible.	1. Check current game point. 2. Choose game option prompted. 3. Wait for game response and continue. 4. Wait for new game option to display again.	Using test_user game progress	Game data is updated and will continue on with game.	TBD	TBD
Check to see if game application data is updated	Game options should consist of one category of answers and game should be close to the ending.	1. Choose one category of game options. 2. Wait for game to respond with given ending. 3. Check counter.	Using test_user game progress	Game should use correct ending and show one option count is greater than the other.	TBD	TBD

TEST CONDITION: Check play functionality

TEST CASE	PRECONDITION	TEST STEPS	TEST DATA	EXPECTED RESULTS	ACTUAL RESULTS	PASS/FAIL
Check functionality to save the game during play duration and resume gameplay again.	User is already logged in and is on a gameplay page.	1. Play game for a bit. 2. Click on options menu. 3. Click on save option. 4. Click on exit option. 5. Click on "Continue Story" option 6. Check database	saveFile: pt022wH02wR04	User will see the gameplay page where they last saved it and database entry is updated.	TBD	TBD
Check functionality to access saved game when logged on.	Game has been previously saved and user is not logged in.	1. Successfully log in with credentials. 2. Select "Continue Story" option. 3. Compare last save with current game status.	username: test_user password: test saveFile: pt022wH02wR04	Game should use correct ending and show one option count is greater than the other.	TBD	TBD

Note: the data to save the game (saveFile) is currently a String, but we may consider other options like arrays.