

Test Case #: 1	Test Case Name: Start Game												
Pre-Conditions The user has logged in and navigated to the main menu.													
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%;">Step</th> <th style="width: 30%;">Action</th> <th style="width: 50%;">Expected System Response</th> <th style="width: 10%;">Pass/Fail</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1</td> <td>Click the Start Game button in main menu</td> <td>App switches from main menu to the pre game screen App informs the user about the game and displays a "Start Game" button.</td> <td></td> </tr> <tr> <td style="text-align: center;">2</td> <td>Click Start Game in Pre-Game screen</td> <td>App starts the game and creates the player, some informing texts and healthbar for the player</td> <td></td> </tr> </tbody> </table>		Step	Action	Expected System Response	Pass/Fail	1	Click the Start Game button in main menu	App switches from main menu to the pre game screen App informs the user about the game and displays a "Start Game" button.		2	Click Start Game in Pre-Game screen	App starts the game and creates the player, some informing texts and healthbar for the player	
Step	Action	Expected System Response	Pass/Fail										
1	Click the Start Game button in main menu	App switches from main menu to the pre game screen App informs the user about the game and displays a "Start Game" button.											
2	Click Start Game in Pre-Game screen	App starts the game and creates the player, some informing texts and healthbar for the player											
Post-Conditions The first level starts and user gains control of his/her spaceship.													

Test Case #: 2	Test Case Name: Move the spaceship								
Pre-Conditions The user started the game and gained control over the spaceship									
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Step	Action	Expected System Response	Pass/Fail						
1	Move the mouse to a location that's far from the player spaceship.	The player spaceship moves to mouse position over time.							
Post-Conditions The spaceship arrives to its new position									

Test Case #: 3		Test Case Name: Damage Player	
Pre-Conditions Player has started the game and an enemy spaceship shot fire.			
Step	Action	Expected System Response	Pass/Fail
1	Move the player spaceship to a place in the direction of the shot fired by the enemy.	The shot intersects with the player spaceship and disappears. Screen shakes and briefly fades to red indicating the player took damage. Healthbar updates with the current player health.	
Post-Conditions The player spaceship's health decreased.			

Test Case #: 4		Test Case Name: Player Damages Enemies	
Pre-Conditions Player has started the game and an enemy spaceship has spawned.			
Step	Action	Expected System Response	Pass/Fail
1	Move the player spaceship to a place in front of an enemy spaceship	Player and enemy are aligned.	
2	Wait for the player spaceship to shoot fire which it does automatically	A bullet travelling to the enemy is created	
3	Wait for the bullet to reach the target enemy	Enemy takes damage and the bullet disappe	
Post-Conditions The enemy spaceship's health decreased. If the enemy dies, player gains score.			

Test Case #: 5		Test Case Name: Player proceeds to next level	
Pre-Conditions Player didn't die for the duration of a level.			
Step	Action	Expected System Response	Pass/Fail
1	Maintain player's spaceship health above 0 before the timer reaches 0.	The level is completed and the player's informed that s/he is able to proceed to next level.	
2	Click next level button	The next level starts and timer is reset and a new pattern of enemies starts to spawn	
Post-Conditions The timer is reset and starts to count down			

Test Case #: 6		Test Case Name: Player wins the game	
Pre-Conditions Player didn't die for the duration of all 3 levels.			
Step	Action	Expected System Response	Pass/Fail
1	Maintain player's spaceship health above 0 before the timer reaches 0 on the last level.	The game is completed and the player's informed that s/he has won the game.	
2	Click main menu button	App switches to main menu.	
Post-Conditions The score that the player gathered on the 3 levels is sent to the database and stored there.			

Test Case #: 7

Test Case Name: Sign up

Pre-Conditions

Back end should be started firstly. Then, it works in the "http://localhost:8080" server.

Step	Action	Expected System Response	Pass/Fail
1	Fill the form	Fill the username, email and password fields in the window. Username and email values must be unique.	
2	Press 'Submit' button.	If username, email or password field is empty, then error alert is given.	Fail
3	Press 'Submit' button.	If the username and email are unique, success alert is given.	Pass
4	Press 'Submit' button	If the username or password is not unique, error alert is given.	Fail

Post-Conditions

If success, user is saved.

Test Case #: 8	Test Case Name: Sign in																				
Pre-Conditions User should sign up before.																					
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Step	Action	Expected System Response	Pass/Fail																		
1	Fill the form	Fill the email and password fields in the window.																			
2	Press 'Submit' button	If email or password field is empty, then error alert is given.	Fail																		
3	Press 'Submit' button.	If the username and email are matching with the values in the db , success alert is given. New token for services is taken by backend.	Pass																		
4	Press 'Submit' button	If the username or password is not matching the ones in the db, error alert is given.	Fail																		
Post-Conditions If success, main menu is opened.																					

Test Case #: 9	Test Case Name: Sign out								
Pre-Conditions User should sign in before.									
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Step	Action	Expected System Response	Pass/Fail						
1	Press 'Sign out' button	The session is finished.							
Post-Conditions If success, form tabs(sign in and sign up) are opened.									

Test Case #: 10	Test Case Name: LeaderBoard Opening		
Pre-Conditions User should sign in before.			
Step	Action	Expected System Response	Pass/Fail
1	Press 'LeaderBoard' button.	Leaderboard tables are opened.	
Post-Conditions Window with three tabs (General Leaderboard, Daily Leaderboard and Weekly Leaderboard) are opened.			

Test Case #: 11	Test Case Name: LeaderBoard Tabs		
Pre-Conditions User should sign in before.			
Step	Action	Expected System Response	Pass/Fail
1	Click one of the tabs in the leaderboard	Leaderboard tables are updated with date from server. (So, action may be slow)	
Post-Conditions Table in the corresponding tab is filled			