**1.Test case dari use case**

**Use case**

Insert name

user

Change collor

Roll dice

1. User masukan nama

User dapat menggunakan nama apa aja untuk melakukan random dadu

1. User mengocok dadu

User dapat mengocok semua pilihan dadu

1. User memilih warna dadu

User dapat memilih perubahan dadu

**Use case insert name**

Basic Flow

1. User memasukan nama player
2. User save name player
3. Sistem memasukan nama player

Alternate flow

1. Quit

User langsung keluar menekan tombol cancel tanpa ada aktivitas apapun

1. Insert name kosong

User tidak dapat login name player dan harus mengisi name player

**Use case scenarios**

|  |  |  |
| --- | --- | --- |
| Scenario I | Basic flow |  |
| Scenario II | Basic flow I | Alternate flow I |

**Test case**

*Generate scenarios*

|  |  |  |
| --- | --- | --- |
| Scenario name | Starting flow | Alternate |
| Scenari 1-insert player name berhasil | Basic flow |  |
| Scenario 2-user tidak melakukan insert player name | Basic flow | A1 |

*Identify test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test case id | Scenario/condition |  | | Expected Result |
| Memasukan player | Player |
| P1 | Insert player name berhasil | v | v | Konfirmasi keberhasilan ditampilkan |
| P2 | Player name kosong | v | I | User harus mengulang lagi membuat name player |

*Identify Data Value to Test*

|  |  |  |  |
| --- | --- | --- | --- |
| Test case id | Scenario/condition |  | Expected Result |
| Player |
| P1 | Insert player name berhasil | Sukses | Konfirmasi keberhasilan ditampilkan |
| P2 | Player name kosong | Empty | User harus mengulang lagi membuat name player |

**Use case roll dice**

Basic Flow

1. User memilih dadu
2. User mengacak dadu
3. Sistem menampilkan hasil mata dadu

Alternate Flow

1. User tidak memilih dadu

Dadu tidak dapat diacak bila user tidak memilih mata dadu yang mau di acak

**Use case scenario**

|  |  |  |
| --- | --- | --- |
| Scenario I | Basic Flow |  |
| Scenario II | Basic Flow |  |
| Scenario III | Basic Flow | Alternate I |

**Test case**

*Generate Scenarios*

|  |  |  |
| --- | --- | --- |
| Scenario Name | Starting Flow | Alternate |
| Scenario I-Dadu dipilih | Basic Flow |  |
| Scenario II-Dadu diacak | Basic Flow |  |
| Scenario III-User tidak memilih Dadu | Basic Flow | A1 |

*Identify Test Case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case  Id | Scenario/condition | player | Dadu | Expected result |
| P1 | Dadu dipilih | V | V | Konfirmasi keberhasilan untuk mengacak dadu |
| P2 | Dadu diacak | V | V | Dadu berhasil diacak |
| P3 | User tidak memilih dadu | V | I | Pemberitahuan ke user untuk memilih dadu agar bisa di acak |

**Use case color**

Basic Flow

1. User memilih warna pada dadu yang akan dimainkan
2. Warna dadu akan random ketika user mengacak dadu
3. Sistem akan terus menjalankan pembaruan warna dadu

Alternate Flow

1. User tidak mengupdate warna

Bila user tidak mengacak dadu warna dadu takan ada perubahan color

**Use Case Scenarios**

|  |  |  |
| --- | --- | --- |
| Scenario I | Basic Flow |  |
| Scenario II | Basic Flow |  |
| Scenario III | Basic Flow | Alternate Flow I |

**Test Case**

*Generate Scenarios*

|  |  |  |
| --- | --- | --- |
| Scenario Name | Starting Flow | Alternate |
| Scenario I-pilihan color sukses | Basic Flow |  |
| Scenario II-dadu diacak dan warna terupdate | Basic Flow |  |
| Scenario III-warna tidak terupdate karena user tidak random dadu | Basic Flow | A1 |

*Identify Test Case*

*Identify test case*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test case id | Scenario/condition |  | | Expected Result |
| player | color |
| P1 | Sukses milih warna | v | v | Konfirmasi untuk mengacak dadu |
| P2 | Warna dadu terupdate | v | v | Konfirmasi warna yang random karena |
| P3 | Warna dadu tidak update | V | I | Player tidak mengacak dadu |

1. **Test Case**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test Case ID | Test Case Description | Pre-Condition | Test Step | Expected Result | Actual Result | Status |
| Login play dadu | User login username valld data | User access: download app in playstore “Roll Dice” | 1.dowlaod app  2.login username  3.click buttom next  4.milih mata dadu yang mau diacak | Login sukses and play the game | As Expected | Pass |
|  | User login username Invalid data | User access: download app in playstore “Roll Dice” | 1.dowlaod app  2.login username | Login error dan lengkapi data | As Expected | Pass |