***Frontend Application Test-Cases***

**Case 1 :**

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| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 1 |
| Test Case Description | Validation of Register Functionality on Happy Path |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run. |
| Test Scenario | User opens up the application, navigates to signup page and tries to register to the game. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User navigates to Sign Up page by clicking ‘Not Have an Existing Account? No Problems, Sign Up Now for Free!’ button  4 - User encounters the Sign Up page  5 - User enters ‘test\_user’ as username  6 - User enters ‘123’ as password  7 - User enters ‘123’ to the ‘Password Again’ field.  8 - User clicks ‘Sign Up’ Button |
| Expected Result | 1 – User with such credentials is created and user is redirected to the Dashboard page directly. |

**Case 2 :**

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| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 2 |
| Test Case Description | Validation of Register Functionality Checks-1 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Havind an existing user account with username: ‘test\_user’ |
| Test Scenario | User opens up the application, navigates to signup page and tries to register to the game. But user inputs an already existing (in the system) username to the username field. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User navigates to Sign Up page by clicking ‘Not Have an Existing Account? No Problems, Sign Up Now for Free!’ button  4 - User encounters the Sign Up page  5 - User enters ‘test\_user’ as username  6 - User enters ‘123’ as password  7 - User enters ‘123’ to the ‘Password Again’ field.  8 - User clicks ‘Sign Up’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Username already exists. Please choose another and try again.” content is displayed to the user from the bottom of the page. |

**Case 3 :**

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| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 3 |
| Test Case Description | Validation of Register Functionality Checks-2 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run. |
| Test Scenario | User opens up the application, navigates to signup page and tries to register to the game. But user does not input the same password to the “Password Again” field. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User navigates to Sign Up page by clicking ‘Not Have an Existing Account? No Problems, Sign Up Now for Free!’ button  4 - User encounters the Sign Up page  5 - User enters ‘test\_user’ as username  6 - User enters ‘123’ as password  7 - User enters ‘1234’ to the ‘Password Again’ field.  8 - User clicks ‘Sign Up’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Passwords does not match” content is displayed to the user from the bottom of the page. |

**Case 4 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 4 |
| Test Case Description | Validation of Register Functionality Checks-3 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run. |
| Test Scenario | User opens up the application, navigates to signup page and tries to register to the game. But user does not input username field. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User navigates to Sign Up page by clicking ‘Not Have an Existing Account? No Problems, Sign Up Now for Free!’ button  4 - User encounters the Sign Up page  5 - User enters ‘123’ as password  6 - User enters ‘123’ to the ‘Password Again’ field.  7 - User clicks ‘Sign Up’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Please enter your username” content is displayed to the user from the bottom of the page. |

**Case 5 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 5 |
| Test Case Description | Validation of Register Functionality Checks-4 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run. |
| Test Scenario | User opens up the application, navigates to signup page and tries to register to the game. But user does not input password field. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User navigates to Sign Up page by clicking ‘Not Have an Existing Account? No Problems, Sign Up Now for Free!’ button  4 - User encounters the Sign Up page  5 - User enters ‘test\_user’ as username  6 - User enters ‘123’ to the ‘Password Again’ field.  7 - User clicks ‘Sign Up’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Please enter your password” content is displayed to the user from the bottom of the page. |

**Case 6 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 6 |
| Test Case Description | Validation of Register Functionality Checks - 5 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run. |
| Test Scenario | User opens up the application, navigates to signup page and tries to register to the game. But user does not input password again field. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User navigates to Sign Up page by clicking ‘Not Have an Existing Account? No Problems, Sign Up Now for Free!’ button  4 - User encounters the Sign Up page  5 - User enters ‘test\_user’ as username  6 - User enters ‘123’ as password  7 - User clicks ‘Sign Up’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Please enter your password again.” content is displayed to the user from the bottom of the page. |

**Case 7 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 7 |
| Test Case Description | Validation of Register to Login Page Redirection Functionality |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run. |
| Test Scenario | User opens up the application, navigates to signup page then tries to navigate back to signin page. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User navigates to Sign Up page by clicking ‘Not Have an Existing Account? No Problems, Sign Up Now for Free!’ button  4 - User navigates back to Sign In page by clicking ‘Already Have an Account? Sign In and Start Killing some Coronaviruses!’ button |
| Expected Result | 1 – User is successfully redirected back to Sign In page. |

**Case 8 :**

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| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 8 |
| Test Case Description | Validation of Login Functionality with Correct Credentials (Happy Path) |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’ |
| Test Scenario | User opens up the application and tries to login to the game directly from login page. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button |
| Expected Result | 1 – User is redirected to the Dashboard page directly. |

**Case 9 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 9 |
| Test Case Description | Validation of Login Functionality Checks-1 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run. |
| Test Scenario | User opens up the application, tries to login to the game. But user does not input username field. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘123’ as password  4 - User clicks ‘Sign In’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Please enter your username” content is displayed to the user from the bottom of the page. |

**Case 10 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 10 |
| Test Case Description | Validation of Login Functionality Checks-2 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run. |
| Test Scenario | User opens up the application, tries to login to the game. But user does not input password field. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User clicks ‘Sign In’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Please enter your password” content is displayed to the user from the bottom of the page. |

**Case 11 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 11 |
| Test Case Description | Validation of Login Functionality Checks-3 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Not Having an existing user account with username: ‘test\_user\_1’ and password: ‘123’ |
| Test Scenario | User opens up the application, tries to login to the game. But user inputs a wrong username |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user\_1’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Invalid username or password - UNAUTHORIZED” content is displayed to the user from the bottom of the page. |

**Case 12 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 12 |
| Test Case Description | Validation of Login Functionality Checks-4 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Not Having an existing user account with username: ‘test\_user’ and password: ‘1234’ |
| Test Scenario | User opens up the application, tries to login to the game. But user inputs a wrong password |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘1234’ as password  5 - User clicks ‘Sign In’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Invalid username or password - UNAUTHORIZED” content is displayed to the user from the bottom of the page. |

**Case 13 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 13 |
| Test Case Description | Validation of Login to Register Page Redirection Functionality |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run. |
| Test Scenario | User opens up the application, navigates to signup page then tries to navigate back to signin page. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User navigates to Sign Up page by clicking ‘Not Have an Existing Account? No Problems, Sign Up Now for Free!’ button |
| Expected Result | 1 – User is successfully redirected back to Sign Up page. |

**Case 14 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 14 |
| Test Case Description | Validation of No Internet (or Connection error of some sort) Response. |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Being not able to access Backend API (API may not be running or network connection may not work)  3- Having an existing user account with username: ‘test\_user’ and password: ‘123’ |
| Test Scenario | (This scenario works the same for each action on application that makes a request to the Backend, however we are examining it only on a specific action) User tries to login to the system with correct credentials but Backend API is not running or is inaccessible. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button |
| Expected Result | 1 – Operation fails and an error toast with “Oops! Seems like you can't access the game server. Please check your internet connection and try again.” content is displayed to the user from the bottom of the page. |

**Case 15 :**

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| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 15 |
| Test Case Description | Validation of Dashboard to Leaderboard Redirection |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’ |
| Test Scenario | User successfully logs in to the application and tries to navigate to leaderboard page from dashboard page. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the Leaderboard button |
| Expected Result | 1 – User is successfully redirected to the Leaderboard page |

**Case 16 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 16 |
| Test Case Description | Validation of Logout functionality from Dashboard |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’ |
| Test Scenario | User successfully logs in to the application and tries to logout by the dashboard page. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the Logout button |
| Expected Result | 1 – User is successfully redirected to the Login page |

**Case 17 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 17 |
| Test Case Description | Validation of Game Session Restrictions on the Dashboard UI |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Not having an ongoing game session (not having started an unfinished game beforehand) |
| Test Scenario | User successfully logs in to the application and encounters a disabled ‘Continue Game’ button and also can’t see a “Ongoing session score” text on top right corner. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page |
| Expected Result | 1 – ‘Continue Game’ button is disabled for the user and there is no such text with “Ongoing Session Score:” content in the top right corner. |

**Case 18 :**

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| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 18 |
| Test Case Description | Validation of Game Session Restrictions on the Dashboard UI-2 |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Having an ongoing game session |
| Test Scenario | User successfully logs in to the application and encounters an enabled ‘Continue Game’ button and also sees a “Ongoing session score” text on top right corner. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page |
| Expected Result | 1 – ‘Continue Game’ button is enabled for the user and there exists a text with “Ongoing Session Score:” content in the top right corner. |

**Case 19 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 19 |
| Test Case Description | Validation of Continue Game functionality from Dashboard |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Having an ongoing game session |
| Test Scenario | User successfully logs in to the application and tries to continue his/her ongoing game by the button in the dashboard. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the Continue Game button |
| Expected Result | 1 – User is successfully redirected to the User’s Last Saved Game Level page |

**Case 20 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 20 |
| Test Case Description | Validation of New Game functionality from Dashboard |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’ |
| Test Scenario | User successfully logs in to the application and tries to start a new game by the button in the dashboard. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the New Game button |
| Expected Result | 1 – User is successfully redirected to the first level of the game. |

**Case 21 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 21 |
| Test Case Description | Validation of Logout functionality from Leaderboard |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’ |
| Test Scenario | User successfully logs in to the application, then navigates to leaderboard page and tries to logout by the button in leaderboard page. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the Leaderboard button  8 - User encounters the Leaderboard page  9 - User clicks the Logout button |
| Expected Result | 1 – User is successfully redirected to the Login page |

**Case 22 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 22 |
| Test Case Description | Validation of Leaderboard to Dashboard Redirection Functionality |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’ |
| Test Scenario | User successfully logs in to the application, then navigates to leaderboard page and then tries to navigate back to dashboard page. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the Leaderboard button  8 - User encounters the Leaderboard page  9 - User clicks the Back To Dashboard button |
| Expected Result | 1 – User is successfully redirected to the Dashboard page |

**Case 23 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 23 |
| Test Case Description | Validation of Leaderboard Data Functionality |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Having another existing player account with username: ‘test\_user\_2’ and password: ‘123’  4- Having another existing player account with username: ‘test\_user\_3’ and password: ‘123’  5- Having ‘test\_user’ account play the game 3 times, one 1 month ago, one 1 week ago and 1 a day ago, beforehand and in the first one having it gain 100 points, second one 50 and in the third one 25 points.  6- Having ‘test\_user\_2’ account play the game 2 times, one 1 week ago and 1 a day ago, beforehand and in the first one having it gain 100 points, second one 50.  7- Having ‘test\_user\_3’ account play the game 1 time, 1 a day ago, beforehand and having it gain 100 points.  (Below values can also be set in the database ‘player’ and ‘score’ tables. For each playing, a score row needs to be entered on the ‘score’ table with corresponding user.) |
| Test Scenario | User successfully logs in to the application, then navigates to leaderboard page, then displays All Time Leaderboard, then chooses Weekly Leaderboard and finally chooses Monthly Leaderboard. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the Leaderboard button  8 – User displays the All times table  9 – Then Chooses Weekly Leaderboard  10 – User displays the Weekly table  11 – Then Chooses Monthly Leaderboard  12 – User displays the All time table |
| Expected Result | 1 – User displays following ordering in the All Time Leaderboard:   1- test\_user\_1 175  2- test\_user\_2 150  3- test\_user\_3 100  2 – User displays following ordering in the Weekly Leaderboard:   1- test\_user\_1 150  2- test\_user\_2 100  3 – User displays following ordering in the Monthly Leaderboard:   1- test\_user\_1 100 |

**Case 24 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 24 |
| Test Case Description | Validation of Ability to Shoot in the Game |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’ |
| Test Scenario | User successfully logs in to the application, starts a new game via Dashboard |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the New Game button  8 - User encounters the First level page of the game |
| Expected Result | 1 – User validates that bullets are auto-fired from user’s ship |

**Case 25 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 25 |
| Test Case Description | Validation of Ability to Move in the Game |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’ |
| Test Scenario | User successfully logs in to the application, starts a new game via Dashboard, then tries to move his/her ship |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the New Game button  8 - User encounters the First level page of the game |
| Expected Result | 1 – User validates ship can be moved by mouse drag and drops |

**Case 26 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 26 |
| Test Case Description | Validation of Changing Levels of the Game |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Being able to finish the first level of the game |
| Test Scenario | User successfully logs in to the application, starts a new game via Dashboard, user kills all the coronaviruses in the first level of the game. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the New Game button  8 - User encounters the First level page of the game  9 – User finishes the level by killing all the CoronaViruses in the page by moving his/her ship |
| Expected Result | 1 – User validates he/she is displayed an information toast with “Press Any Key to Continue” content. User presses any key of his/her keyboard and then gets navigated to a new level with different viruses |

**Case 27 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 27 |
| Test Case Description | Validation of Losing Functionality and returning back to Dashboard |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Being unable to finish the first level of the game |
| Test Scenario | User successfully logs in to the application, starts a new game via Dashboard. Then user ship gets destroyed by the coronaviruses in the first level of the game. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the New Game button  8 - User encounters the First level page of the game  9 – User’s ship gets destroyed by the coronoviruses in the first level. |
| Expected Result | 1 – User validates he/she is displayed an information toast with “Game Over” content. User presses Back To Main Menu button and then gets redirected to the Dashboard. |

**Case 28 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 28 |
| Test Case Description | Validation of Losing Functionality and then starting another new game |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Being unable to finish the first level of the game |
| Test Scenario | User successfully logs in to the application, starts a new game via Dashboard. Then user ship gets destroyed by the coronaviruses in the first level of the game. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the New Game button  8 - User encounters the First level page of the game  9 – User’s ship gets destroyed by the coronoviruses in the first level. |
| Expected Result | 1 – User validates he/she is displayed an information toast with “Game Over” content. User presses Try Again button and then gets redirected to the First level of the game. |

**Case 29 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 29 |
| Test Case Description | Validation of Completion of the Game and returning back to Dashboard |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Being able to finish all levels of the game |
| Test Scenario | User successfully logs in to the application, starts a new game via Dashboard. Then successfully completes all single player levels of the game (There are 4 of them). |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the New Game button  8 - User encounters the First level page of the game  9 – User successfully completes all single player levels of the game (There are 4 of them). |
| Expected Result | 1 – User validates he/she is navigated to a Victory screen and displayed a Back to Dashboard button. User presses Back to Dashboard button and then gets redirected to the Dashboard. |

**Case 30 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 30 |
| Test Case Description | Validation of Exitting from an ongoing game session and returning back to dashboard. |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Currently playing a game |
| Test Scenario | User successfully logs in to the application, starts a new game via Dashboard. Then tries to go back to the dashboard. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the New Game button  8 - User encounters the First level page of the game  9 – User presses ‘Escape’ key of his/her keyboard and displayed an error toast with buttons  10- User clicks Go Back to Main Menu button |
| Expected Result | 1 – User gets redirected to the Dashboard. Discovers he/she can continue the game by ‘Continue Game’ button in the main menu and his/her ongoing game session score is displayed on the top right corner of the game. |

**Case 30 :**

|  |  |
| --- | --- |
| ***Description*** | ***Value*** |
| Test ID | 30 |
| Test Case Description | Validation of Cheating Functionality |
| Test Case Result (Pass/Fail) | Pass |
| Prerequisites | 1- Having Frontend ‘UiApplication’ Application ready to run.  2- Having an existing user account with username: ‘test\_user’ and password: ‘123’  3- Currently playing a game |
| Test Scenario | User successfully logs in to the application, starts a new game via Dashboard. Then passes the levels one-by-one by the cheat key. |
| Steps | 1 - User opens the Application  2 - User encounters the Sign In page  3 - User enters ‘test\_user’ as username  4 - User enters ‘123’ as password  5 - User clicks ‘Sign In’ Button  6 - User encounters the Dashboard page  7 - User clicks the New Game button  8 - User encounters the First level page of the game  9 – User presses ‘ctrl+shift+9’ key combination from his/her keyboard |
| Expected Result | 1 – User passes the game levels one-by-one and his/her score is updated accordingly as if user killed all the viruses of the previous level. |