

Note: This is a modified version of milestone 4 for the test cases requirement in our repo.

Milestone 4 Team 3

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Title of Project: King Pong

The formatting of the following test cases follows the standards from:

<https://www.guru99.com/test-case.html>

User Acceptance Test Plans:

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Results	Actual Results	Pass/Fail
TU01	Create New Account (Login/Account)	1. Go to website registration page 2. Enter all fields 3. Click submit	Email: test1@test.com Name: tester Password: test123	Should display if new account was successfully made in a notification flag. Then the application will bring you back to the login page.	As expected	Pass
TU02	Log Into Your Account (Login/Account)	1. Go to website login 2. Enter email address 3. Enter password 4. Click login	Email: test1@test.com Name: tester Password: test123	If valid info was entered, user should log into application. If invalid info was entered, "Invalid Login Credentials" message should appear	As expected	Pass
TU03	Scoreboard update	1. Move paddle back and forth with keyboard's arrow keys 2. Avoid ball, allowing it to pass your side of the screen. 3. Cause ball to pass your opponent's side of the screen	Keyboard input with arrows such that you score one point, and your opponent scores the other	Score should update such that when you allow it to pass your side of the screen, your opponent gains a point and this is displayed in their score. Score should update such that when the ball passes your opponent's side of the screen, you gain a point and this is displayed in your score.	As expected	Pass

TU04	Ball movement with keyboard input	1. Move paddle left and right with keyboard arrows	Keyboard input with arrows such that your paddle moves left and right	Paddle should move in correspondence to player input (left arrow to left movement and right arrow to right movement)	As expected	Pass
TU05	Ball/Paddle interaction and physics	1. Move paddle with keyboard input, so that the ball collides with the paddle	Keyboard input with arrows such that your paddle moves left and right such that the ball collides with your paddle	Ball should bounce off of the paddle and head towards your opponent following the logic of the physics engine	As expected	Pass
TU06	Auto-restart after point won	1. Score a point against your opponent by using the paddle such that the ball passes their paddle 2. Allow the opponent to score a point against you in the same way	Keyboard input with arrows such that the ball bounces off of your paddle and passes the opponent's paddle and then later the ball bounces off of the opponent's paddle and passes your paddle.	Ball should be automatically placed between the two paddles with an initial velocity towards the winner of the last point's paddle.	As expected	Pass
TU08	Multiplayer	1. Player 1 join game 2. Player 2 join game 3. One player selects begin game 4. Each player performs steps in TU04	Email: test1@test.com Password: test123 Email: test2@test.com Password: test123	Player 1 should be able to observe player 2 performing steps in TU04 and vice versa with the ball properly interacting with the both clients.	As expected	Pass

