

# Strategic Web Based Management Game

Group 12

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# Functional Test Cases

## Create an account

Description	Create an account
Reference	Functional requirement: 7.1.1.1
Precondition	User name does not exist.
Input	User name, password, and email address
Expected Output	A new account is created
Instructions	Input the user name, password and email address in the specified text boxes and click the button "Create Account".

## Login to account

Description	Log in to account
Reference	Functional requirement: 7.1.1.2
Precondition	The account already exist
Input	The user name and the password to the account
Expected Output	The user will be logged in
Instructions	Input the user name and the password for the account, and click the button "Login"

## Win a game round

Description	Win a game round
Reference	Use case: 8.2.1 Win a game round
Precondition	
Input	The winning player enters the wormhole
Expected Output	The player wins the game round
Instructions	Be the first one to enter the wormhole

## Start a new round when game ends

Description	Start new round when game ends
Reference	Use case: 8.2.2 Start a new round
Precondition	One player won the previous round
Input	
Expected Output	A new game round is created
Instructions	Let one player win, then wait for some short period of time

## Gather resources

Description	Gather resources
Reference	Use case: 8.3.2
Precondition	The ship has moved to a resource square and has enough main resources.
Input	Click the button "Gather"
Expected Output	The player will have more secondary resources.
Instructions	When standing in a resource square, click the button "Gather"

## Move the ship

Description	Move the ship
Reference	Functional requirement: 7.1.4.5
Precondition	Enough main resources.
Input	The location wanted to move to.
Expected Output	The ship starts to move to the location specified
Instructions	Click the button "Move" and then click on the location on the map

## (Auto) Repair the ship

Description	(Auto) repair the ship
Reference	Use case: 8.4.3 Repair the ship
Precondition	The ship is damaged
Input	The player sets the repair module on, by clicking On/Off on the repair module
Expected Output	The ship starts to repair
Instructions	Click the On/Off button on the repair module

## Choose module

Description	Choose a module
Reference	Functional requirement: 7.1.5
Precondition	The module is built
Input	
Expected Output	The module page is displayed.
Instructions	Click on the link in the wanted module

## Build a module

Description	Build a module
Reference	Functional requirement: 7.1.5
Precondition	Enough resources and module slots.
Input	
Expected Output	Module is built.
Instructions	Click on the "Build new module"-button

## Upgrade a module

Description	Upgrade Module
Reference	Functional requirement: 7.1.9
Precondition	The module has been built.
Input	
Expected Output	The module is upgraded.
Instructions	Click the “Upgrade” button on the module line

## Remove module

Description	Remove module
Reference	Functional requirement: 7.1.5
Precondition	The module has been built.
Input	
Expected Output	The module is removed.
Instructions	Click the “remove” button on the module line.

## Build ammunition (missiles/shells)

Description	Build ammunition
Reference	Use case: 8.5.1 Build ammunition
Precondition	The weapon is built, there is enough room for the produced ammunition and enough resources.
Input	Number of shells
Expected Output	The given amount of shells is built
Instructions	Write the number of shells wanted, then click the “Build” button

## Fire missiles - Includes Hit with a missile

Description	Fire shell
Reference	Use case: 8.5.2 Fire missile, 8.5.6 Hit with a missile
Precondition	The shells exist
Input	The focused player
Expected Output	The focused player is attacked
Instructions	Focus on the player on the map, then specify how many shells wanted to attack him with, and then click the “Fire” button.

## Fire shells - Includes Hit with a shell

Description	Fire missile
Reference	Use case: 8.5.3 Fire shells, 8.5.7 Hit with a shell
Precondition	The missiles exist
Input	The focused player
Expected Output	The focused player is attacked
Instructions	Click on the player on the map, then specify how many missiles wanted to attack him with, and then click the "Fire" button.

## Teleport the ship

Description	Teleport the ship
Reference	Functional requirement: 7.1.5
Precondition	The teleport module is built
Input	
Expected Output	The ship is teleported
Instructions	Hit the "Teleport" button

## Search for player in high score list

Description	Find a certain player in the high score list.
Reference	-
Precondition	Player created.
Input	Name of the player
Expected Output	The position in the high score list.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Escape-points</b> or <b>Close-to-center</b> to go to the high score lists.</li><li>2. Enter the player name in the text field <b>Search player</b>.</li><li>3. Click on <b>Search</b>.</li><li>4. The position on the high score list will be shown.</li></ol>

## Show rank

Description	Find players with a certain rank.
Reference	-
Precondition	Player created.
Input	The rank.
Expected Output	All players with the certain rank.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Escape-points</b> or <b>Close-to-center</b> to go to the high score lists.</li><li>2. Enter the rank in the text field <b>Show Rank</b>.</li><li>3. Click on <b>Search</b>.</li><li>4. The players with the certain rank will be shown.</li></ol>

## Create an alliance

Description	Create a new alliance
Reference	Use case: 8.7.1 Create an alliance
Precondition	Player created and not in an alliance.
Input	Name of alliance.
Expected Output	That the alliance has been created.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Alliance</b>.</li><li>2. Enter the name of the alliance in the text field <b>Name of alliance</b>.</li><li>3. Click on <b>Create</b>.</li><li>4. The text <b>The alliance has been created</b>.</li></ol>

## Invite to an alliance

Description	Invite a player to join the alliance.
Reference	Use case: 8.7.2 Join an alliance
Precondition	Alliance created and the player is not in an alliance.
Input	The name of the player to be invited.
Expected Output	The player has joined the alliance.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Alliance</b>.</li><li>2. Enter the name of the player to invite in the text field <b>Name of player</b>.</li><li>3. Click on <b>Invite</b>.</li><li>4. Wait on the response.</li><li>5. The message <b>Player has joined the alliance</b>.</li></ol>

## Disband an alliance

Description	Disband an alliance and inform all players in alliance about it.
Reference	Use case: 8.7.3 Disband an alliance
Precondition	Alliance created.
Input	-
Expected Output	A message is sent to all players in the alliance about the disbanding of the alliance and the alliance is disbanded.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Alliance</b>.</li><li>2. Click on <b>Disband alliance</b>.</li><li>3. The message sent to players is shown.</li></ol>

## Leave alliance

Description	The player wants to leave the alliance.
Reference	Use case: 8.7.4 Leave alliance
Precondition	Player has joined the alliance.
Input	-
Expected Output	A message is sent to all players in the alliance that the player has left the alliance and the player is not in the alliance any more.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Alliance</b>.</li><li>2. Click on leave <b>Alliance</b>.</li><li>3. The message sent to all players in the alliance is shown.</li></ol>

## Dismiss player from alliance

Description	A players is dismissed from an alliance by the leader of the alliance.
Reference	Use case: 8.7.5 Dismiss player
Precondition	Player has joined the alliance.
Input	Name of the player.
Expected Output	A message is sent to all players in the alliance that the player has been dismissed from the alliance and the player is kicked.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Alliance</b>.</li><li>2. Enter the name of the player in the text field <b>Player to dismiss</b>.</li><li>3. Click on <b>Dismiss</b>.</li><li>4. The message sent to all players in the alliance will be shown.</li></ol>

## Send text message

Description	Send text message to another player
Reference	Use case: 8.8.1 Sending a short text message
Precondition	Player created.
Input	Name of player, subject and text message.
Expected Output	Message is added to the player's message list.
Instructions	<ol style="list-style-type: none"><li>1. Click on link <b>Messages</b>.</li><li>2. Enter the name of the player to send a text message to in the text field <b>To</b>.</li><li>3. Enter the subject of the text message in the text field <b>Subject</b>.</li><li>4. Enter the message in the text field <b>Message</b>.</li><li>5. Click on <b>Send</b>.</li></ol>

## Read text message

Description	Read a new incoming message
Reference	Use case: 8.8.1 Sending a short text message
Precondition	A message is sent to the player.
Input	-
Expected Output	The text message is displayed.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>unread message</b>.</li><li>2. Read the message.</li></ol>

## Start research

Description	Start research for a module.
Reference	Use case: 8.9.1 Research a research field
Precondition	Enough resources.
Input	-
Expected Output	The research for the module will be on.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Research</b>.</li><li>2. Click <b>On</b> for the module to do research on.</li></ol>

## Stop research

Description	Stop research for a module.
Reference	Use case: 8.9.1 Research a research field
Precondition	The module must be under research.
Input	-
Expected Output	The research for the module will be off.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Research</b>.</li><li>2. Click <b>Off</b> for the module to stop research.</li></ol>

## Add star

Description	Add a star for a certain research field.
Reference	Functional requirement: 7.1.6.2 Skills star awards.
Precondition	The maximum number of stars has not been reached for the research field.
Input	-
Expected Output	A star will be added for the research field in the column <b>Stars</b> .
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Research</b>.</li><li>2. Click on <b>Add star</b> for the module.</li><li>3. A star will be added for the module in the column <b>Stars</b>.</li></ol>



## Focus on the map

Description	Focus on a set of coordinates on the map.
Reference	-
Precondition	Game round started.
Input	Coordinates on the map.
Expected Output	The map is centered on the input coordinates.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Game map</b>.</li><li>2. Enter the x coordinate in the text field <b>X</b>.</li><li>3. Enter the y coordinate in the text field <b>Y</b>.</li><li>4. Click on <b>Focus</b>.</li></ol>

## Search player on the map

Description	Find a player on the map and center the map where the player is.
Reference	-
Precondition	Player is created.
Input	Player's name
Expected Output	Map that is centered on the player.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Game map</b>.</li><li>2. Enter the name of the player in the text field <b>Player</b>.</li><li>3. Click on <b>Search</b>.</li></ol>

## Delete text message

Description	Delete a text message.
Reference	Use case: 8.8.1 Sending a short text message
Precondition	Text message exists.
Input	-
Expected Output	The message will disappear from the list of text messages.
Instructions	<ol style="list-style-type: none"><li>1. Click on link <b>Messages</b>.</li><li>2. Click on <b>x</b> for the message you want to delete.</li></ol>

## Cancel movement

Description	Cancel the movement of the ship.
Reference	Use case: 8.4.1 Move the ship
Precondition	The ship is moving.
Input	-
Expected Output	The ship has stopped.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Game map</b>.</li><li>2. Click on <b>Cancel movement</b>.</li></ol>

## Pan map view

Description	Pan the map in any direction.
Reference	-
Precondition	-
Input	-
Expected Output	The map will pan in the chosen direction.
Instructions	<ol style="list-style-type: none"><li>1. Click on the link <b>Game map</b>.</li><li>2. Click on the link <b>Go left&gt;</b>, <b>Go right&gt;</b>, <b>Go south&gt;</b>, <b>Go north&gt;</b> to pan the map view.</li><li>3. Click on the link <b>&gt;&gt;</b> for any direction to pan more than with <b>&gt;</b>.</li></ol>