

CS 5500: Managing Software Development

SCG Project: Acceptance Test Document

Team Name : PRX

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System Name : User Interface

Description	Instructions	Expected Results	Check
The Sign in page allows the users to sign in with an existing username and password	Enter a valid user name and password	Login successfully	
	Enter an invalid user name and password	Login failed	
The Sign up page allows new users to get an SCG Court account with an user name and password	Enter a non-existing username and password	Sign up successfully and redirect to the Sign up confirmation page	
The Tournament page allows users to choose the tournament for details from a tournament list	Click on one tournament with "enrollment" status in the tournaments list	Direct to the Tournament detail page which shows the tournament configuration, the current enrolled users.	
	Click on one tournament with "registration" status in the tournaments list	Direct to the Tournament detail page which shows the tournament configuration, the current enrolled users	
	Click on one tournament with "running" status in the tournaments list	Direct to the Tournament detail page which shows the tournament configuration, the current points of the avatars and the currently active games.	

	Click on one tournament with “complete” status in the tournaments list	Direct to the Tournament detail page which shows the tournament configuration, the final results and history	
For “enrollment” status tournament, the Tournament detail page allows the user enroll in tournament.	Click on enroll in tournament button	The user should be enrolled and the user should be enrolled and username should be shown in the current enrolled users list; if the number of current avatars have reached to the maximum permissible number, the user should not be enrolled.	
The Admin page allows administrators to enroll, decline new users, remove existing users, and create new tournaments.	Check on one or more new usernames, click “approve selected” to add them or “decline selected” to delete the users	The selected users are added or declined respectively	
	Check on one or more existing usernames, click “remove selected” to remove users.	The selected users are removed from the user list.	
	Enter the new tournament details	A new tournament is added into the tournament list	

System Name : Admin System

Description	Instruction	Excepted Results	Check
The Admin System accepts all the incoming connection request from the enrolled users during “registration” status	An Avatar sends a connection request to the admin	The Avatar should be connected to the server if they are enrolled for the tournament and the request is sent during “registration” status; otherwise it is not allowed to connect.	

The Admin System implements a fully round Robin algorithm for the game with two players in each game	Enroll and connect 3 avatars to the admin and start the game	The 3 avatars plays in full round Robin style where there is a game between each pair of them	
The Admin System should kick out an avatar when it violates the protocol	An avatar communicates without following the protocol	The avatar should be kicked out from the tournament by the admin and other avatars can continue the tournament	
The Admin System should record the history during whole of the tournament and give the final result	Enroll and connect 3 avatars to the admin , start the full round robin tournament and finish the tournament	The history and the final result of the tournament should be recorded in a log	

System Name: Tournament

Description	Instruction	Excepted Result	Check
A game between two Avatars played in the previous system should get comparable results when playing in the current system	Enroll and connect 2 avatars which played against each other in the previous system to the current admin, start the tournament, compare the result of the game with the previous result from the old system	The results from old system is comparable to the one in current system	
If an Avatar is kicked out, the system should let him know about the reason so that he can learn from it.	Enroll and connect a evil Avatar to the system, start the tournament	The evil Avatar should be kicked out and a reason for that should be shown to him	
For the same Avatars playing in the same tournament, they should get similar results	Enroll and connect 2 baby Avatars to the system, start the tournament	The final result should be almost the same for them	

The Avatars which have the optimal solutions should win when they play with the ones which does not have optimal solutions	Enroll and connect 2 Avatars to the system, which one of them has the optimal solutions, the other has not, start the tournament	The Avatar with the optimal solutions will win the tournament	
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Acceptance Tests are usually created by business customers. These are high-level tests to test the completeness of a user story or stories 'played' during any sprint. Therefore, the Acceptance Tests will be similar in the specific game, such as HSR, CSP.