Test Cases for
PROJECT A

General information	
Customer	<Project name>
Created by (Author)	
Preparation date	
Version	
Status	

Revision History					
Version	Description	Author	Date	Approved by	
				Author	Date

Summary

Sign up test case example:

ID	Title
C001	Registration user on the website using valid data

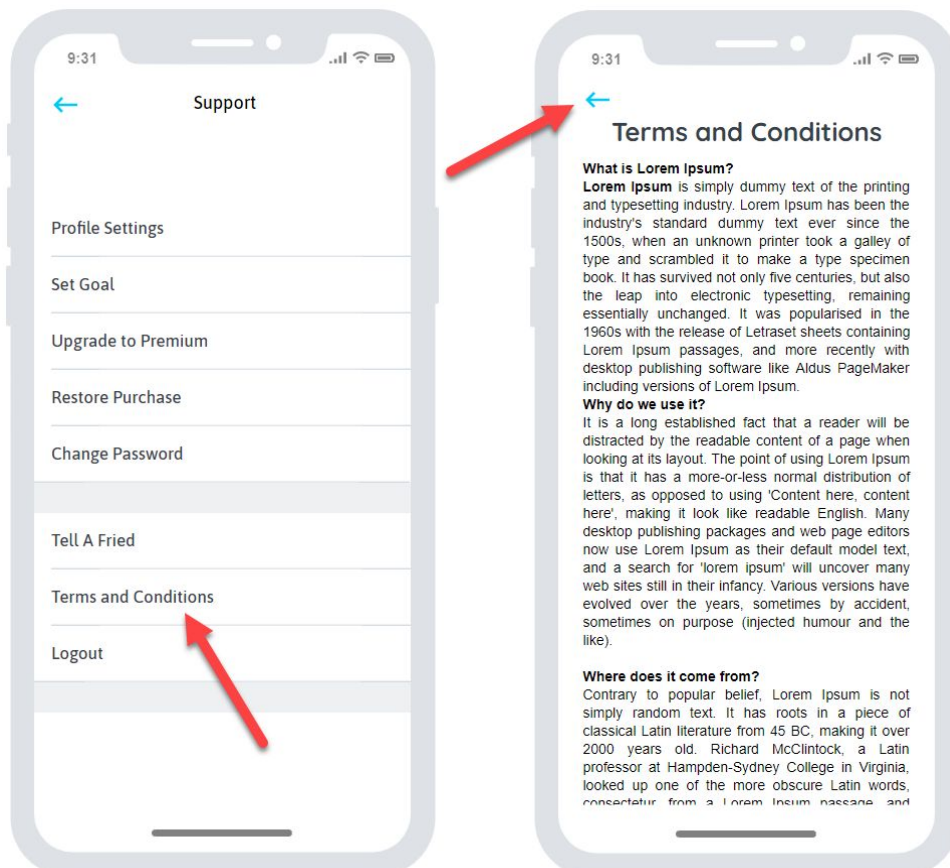| #	Steps	Expected result	Comments
1	Open the website	The main page is displayed	
2	Click the "Register" button	The "Sign Up" page is displayed	
3	Fill all fields with valid data	The entered data is displayed in the fields	
4	Click the "Create Account" button	The "Verification confirmation" pop-up is displayed	
5	Go to the Email inbox	The account verification email is received	
6	Open the link from the email	The "Sign In" page is opened	
7	Fill all fields with valid data on the "Sign In" page	The "Deals" page is opened. The user is logged in	
8	Go to the admin panel > Members page	The user information is displayed in the table	

Resend email verification test case example:

ID	Title
C002	Resending verification link during a normal signup flow

#	Preconditions
1	User is not logged in

#	Steps	Expected result	Comments
1	Launch the application	The "Onboarding" screen is opened	
2	Tap the "Signup" button	The "Signup" screen is opened	
3	Submit the form with valid data	The "Verification" screen is opened	
4	Go to the login screen and try to log in with an unverified account	The "Account not yet verified" error screen is displayed. The "Resend verification" button is present on the screen	
5	Tap the "Resend verification" button and go to the email inbox	A copy of the "Verify Email Address" email is received	
6	Click the "Verify Email Address" button	The "Email Address Verified" confirmation page is displayed	

Invalid passwords during signup test case example:

ID	Title
C003	Sign up with invalid passwords

#	Preconditions
1	User is not logged in

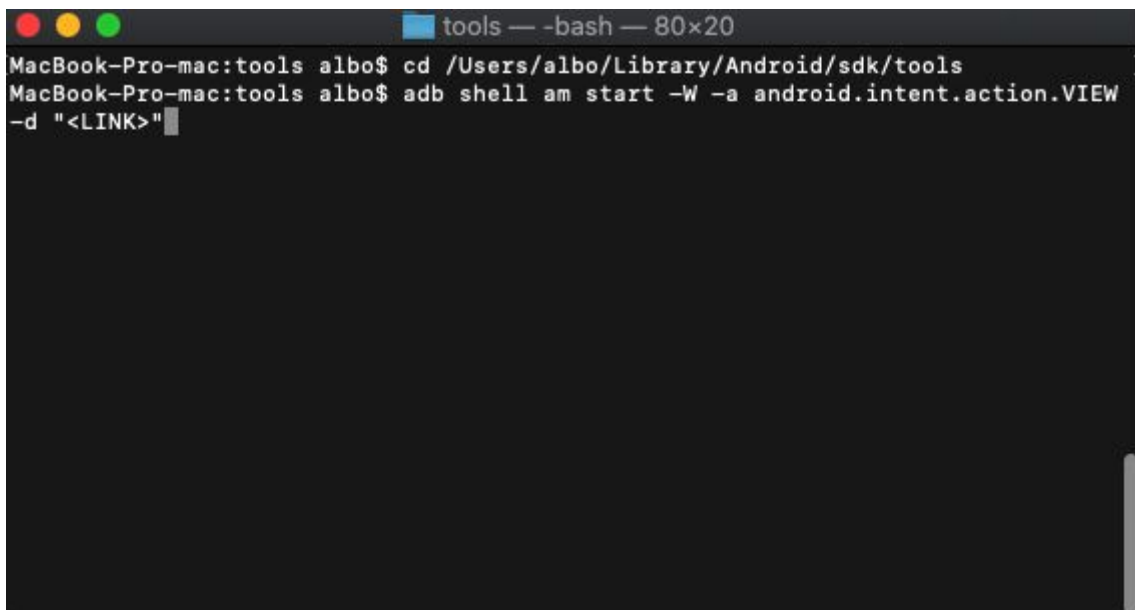| #	Steps	Expected result	Comments
1	Launch the application	The "Onboarding" screen is opened	
2	Tap the "Signup" button	The "Signup" screen is opened	
3	Enter valid data to the "First name", "Last name" and "Email" fields	The entered data is shown in the fields, the tooltips are hidden	
4	Enter the invalid password (less than 8 characters) to the "Password" field	The password is shown as a set of asterisks in the field, the tooltip is hidden	
5	Enter the same password to the "Confirm password" field	The password is shown as a set of asterisks in the field, the tooltip is hidden	
6	Tap the "Signup" button	The "Password length must be at least 8 characters" error message is shown above the "Password" field	

Terms and conditions test case example:

ID	Title
C004	Opening the "Terms & Conditions" section

#	Preconditions
1	User is logged in

#	Steps	Expected result	Comments
1	Tap the "Personal" button on the navbar	The "Personal" screen is opened	
2	Tap the "Support" button in the list	The "Support" screen is opened	
3	Tap the "Terms and conditions" link	The "Terms and conditions" section is opened	
4	Tap the "Back" button	The "Support" screen is opened	
5	Open the "Terms and conditions" section again	The section "Terms and conditions" is opened	
6	Scroll the page up and down	The page is scrolled smoothly	

Deep-link test case example:

ID	Title
C005	Setting a favorite team using deep-link

#	Preconditions
1	Deep-link to a favorite team is created in the admin panel

#	Steps	Expected result	Comments
1	Install the application on the device	The application is installed on the device and app icon has appeared on the home screen	
2	Connect your phone to the PC and push your deep-link to the device by executing ADB command: *adb shell am start -W -a android.intent.action.VIEW -d "<LINK>"*	Request to launch the application appeared on the screen	Make sure that USB Debugging is enabled on the phone
3	Tap the "Open" button	The application is started The "You set 'Team name' as your favorite team" message is shown	
4	Tap the "Following" button in the navigation menu	The "Following" page is opened on the screen. The selected team is present in the favorites list	

Detailed test case example:

ID	Title
C006	Adding new campaign by admin user using valid data

#	Steps	Expected result	Comments
1	Open the website and log in as admin	User is logged in and the main page of the admin panel is displayed	
2	Click the "Create New Campaign" button	The "New Campaign" page is shown There are three blocks on the page: - "Settings" block - "Main Screen" block - "Confirmation Screen" block	
3	Fill in the "Campaign name" text field with valid data	The entered information is displayed in the field	
4	Click the "Active" checkbox	The checkbox is marked as checked. The created campaign becomes active	
5	Click the "Language" dropdown and choose one	There is a possibility to choose one of the following languages: - English - French - German - Italian - Portuguese - Spanish The selected language is displayed in the dropdown	
6	Fill in the "Source Number" text field with valid data	The entered information is displayed in the field	
7	Fill in the "Start date" text field with valid data	Entered data is displayed in the "yyyy-mm-dd" format	
8	Fill in the "End date" text field with valid data	Entered data is displayed in the "yyyy-mm-dd" format	
9	Add the "Image" item	The "Image" item is added to the "Main Screen" block There are the following items: - The "Default Image" text field - The "Android" text field - The "iOS" text field	
10	Fill in the "Default Image" input field with image URL	Entered link is displayed in the field	
11	Click the "Save" button	The Campaign is successfully saved	

Replace the mission game test case example:

ID	Title
C007	Replacing any mission for the first time of the day

#	Preconditions
1	User has not completed at least one mission

#	Steps	Expected result	Comments
1	Launch the game	The game is opened	
2	Click the "Notification" button	The available missions are displayed on the right-upper corner	
3	Click RBM (Right Button Mouse) on any available mission	The mission submenu is displayed	
4	Click the "Replace" button	The mission is changed	

Localization test case example:

ID	Title
C008	Checking the localization for the specific game mode

#	Preconditions
1	The game is launched and the Russian language is selected

#	Steps	Expected result	Comments
1	Open the specific game mode menu	The content in the selected game mode is displayed depending on the selected language	
2	Click the "Встать в очередь" button	The content on each tab is displayed depending on the selected language	
3	Click the "Настройки" button	The "Settings" pop-up is displayed depending on the selected language	
4	Click the "Подтвердить" button	The player returned back to the previous menu	
5	Choose any character and start the battle	The battle has started, the content on the battle screen is displayed depending on the selected language	
6	Check the displayed screen after the battle is finished	After the battle is finished the content on the screen is displayed depending on the selected language	
7	Tap the "Продолжить" button	The "Match Rewards" screen is displayed, the content is displayed depending on the selected language	

Profanity words filtering test case example:

ID	Title
C009	Creating a challenge with profanity words in the name and description

#	Preconditions
1	User is logged in

#	Steps	Expected result	Comments
1	Launch the application	The "Home" screen is opened	
2	Tap the "Challenges" icon in the navigation menu	The "Challenges" screen is opened	
3	Tap the "Challenge your friends" button	The contacts list is displayed	
4	Select any user from the list and tap the "Next" button	Challenge creation page is opened	
5	Fill the form with profanity words in the "Name your challenge" field	Entered data is displayed in the "Name your challenge" field	
6	Click the "Save" button to submit a challenge	Challenge request is not created The "There was an error with your submission (language)" error message is displayed on the screen	

3D animation settings page test case example:

ID	Title
C010	Checking the displaying of the 3D animation

#	Preconditions
1	User is logged in

#	Steps	Expected result	Comments
1	Open the "Choosing an animation style" page	The page is opened. The pink slider is displayed on the first value for each rate. The slider bar is grey	
2	Switch the budget, solution, problem size sliders to the "Large", "More than 6 months", "Big" values	The pink slider is displayed on the last value for each rate. The slider bar is black colored	
3	Click the "Submit" button	The animation style popup with the following items is displayed: - Budget: Large - Timescale: More than 6 months - Opportunity: Large - 3D animation - "Close" button	
4	Click the "Close" button	The animation style popup is not displayed. The pink slider is displayed on the last value for each rate. The slider bar is black colored	