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Journal Entry - Black Box Testing for Bunco Game Application

Requirements Review:

1. What does input for the software look like (e.g., what type of data, how many pieces of data)?

The player initiates activities such as rolling the dice and selecting to finish their turn in the Bunco game program. The player's choice to roll the dice is the main input.

2. What does output for the software look like (e.g., what type of data, how many pieces of data)?

The outcome of the dice roll, such as the numbers that come up on each die.
alerts regarding the state of the game at the moment (such as points won in the round or whether the player rolled a Bunco).
Game progression (e.g., who is in turn, how many rounds are left).

3. What equivalence classes can the input be broken into?

Commencing a turn by rolling the dice.
choose to terminate the turn.
Possible courses of action (such as rolling a Bunco) in the event of unusual outcomes.

4. What boundary values exist for the input?

The least and most dice rolls that can be made in a turn.
Managing unforeseen input, such as non-numerical input.

5. Are there other cases that must be tested to test all requirements?

Yes, more examples to test here:
Checking for various player setups, such as the quantity of players.
Testing different game configurations, such as the number of rounds in a game.
Testing the handling of errors in the event of unforeseen circumstances, such as game crashes.

6. Other notes:

The application should provide clear instructions and feedback to the player at each step of the game.Test for the performance of the application, especially during intense gameplay moments with multiple players.

Journal Entry - Requirements Analysis for Bunco Game Application

Brief Description of the Client:

The customer wants an application for the family-friendly dice game Bunco, which is entirely dependent on luck and doesn't require any expertise.

A single sentence describing the project:

The project involves developing a digital version of the popular game Bunco, which will appeal to players of all ages due to its luck-based gameplay.

Recognized prerequisites:

Construct a Bunco game app.
Use gaing elements that adhere to the classic Bunco game rules.
Make sure the game is completely luck-based and doesn't involve any skill.
Make sure the UI is easy to use and appropriate for gamers of all skill levels.
Allow numerous players to play the game at once by activating the multiplayer feature.
Allow players to choose game parameters like the number of participants and number of rounds.

Questions for the Client (Instructor):

1I n what way should the application incorporate the Bunco game scoring?
2 Do you have any preferences about the user interface's design?
3 Should the app include any features other than the standard Bunco gameplay?

Answers from the Instructor:

1.The Bunco game scoring should follow the traditional rules where players earn points based on rolling specific numbers.

2.The user interface should be intuitive and visually appealing, but specific design preferences are flexible.

3.The application should focus primarily on replicating the traditional Bunco gameplay, but additional features for enhancing the user experience are welcome.

Description of Users:

Children and adults alike, as well as families and friends searching for a fun and informal gaming experience, use this software.
By rolling virtual dice, choosing strategies during games, and keeping track of the game's progress on the computer interface, each user engages with the software.

Software Features and User Capabilities:

The Bunco game must be played exactly as it is in the software, with dice rolling, scorekeeping, and round progression all included.
To suit varying tastes, users ought to be allowed to alter game parameters including the number of players and rounds each game.