System Testing

# Player count dialogue box

For this test I changed the value of the “Player Count:” combo box and clicked “OK”. The functionality of all the buttons and the consequential actions of the player count being correct all work as they should without errors.

# Token selection dialogue box

The two combo boxes are interactable as they should be, and the “OK” button works as it should too by brining the players to the game screen. The only issue is that it allows more than one player to use any one token. In the test, I tried Player 1 and Player 2 with token “Cat”. This either should not be an option for Player 2, presuming they chose after Player 1, or an error should be thrown to ask the players to choose different tokens.

# Players screen

The right-hand side of the screen shows a box labelled “Players:”. This is placed appropriately and shows the number of players in the game with each player individually labelled. The currently active player has their label highlighted in blue with the other players labels having a white background. This all works in conjunction with the “Next Turn” button and works as it should.

# Roll dice/Next Turn button

The roll dice button correctly moves the active player, shown in the “Players” side of the screen, and their sprite to the square that the Game Master’s dice functionality has decided the player has landed on. Pressing the “Roll dice” button causes the window to hang for approximately 8 seconds every time it is pressed, which can cause the window to not respond if a user clicks on the window again whilst it is hanging. If a user repeatedly clicks the button whilst the window is hanging, it will cause these actions to still take place but with a severe lag.

The “Next Turn” button is the same button as the “Roll Dice” but the label with text changes depending on which action is appropriate. Clicking the button in “Next Turn” mode does not usually cause any lag though it has occurred. It correctly changes the display of the players screen mentioned above.