



Chad

Team WareWolves

A Simple and Elegant game of
Tactical and Strategic depth



Ben Goodwin, Joshua Munoz, Josiah May, Luis Rodriguez, Miles Wood

System Test Cases

{only add a system case for what has been implemented}

1.

Testing Document (probably)

Below are the JUnit tests that have been implemented for the Chad game.

Model

Gameboard:

- GameBoardTest.java
- GameTest.java
- PointTest.java

Pieces:

- KingTest.java
- QueenTest.java
- Rook.java

Presenter

Network Messages

- ActiveGameRequestTest.java
- ActiveGameResponseTest.java
- GameInfoTest.java
- GameRequestTest.java
- InboxRequestTest.java
- InboxResponseTest.java
- InviteRequestTest.java
- InviteResponseTest.java
- LoginResponseTest.java
- LoginTest.java
- LogoutTest.java
- MoveTest.java
- RegisterResponseTest.java
- RegisterTest.java
- ResignTest.java
- UnregisterTest.java

View Messages

- LoginMessageTest.java
- LoginResponseMessageTest.java
- MenuMessageResponseTest.java

- MenuMessageTest.java
- MovePieceMessageTest.java
- MovePieceResponseTest.java
- RegisterMessageTest.java
- RegisterResponseMessageTest.java
- UnregisterMessageTest.java
- UnregisterResponseMessageTest.java
- ViewValidMovesResponseTest.java
- ViewValidMovesTest.java

Utility Functions

- HashPasswordsTest.java
- ViewMessageFactoryTest.java

View

Graphical User Interface

- ChadGameBoardTest.java
- ChessPieceFactoryTest.java

Command Line Interface

- Test 1

<u>Test case ID</u>	<u>Test Action</u>	<u>Expected Results</u>	<u>Actual Results</u>	<u>Pass/Fail</u>
Unit tests	Run all unit tests	tests should pass		
A - move pieces to invalid positions	Run SwingChadDriver.main(), Navigate to a new offline game	N/A	N/A	N/A
A-1	Start dragging White Rook at c3	Tiles a3,b3,c1,c2 should be highlighted		
A-2	Drag white Rook from c3 to a1	White Rook snaps back to c3		
A-3	Drag white Rook from c3 to c1	White Rook moves to C1, turn changes to black player		

A-4	Start dragging Black Rook at j10	Tiles j11, j12, k10, l10 should be highlighted		
A-5	Drag black rook from j10 to j9	Black rook snaps back to j10		
A-6	Drag black rook from j10 to k11	black rook snaps back to j10		
A-7	Drag black rook from j10 to j12	Black rook moves to j12, turn changes to white player		
B - Promotion of rooks	Run SwingChadDriver.main(), Navigate to a new offline game. make moves e5->e8, h8->h5	N/A	N/A	N/A
B-1	Move white Rook at e8 to h8	rook is moved to h8 and is replaced with a white queen at h8		
B-2	move black rook at h5 to e5	rook is moved to e5 and is replaced with a black queen at e5		
C - Capture of pieces	Run SwingChadDriver.main(), Navigate to a new offline game. make moves e5->e8, h8->h5, d5->d9, i8->i4, e8->g8, h5->f5, d9->g9, i4->f4	N/A	N/A	N/A
C-1	move White rook at g8 to k8	white rook moves to k8, capturing the black rook at k8, and getting promoted to a queen		
C-2	move black rook at f5 to c5	black rook moves to c5, capturing the white rook at k8, and getting promoted to a queen		

C-3	move white rook from e4 to f4	white rook moves to f4, capturing the black rook at f4		
C-4	move black rook from h9 to g9	black rook moves to g9, capturing the white rook at g9		
C-5	move white King from d4 to c5	white king moves to c5, capturing the black queen at c5		
C-6	move black king from i9 to j8	black king moves to j8, capturing the white queen at j8		
D - CL log onto system	Run CLDriver.main()	N/A	N/A	N/A
D-1	with the login screen showing, type '1' and hit enter	the terminal will prompt a username, then a password		
D-2	enter your credentials and hit enter	the main menu screen will appear in the terminal		
E - resume game(CL)	Run CLDriver.main() and log in with valid credentials	N/A	N/A	N/A
E-1	type '1' and hit enter	the logged in player's active games are printed in a list		
E-2	type '1' and hit enter	the logged in player's gameboard against 'n00b1' will be printed on the terminal		
F - accept an invite from view invites(CL)	Run CLDriver.main() and log in with valid credentials	N/A	N/A	N/A

F-1	type '2' and hit enter	the logged in player's inbox will be printed		
F-2	type '0' and hit enter	the logged in player will accept "DecentRival"s challenge		
G - send an invite and exit the outbox screen(CL)	Run CLDriver.main() and log in with valid credentials	N/A	N/A	N/A
G-1	type '3' and hit enter	the terminal will prompt another player's name		
G-2	type in a another player's username and hit enter	the terminal will print "Sending challenge to: "GameMaster"		
G-3	type "exit" and hit enter	the terminal will reprint the menu		
H - view profile(CL)	Run CLDriver.main() and log in with valid credentials	N/A	N/A	N/A
H-1	type '4' and hit enter	the logged in player's profile should appear in the terminal		
I - log out(CL)	Run CLDriver.main() and log in with valid credentials	N/A	N/A	N/A
I-1	type '6' and hit enter	The logged in player should be logged out and should display the login view in the terminal		
J - restart	Run SwingChadDriver.main(), Navigate to a new offline game. Make at least one	N/A	N/A	N/A

	move.			
J-1	Select the restart menu option	Game has been restored to the original state		
K - Quit	Run SwingChadDriver.main(), Navigate to a new offline game.	N/A	N/A	N/A