



# Chad

## Team WareWolves

A Simple and Elegant game of  
Tactical and Strategic depth



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# Testing Document

## Unit Testing

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

## System Tests

<b><u>Test case ID</u></b>	<b><u>Test Action</u></b>	<b><u>Expected Results</u></b>	<b><u>Actual Results</u></b>	<b><u>Pass/Fail</u></b>
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 move.	N/A	N/A	N/A
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
K-1	Select the Quit menu option	Game window closes.		
L - Connect to Server	Start a Server instance and a Client instance with the Server IP and Port given as arguments	N/A	N/A	N/A
L-1	Click register button, fill out register panel with new users values, click register.	The new user is registered into the system and automatically logged in to the main menu		
L-2	Click the Login button, fill out a valid user's credentials on the Login Panel, click login.	The valid user should be logged in, the list of players should be auto populated with all of the users in the system.		
L-3	From a logged in user, click the top bar and select unregister. Fill out the logged in player's credentials, click unregister, confirm selection.	The logged in player is unregistered from the system. They may not log in, or play any games		
L-4	From a logged in user, select the invites menu. Select sent invites, click new invite, send an invite to another player in the system.	The invite has been sent to the recipient's received invites panel, the sender should have the invite in their sent invites panel.		

L-5	From a logged in user, select the invites menu. Select received invites panel, select a pending invite and click the accept invite button.	The invite has been accepted, a new game is started between the two players. The new game appears in both player's active games from the Games menu.		
L-6	From a logged in user, select the invites menu. Select Sent invites, select a pending invite, click the cancel invite button.	The invite has been canceled and no longer appears in the sender or recipients invites menu.		
L-7	From a logged in user, click on the invites button on the main panel and click on the Sent Invites section, click on the invite to cancel and click on the cancel invite button and click yes on the opened dialog	The invite has been canceled and no longer appears in the sender or recipients invites menu.		
L-8	From a logged in user, click on the profiles button on the main panel and open up the drop down of Select Player, choose the player to view their profile	The selected players past games should show up in the profiles section.		
L-9	From a logged in user, click on the games button on the main panel and click on the game to be loaded and then click on the play game button.	The loaded game should open up in a new panel.		
L-10	From a logged in user, click on the games button on the main panel and click on the game to be resigned, click on the resign game button.	The game should be sent to the server as resigned and should not show up in the games panel.		
M - Play with AI	Log into the server using either interface method. AI agent is running connected to server.	N/A	N/A	N/A



M-1	Navigate to the invitations screen and select invite a player.	AI is an option for players		
M-2	Select AI and send invitation.	AI shows up as a sent invite.		
M-3	AI will accept invite within 10 seconds. Navigate to Games screen.	Game with AI shows up on games screen		
M-4	Open game with AI and make a move.	Move is sent to AI and it is AI's turn		
M-5	AI makes move.	The AI move has been made and it is your turn.		