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Group CG

Test Plan

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| No | Purpose | Test Data | Expected Response | Actual Response | Conclusion |
| 1 | See if button “Hit” is working | Click on button “Hit” | A new card appear in the player panel(below) and calculate your new score. | You get the card and the display calculates a score. | **Pass!** Check if the scores calculated are calculated correctly and if there are any glitches with the cards. Overall PASS for the basic test. |
| 2 | Check if score with cards between 10 is calculated correctly | Run the program and get first two cards under 10 and see the score.  For example 3 and 5 | All the cards are displayed in the fields that they should be in. The score is 3+5=8. | C:\Users\Lenvo_PC\AppData\Local\Microsoft\Windows\INetCache\Content.Word\2016-04-23.png | **Pass**, but check with other numbers. |
| 3 | Check if score with cards above 10(but not aces!) is calculated correctly | Run the program and get first two cards under 10 and see the score.  For example 10 and J | All the cards are displayed in the fields that they should be in. The score is 10+J(10)=20. |  | **Pass**, but check with Aces(2 test at least!(1 for ace and a card and 1 for 2 aces) |
| 5 | Check if score with Aces is calculated correctly | Run the program and get first two cards ace and something else and see the score. | All the cards are displayed in the fields that they should be in. The score is A+2=13. |  | **Pass**, but check with two Aces. |
| 6 | Check if score with Aces is calculated correctly | Run the program and get first two cards to be aces and see the score. | All the cards are displayed in the fields that they should be in. The score is A+A=12. |  | **Pass** |
| 7 | Check what happens when you hit blackjack instantly | Run the program and get an ace and a ten(ten/J/D/K) and see the score and **if** “Hit” button is disabled! | All cards are displayed in the right fields and the score is 21 and the button “Hit” is disabled and you can only click “Stay” |  | **Pass** |
| 8 | Check if you can draw successfully a card | Click “Hit” | The **new** card is displayed and the score is recalculated correctly. |  | **Pass**  (2+5+9=16) |
| 9 | Check if you can draw successfully 9 cards and will they be visible | Click “Hit” 7 times. (Maybe some code need to be changed to allow this test be done in less than 1:1B times | All the cards are visible. | C:\Users\Lenvo_PC\AppData\Local\Microsoft\Windows\INetCache\Content.Word\2016-04-28 (5).png | **Pass** |
| 10 | Check if you can draw successfully 10 cards and will they be visible | Click “Hit” 8 times. (Maybe some code need to be changed to allow this test be done in less than 1:1B times | All the cards are visible. |  | **Pass** |
| 11 | Check if you can draw successfully 11 cards and will they be visible | Click “Hit” 9 times. (Maybe some code need to be changed to allow this test be done in less than 1:1B times | All the cards are visible. | C:\Users\Lenvo_PC\AppData\Local\Microsoft\Windows\INetCache\Content.Word\2016-04-28 (6).png | **Pass** |
| 12 | Check if you can draw successfully 14 cards and will they be visible | Click “Hit” 12 times. (Maybe some code need to be changed to allow this test be done in less than 1:1B times | All the cards are visible. |  | **Pass** |
| 13 | Check if you can draw successfully 15 cards and will they be visible | Click “Hit” 13 times. (Maybe some code need to be changed to allow this test be done in less than 1:1B times | All the cards are visible. | C:\Users\Lenvo_PC\AppData\Local\Microsoft\Windows\INetCache\Content.Word\2016-04-28 (1).png | **Pass** |
| 14 | Check if you can draw successfully 16 cards and will they be visible | Click “Hit” 14 times. (Maybe some code need to be changed to allow this test be done in less than 1:1B times | All the cards are visible. | C:\Users\Lenvo_PC\AppData\Local\Microsoft\Windows\INetCache\Content.Word\2016-04-28 (2).png | **Pass** |
| 15 | Check if you can draw successfully 19 cards and will they be visible | Click “Hit” 17 times. (Maybe some code need to be changed to allow this test be done in less than 1:1B times | All the cards are visible. |  | **Pass** |
| 20 | Check if you can draw successfully 20 cards and will they be visible  (This is the maximum cards to be drawn by player in 21 or BJ. Because you can get 10 aces and have 20 points(11+9x1) and then draw a 2 then you have 12 points and 11 cards. Then you draw 8 more Aces and you have 20 points and you can draw again to have 21 and no matter what you get you will have 20 cards on the table. (The game is played with 6 decks=24 Aces) | Click “Hit” 18 times. (Maybe some code need to be changed to allow this test be done in less than 1:1B times | All the cards are visible. |  | **Pass** |
| 21 | With the start of the game cards should be dealt | Start the game | Two cards for you(as a player), 1 for the dealer, which you can see and one card back for the dealer | Exactly as expected | **Pass** |
| 22 | Is BJ treated well | Start, get 21 and see the score and what happens to the game | The player has 21 score and it is stored in some kind of way. | When the player hits for 21 or he instantly gets 21, then the Hit button is disabled and only the Stay buttons stays enabled. It is made this way in order for the player to get satisfied and even if the dealer gets 21 and it is a draw, the player to have time to cheer when he gets the 21 and not directly display to him the Draw. Moreover a message in the console is posted, which definitely needs improvement, because it is saying : “You’ve got 1 Blackjack”, then if you have another one it will say “You’ve got 2 Blackjack” and the messages will stack up. | **NI** ( Needs improvement)  The game is not anywhere near a/b testing ready, but most of its functionality is up. The 21 cannot be fully ready without the betting, but for the time I would say that BJ is handled in a semi- good way and the suggested improvements will be to change the decision table when the game ends and to include a JOptionPane which is saying You got a BJ or something like this. |
| 22.1 | Is BJ treated well | Start, get 21 and see the score and what happens to the game | The player has 21 score and it is stored in some kind of way. | All has stayed the same except for the output message. The message was changed to be printed only WHEN and IF the player clicks on ‘No’ when asked ‘Do you want to continue?’ And it is printed in the console again, but just it is not being stacked up, but rather just one message for information how many backjacks did the player had. | **NI** ( Needs improvement)  All the comments from Test 22 are relevant |
| 23 | Test if there is any track of score or balance | Start the game, play and end the game | Observe if there is any kind of record which keeps a record of how well did the player perform. | Only the text in the console, which is printed only if you exit not from the -|O|X Option, but rather with the provided JOptionPane. | **NI** ( Needs improvement)  There should be added balance and the player will be much more engaged, but now the application is made for blackjack training purposes and will be improved soon. |
| 24 | What happens to the game when the window is resized | Start the game, play with the size of the JFrame | The game should be affected as less as possible. | What happens is that When the application starts the window size is made to maximum, which makes it full-screen, windowed. When the user tries to resize it s/he will eventually stop at the minimum size of the frame, which is set to fit the two scores and 5 cards on each of the Player and the Dealer panels with cards. If the player or the dealer has more cards it won’t be visible at that size, however the score will be changed corresponding of the drawn card. Moreover if the frame is resized the cards will appear as they should be when they can fit in the size of the frame. When the round is finished and they user clicks that he wants to play another round, then the whole window will be again resized automatically to full screen height and width, **BUT** the frame will be left in the last position it was left in. Thus a part of it (sometimes a big part, but it depends) will not be visible and the user should then drag the window and readjust it. This happens ONLY if the window is resized or repositioned and ONLY if in this stage the player wants to continue playing. | **PASS, but** it will be a better idea to automatically check the last resized size and to resize it to it, instead of full screen size every time, or if it is full screen, then fixed position to be added. |
| 25 | Test what happens to the dealer card back when the dealer plays | Start the game click Stay and observe. | It should disappear and the card of the dealer to appear. | It does exactly what was explained in the expected outcome. | PASS |
| 26 | Test if dealer stays at 17 or more | Start the game click Stay and observe. | The dealer should not hit if his/hers score is more or equal to 17 and should hit if less then 17 | Exactly as expected. | **PASS** |