Banqi Game
Testing Document

This document outlines the system test cases for the Banqi Game implementation. The purpose of these tests is to ensure that the entire system is tested in full (from end to end) before its release.

Test Classes:

AdvisorTest.java

AllTests.java

BanqiControllerTest.java

BanqiGameTest.java

BoardTest.java

CannonTest.java

ChariotTest.java

ElephantTest.java

GeneralTest.java

HorseTest.java

InviteTest.java

PieceTest.java

SoldierTest.java

TileTest.java

UserProfileTest.java

UserTest.java

Test ID	Test Suite Name	How to Test?	Test Data	Expected Result	Actual Result	Pass/Fail
AT-1	AllTests.java	Run Test Suite	AllTests.java Test Suite	N/A	N/A	Pass
BGC-1	AllTests.java	Run Test Suite	Initialize Banqi Game Controller	New Controller		
BGC-2	AllTests.java	Run Test Suite	Controller name is/isn't null	A non-null controller name		
BG-1	AllTests.java	Run Test Suite	Initialize Banqi Game	New Banqi Game		
BG-2	AllTests.java	Run Test Suite	Set up Banqi Game Board	Banqi Game board is set up		
BG-3	AllTests.java	Run Test Suite	Make a move on the Banqi Game Board	User's move is made on the board		
BG-4	AllTests.java	Run Test Suite	Record the stats/results of the Banqi Game	Results are displayed on the User's profile		
BG-5	AllTests.java	Run Test Suite	Get the current state of the Banqi Game	The state matches up with what the Banqi Game should be		
B-1	AllTests.java	Run Test Suite	Creation of a new Board for a new Banqi Game	The Banqi Game has a board with all pieces flipped over and in starting positions		
B-2	AllTests.java	Run Test Suite	Info for each tile on the Board	The correct info is returned for the Tile on the Board		
Can-1	AllTests.java	Run Test Suite	Move of a Cannon Piece	The Cannon is moved to the correct new Tile		
Char-1	AllTests.jav a	Run Test	Move of a Chariot	The Chariot is		

	a	Suite	Piece	moved to the correct new Tile		
E-1	AllTests.java	Run Test Suite	Move of an Elephant Piece	The Elephant is moved to the correct new Tile		
G-1	AllTests.java	Run Test Suite	Move of a General Piece	The General is moved to the correct new Tile		
H-1	AllTests.java	Run Test Suite	Move of a Horse Piece	The Horse is moved to the correct new Tile		
H-1	AllTests.java	Run Test Suite	Move of a Horse Piece	The Horse is moved to the correct new Tile		
S-1	AllTests.java	Run Test Suite	Move of a Soldier Piece	The Soldier is moved to the correct new Tile		
P-1	AllTests.java	Run Test Suite	Get info for the Piece	Returns the correct name, the color and the state of the Piece		
I-1	AllTests.java	Run Test Suite	Get Invitee and Inviter for an Invite	Returns the correct Inviter, the Invitee and the status of the invite		
T-2	AllTests.java	Run Test Suite	Initialization of a Tile	A new Tile is initialized on the Board		
T-2	AllTests.java	Run Test Suite	The piece on the specific Tile	The correct Piece that is on a specified Tile		
UP-1	AllTests.java	Run Test Suite	Initialization of a User Profile	A new User Profile is made for a new User		
U-1	AllTests.jav	Run Test	Initialization of a	The User is		

	a	Suite	registered User	registered in the system		
U-2	AllTests.java	Run Test Suite	A User Profile and a User	The new User has a User Profile		
U-3	AllTests.java	Run Test Suite	A new Banqi Game hosted by a User	There is a new Banqi Game associated with the User		
U-4	AllTests.java	Run Test Suite	Sending of an Invite for a new Banqi Game	The Invite is sent to the User who the hosting User invited		
U-5	AllTests.java	Run Test Suite	Whether a invite has been answered or not answered	The status of a specific invite matches up with what the associated Users have done with it.		
U-6	AllTests.java	Run Test Suite	The answer for an Invite for a Banqi Game	A User chooses to accept or decline an Invite and that User is a part of or is not a part of the game based on that.		