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| User Story | Date Tested | To Do | Comments |
| Instructions | 26/09/19 | * I shall update user stories to indicate this change. | * Game instructions are not shown. Plan to hold then in the help button. * “Play Game” link works properly. |
| Gameplay/Use in Browser | nil | * nil | * Unable to test yet. Will do so once I have access to all the necessary browsers |
| Gameplay/Place Cards | 26/09/19 | * Edit code so that proper restrictions on card movement are incorporated | * Cards can be successfully dragged and placed into a row. * No distinction is made on which row is allowed for card placement; cards can be played into player’s role or opponents role * Card cannot be taken out of a row before the end turn button is clicked. * BUG: Cards cannot be placed into the second top row for either player (8 points goal). Check input file |
| GAMEplay/goals UI | 26/09/19 | * The goals me and my opponent win should be displayed at the end of the trial * The game result (who win and the number of points for each player) should be displayed at the end of the experiment * NB. These require other user stories to be completed in order to function properly | * Goal points are displayed in the middle * Goal points for the player are shown to the left. * Goal points for the opponent are shown to the right. * The last row which had a card placed in has its points increment by one point once the turn ends, regardless of the number of card played during that turn. Also, only the player’s points increment, even if the cards are placed in the opponent’s row. * Game does not end when there are no cards left. Cannot check last two criteria in the user story |
| Input File | 29/09/19 | * Number of rounds per experiment * Points tally for each player * Flag indicating whether opponent’s cards are face up/down * Heuristic | * Goal values included, and display correctly * Progress values initialised to zero as indicated by the user story * Number of goals not directly specified. Indicated by “goalValue”, “progress” and “goalOpen” tab length. Could possibly make clearer   Goals specified as being available to the player included   * Probability variable included * BUG: If I edit the JSON file in any way then the base game removes all the rows and cards from display |
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| GAMEplay/place cards | 03/10/19 | * Allow card to be placed back in hand and select a different card (maybe) | * Cards can be placed and dragged properly into each row * Can reselect row to place card in before ending turn * Cannot place card back and select a different card (technically not part of user story specification but might also be necessary. I will edit the user story as such to include this specification and place back into the “in progress” section. Let me know if we shouldn’t bother) |
| gameplay/Help Button | 03/10/19 | * All criteria met. * Just needs to be improved if desired | * Help button is visible clearly on both the start-up page and the main game page * Clicking outside of the text box closes the help tab * NB. Font sizes and style is notably different between the start-up page and the game page. Could improve by making them uniform. |
| Gameplay/goals ui | 03/10/19 | * The goals me and my opponent win should be displayed at the end of the trial | * Goal progression updated at the end of each turn * Goals progression for each player correctly located and identifiable * Game result tab appears once game finishes * N.B. might be useful to include a link on the results tab to go back to the start-up page (included here as user story mentions results display. |
| GameplAy/end turn | 03/10/19 | * All criteria met | * End turn button is present and updates state of game once clicked. * Error message appears if no card has been placed. * Ends the game once no cards remain |
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| Results | 15/10/19 | * Need to ensure that the results file displays all the necessary data, as nothing appears in the file as far as I can tell. * Complete unfinished tasks as well | * When game finishes, a results JATOS file is created and can be accessed in the JATOS server * A results file is created for both the Instructions file and the Trial 1 file * Information currently provided incudes Results File ID, server start rime, State Status, Worker ID and Worker Type * No additional information is provided by the results file * Results can be exported, but the file only contains the sentence “application/octet-stream” |
| Time Per Trial/Experiment | 15/10/19 | * Ensure that JATOS file has the data written into it in a displayable form. Also ensure that each time the duration is included | * Server start time is automatically provided in the results tab * Duration column often reads as “not yet” – time not retrieved in this case. * As stated before, the JATOS file does not show any information itself |
| gameplay/use in browser | 15/10/19 | * Still need to test if it works on Safari | * Game runs successfully in Chrome from JATOS server * Game runs successfully in Firefox from JATOS server |
| Gameplay/Help button | 15/10/19 | * Ensure that the help button displacement bug is taken care of. | * Help button function normally besides for the bug * As indicated, the help button shifts sightly offscreen before a card has been placed down. Might have something to do with the “End Turn” button appearing at the same time. It could be that if the positioning has been made arbitrarily, then not having the end turn button displayed shifts the position of the help button |
| gameplay/end turn | 15/10/19 | * Ensure that the results box is displayed for at least 5 seconds before the game closes | * Results box displays at the end of the game, but only appears for one second before the game closes * Game successfully closes and returns to the JATOS server once finished |
| Input file for game stats | 15/10/19 | * Ensure that the “showopponentprogress” variable hides the initial starting cards. This will help judge if the function works properly or not | * I can work the input file in the JATOS server * Most inputs function properly * The “showopponentprogress” variable isn’t clear on whether it is working or not, but my guess is that no it isn’t as the initial cards of the opponent are shown when they shouldn’t be * Unsure exactly what “opponent” means, but my guess is that this opens up a separate player to play the game. In which case this is difficult to test since we are currently only running a single player |