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| Stern-Halma |
| Unit Testing Plan |
| 2016 TechPro Group Project |
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| **Chun-Yip Tang | Justin Mclennan** |
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| Test/Scenario | Input | Expected Result |
| Create User | Player enters username | Changes the current Username from either default "PLAYER NUMBER" to entered username. |
| Menu Interaction | User clicks on one of the menu items | Screen change to the new menu screen |
| Player # Selection | Player chooses one of 3 radio buttons and then clicks on the next button | Radio button selection gets returned to main play screen |
| Game Creation | User clicks on "create game" | Screen change to game waiting screen and lan starts |
| Game Waiting Screen | Game creator clicks on" start game" button after "Player # Selection" number of players have entered the game waiting screen | Board is created and populated with pieces |
| Game Connection | Other players click on "JOIN A GAME" button and enters an IP address | Game connects IP addresses together and assigns them each to the game as player 1, player 2, etc. |
| Turn Implementation | Player finishes their move | Locks out all other players from moving and only allows for the next player to use the UI |
| Piece Movement | Player moves a piece | If it is a valid move, that is fine. If not, then the game rejects that move, alerts the player that it is not a valid move and allows the user to go again |
| Piece Skipping | Player moves piece in a way that allows the piece to jump over other pieces | If it is a valid move, that is fine and the game checks if it is possible to jump another piece. If not, then the game rejects that move, alerts the player that it is not a valid move and allows the user to go again |
| Win Condition | When all pieces of one player are in the victory space | Game will check each turn for win condition. When that happens, game will end and system will announce the winner |
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