Initial Test with amended Actual Results column

Module	Test	Expected Result	Actual Result
ServerGUI	Correct serverIP, port-number and user presses connect	ServerGUI connects to server; ServerGUI hides itself; UserGUI opens successfully	Success: as expected
ServerGUI	serverIP = incorrect ip;	ServerGUI doesn't connect, throws exception, allows user to retry input	Fail: serverGUI crashes; Doesn't throw exception
ServerGUI	Server port number = incorrect port number	ServerGUI doesn't connect, throws exception, allows re-entry of input	Fail: ServerGUI terminates; Doesn't throw exception
UserGUI	Construct UserGUI successfully	Loads JComponents and frames/panels successfully.	Success: as expected
UserGUI	Move using the move buttons	Should move successfully for each direction displaying the look reply correctly	Success: as expected
UserGUI	Pickup gold in the dungeon	Successfully picks up gold	Success: as expected
UserGUI	Leave dungeon correctly	Successfully leaves dungeon when enough gold is collected. Will also prevent continuation of game after completion	Success: as expected
UserGUI	Connection of multiple Clients	Should allow for multiple clients to connect. Clients shouldn't affect one another. Clients shouldn't be able to perform actions until their turn is called. Should keep each client updated on processes within the Dungeon of Doom	Partial Success: as excpected, except clients will not be able to refresh their looks until their turn is called and an action is performed
UserGUI	Writes to chat	Should display input from the chat's input,	Success: as expected

		with the user's name attached.	[Will report all messages from the serve, however will not display a server tag for the messages. Unintended input]

Initial Specification

I have planned my GUI to have a layout as depicted below

Dungeon of Doom

Look reply

X	X	X	X	X	X	X
X	X	X	X	X	X	X
X	X	X	X	X	X	X
X	X	X	X	X	X	X
X	X	X	X	X	X	X
X	X	X	X	X	X	X
X	X	X	X	X	X	X

Player chat

Server: Gold 2

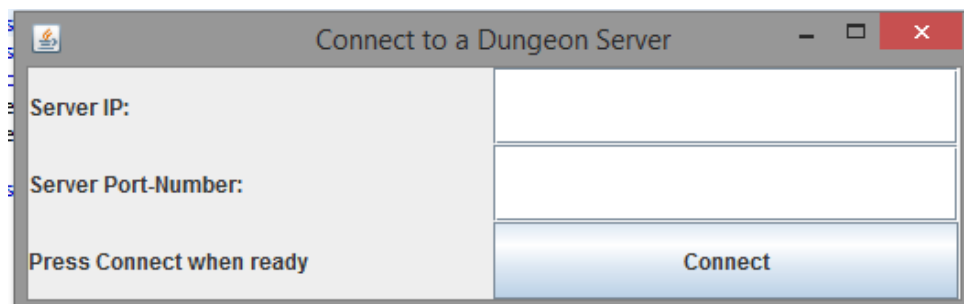|	N	
W	S	E

To chat

Programme documentation

UserGUI – allows for user to play in the DoD
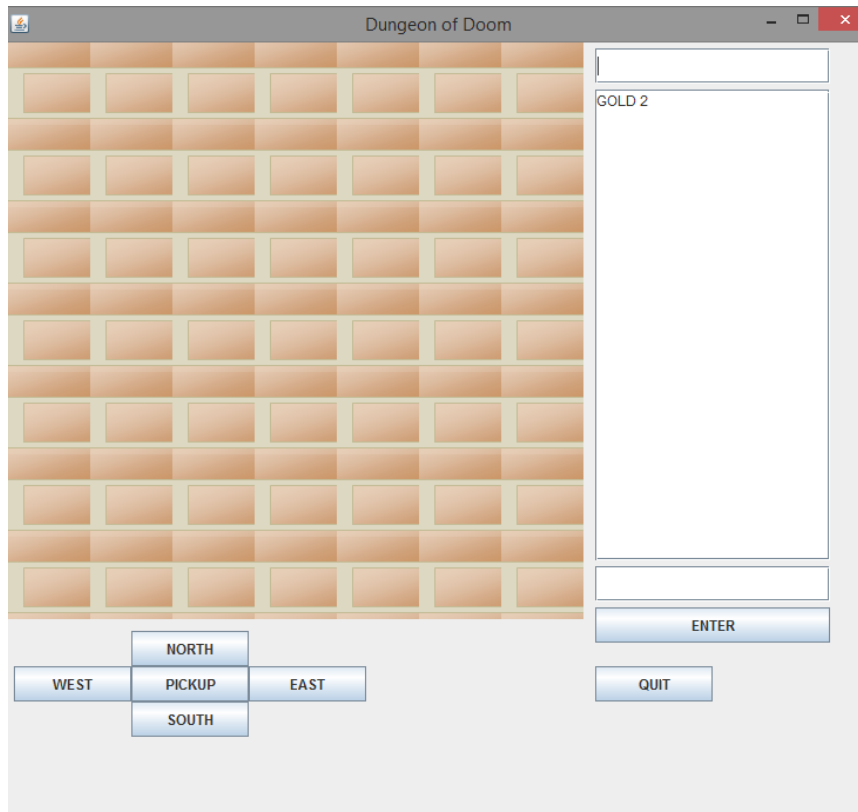
ServerGUI – instantiates connection to the Server

Instructions for programme

This is my working GUI which I have handed in. The GUIs will appear as above when instantiated. The intended order of operation of my classes is the ServerGUI is compiled which should allow for input of the ip and port number to the server.

I have created two graphical user interfaces. One, called serverGUI, which allows the user to input an IP and a port number which if successful should open up the UserGUI which is the second interface for playing the game. The UserGUI has buttons which allows for UserActions, such as Move 'X' and Pickup, to be carried out.

Analysis

The graphical user interface proved to be challenging to implement due to layout managers and sizing issues related to java Swing programming.

<u>**Challenges**</u>

I had issues using Layout managers. I started using GridLayouts which later proved to be unsuitable due to inability to customize the location of components into the JPanels and JFrame of my UserGUI. I tried using GridBagLayout using GridBagConstraints to achieve more customizability of my GUI

Suggested improvements

Would implement more features to the programme. I would probably want to add bots to the game as well as the game doesn't specifically accommodate for this.