

First Blackjack Test Plan

Development Test:

Class being tested: Dealer class is being tested

Functionality being tested: Setting up a table, creating a deck, adding players, and dealing cards appropriate to the number of players.

Does the test pass?

Add a screenshot of the test running:

Integration Test: Dealer Class

Test Scenario	Test Case	Pre Conditions	Test Steps	Test Data	Expected Result	Actual Result	Pass/Fail
Dealer Class	Setting up deck, table and adding players	Game is open/running and round has started	Make a deck, create a table, deal cards to players, draw a top card	The number of cards in player hand, and check card validity(in player hand and top of deck),ensure player creation	All players are created and each player has 2 valid cards from the deck	Got the expected result	PASS

Release Test: GUI

Test Scenario	Test Case	Pre Conditions	Test Steps	Test Data	Expected Result	Actual Result	Pass/Fail
GUI	Using menu buttons	Opening game	Launch game Click play/rules /exit	Executing the given command (Visual result)	Opening the rules, exiting the game, or starting a game round	Not entirely implemented	FAIL