Test script and protocol

Team 1

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Proseminar Group 3

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1. Test preparation

1.1. Test data

The following users are set up at the start of the test:

User / Password	Role
admin/ passwd	ADMIN
player1/ passwd	PLAYER
player2 / passwd	PLAYER
player3 / passwd	PLAYER
player4 / passwd	PLAYER
gamemanager / passwd	GAMEMANAGER

Initial Test Data:

- User data
- A set of Terms and Topics

1.2. Pre-test requirements

1. All Unit Tests are executed successfully

2. Test protocol

Test date: 01.06.2021

Tester: Simon Brandacher, Felix Schuler

Tested version: develop branch 01.06.2021 (GIT Tag)

Pre-test requirements fulfilled: yes

(Reference to the email of the developer, maven test protocol)

Test environment: local Computer

(e.g. local Computer, Server, ..)

3. Test cases

The test cases described here fully cover the use cases listed in the concept description. Further test cases were added to check general functional requirements. Deviations from the expected result status were documented as part of the test carried out (see Chapter 2, test protocol) and classified according to the following classifications.

- **OK:** No discrepancies found.
- **Cosmetic discrepancies:** Minor layout problems: e.g. awkward line breaks in the text, texts for buttons too long, etc..

- **Moderate discrepancies:** The functionality is available, but only be used to a certain extent e.g some expected entries in a dropdown menu are missing or data changes are only visible after refresh etc.
- **Serious discrepancies:** The functionality is basically available, but can only be used to a limited extent, e.g. some expected entries are missing in a drop-down list, data changes are only visible after closing and reopening a dialog, etc.
- **System unusable:** Performing this test leaves the system in an unusable state, e.g. system crashes. Database becomes inconsistent, data is deleted (unplanned).

3.1.   Test case login

TC Auth1.1: Login User	
Use Case	Login
Initial state:	User is not logged in.
Action	1. User navigates to http://localhost:8080/login 2. Login Page is shown 3. User fills in login form with username "player1" and password "passwd" 4. Alternative: Redo steps with "admin" as username
Expected State:	User is logged in User sees the Gamelobby view. If Admin or Gamemanager there also should be a field for Management on the Top bar.
Observed discrepancy	
☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable	

TC Auth1.2: Login User with wrong credentials	
Use Case	Login
Initial state:	User is not logged in.
Action	1. User navigates to http://localhost:8080/login 2. Login Page is shown 3. User fills in login form with username "test" and password "passwd"
Expected State:	User stays on the login page. Pop-up notification wrong credentials Notification box below login button informs about wrong credentials
Observed discrepancy	
☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable	

TC Auth1.3: Logout

Use Case:	Logout
Initial state:	User is logged in.
Action	1. User clicks on Logout icon
Expected State:	User is redirected to the login page and gets notification that the user has been logged out.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

3.2. Test case term and topic management

TC TermTopic1.1: Create a Topic

Use Case:	Add Topic
Initial state:	Logged in as Admin or Gamemanager
Action	1. Navigate to Management > game settings 2. Click on + to create a Topic 3. Fill in "MATH" as Topic name and submit
Expected State:	Topic "MATH" is created and the user is redirected to the Topic detail page of created Topic. Success notification.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC TermTopic1.2: Create a Topic and then add a Term

Use Case:	Add topic, Add term
Initial state:	Logged in as Admin or Gamemanager
Action	1. Navigate to Management > game settings 2. Click on + to create a Topic 3. Fill in "ETHICS" as Topic name and submit 4. Click "+" to add a term 5. Fill in "Moral" as Term name and submit
Expected State:	Topic is created and has a Term on it. User is on the Topic detail page. Success Notification
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system

unusable

TC TermTopic1.3: Add Term to already existing Topic

Use Case:	Add term
Initial state:	Logged in as Admin or Gamemanager. Topic "MATH" exists
Action	1. Navigate to Management > game settings 2. Click on edit Topic "MATH" 3. Click on "+" to add Term 4. Fill in "sine" as name and add it
Expected State:	Term is added in table of Terms and success notification
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC TermTopic1.4: Delete a Topic as Admin or Gamemanager

Use Case:	Remove Topic
Initial state:	Logged in as Admin or Gamemanager. Topic "ETHICS" exists
Action	1. Navigate to Management > game settings 2. Click on delete icon next to "ETHICS" 3. Accept confirmation
Expected State:	Topic is not listed anymore and success notification
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC TermTopic1.5: Import Terms from JSON file

Use Case:	Import terms from json
Initial state:	Logged in as Admin or Gamemanager
Action	1. Navigate to Management > game settings 2. Click on edit Topic "MATH" 3. Click on the upload icon and upload a json file with term names. A reference can be found at https://git.uibk.ac.at/informatik/qe/sepsss21/group3/g3t1/-/wikis/Testing under test-data. 4. (A template can also be downloaded using the download icon from a topic with terms) 5. Submit

Expected State:	All already existing and the new Terms from Json file should be listed
Observed discrepancy	
☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable	

TC TermTopic1.6: Add Duplicate Term	
Use Case:	Add Term
Initial state:	Logged in as Admin or Gamemanager. Topic "MATH" has term "sine"
Action	1. Navigate to Management > game settings 2. Click on edit Topic "MATH" 3. Click on "+" to add Term 4. Fill in "sine" as Name which already exists in List of Terms
Expected State:	Stay on add page and error notification
Observed discrepancy	
☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable	

TC TermTopic1.7: Add Duplicate Topic	
Use Case:	Add Topic
Initial state:	Logged in Admin or Gamemanager. Topic "SPORT" exists
Action	1. Navigate to Management > game settings 2. Click on + to create a Topic 3. Fill in "SPORT" as Topic name which already exists and submit
Expected State:	Stay on add Topic dialog and error notification
Observed discrepancy	
☒ OK ☐ Cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ System unusable	

3.3.   Test case TimeFlip management

TC UserManagement1.1 Connect TimeFlip	
Use Case:	-

Initial state:	Logged in as Admin or Gamemanager
Action	1. Connect a Timeflip (FakeFlap)
Expected State:	TimeFlip should show up and be online in Management > TimeFlip settings as online. Device address, name and battery level should be shown.
Observed discrepancy	

☒ OK ☐ Cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ System unusable

TC UserManagement1.2 Configure Timeflip

Use Case:	Configure Timeflip
Initial state:	Logged in as Admin or Gamemanager and a Timeflip is or was connected
Action	1. Navigate to Management > TimeFlip settings 2. Click on edit sign 3. Use the fill randomly function 4. Click save
Expected State:	Success notification and redirect back to TimeFlip settings page. TimeFlip should have a green sign, indicating it is configured
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

3.4.   Test case user management

TC UserManagement1.1 Create Player

Use Case:	Create Player
Initial state:	Logged in as Admin or Gamemanager
Action	1. Navigate to Management > User management 2. Click on plus and fill in dialog with username : "DarthVader", name: "anikan", lastname: "skywalker", password : "passwd" and role "Player" 3. submit
Expected State:	Player is created and able to login with its credentials. User should be shown in Table. Success notification

Observed discrepancy

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC UserManagement1.2: Create Gamemanager

Use Case:	Create Gamemanager
Initial state:	Logged in as Admin
Action	1. Navigate to Management > User management 2. Click on plus and fill in dialog with username: "luke", name: "luke", lastname: "skywalker", password : "passwd" and role Gamemanager
Expected State:	Gamemanageris created and able to login with its credentials. User should be shown in Table. Success notification
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC UserManagement1.3: Create Admin

Use Case	Create Admin
Initial state:	Logged in as Admin
Action	1. Navigate to Management > User management 2. Click on plus and fill in dialog with username: "Yoda", name: "grogu", lastname: "yoda", password: "passwd" and role: Admin
Expected State:	Admin is created and able to login with its credentials. User should be shown in Table. Success notification
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.4: View Player Profile

Use Case	View player profile
Initial state:	Logged in as Player
Action	1. Click on Profile icon on the top right 2. Click on Profile
Expected State:	Redirected to an overview of the profile, containing personal information and statistics
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.5: Change name on own profile

Use Case	-
Initial state:	Logged in as "Player1".
Action	1. Click on Profile icon 2. Click on Settings 3. Change firstname to "Mace" 4. Click on save
Expected State:	New name is shown, also in the table of all users. Success notification
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.6: Update Player name

Use Case	Update Player
Initial state:	Logged in as Admin or Gamemanager
Action	1. Navigate to Management > User management 2. Click on edit icon of User with username "Player1" 3. Change lastname to "Windu" and click on save
Expected State:	Success message. Updated name in Table
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.7 Update Admin name

Use Case	Update Admin
Initial state:	Logged in as Admin
Action	1. Navigate to Management > User management 2. Click on edit icon of the User with username "admin" 3. Change firstname to "Joe" and click on save
Expected State:	Success message. Updated name in Table
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.8 Deactivate Player

Use Case:	Deactivate Player
Initial state:	Logged in as Admin
Action	1. Navigate to Management > User management 2. Switch toggle of a "Player2"s active state to inactive 3. Try logging in with user
Expected State:	Success message on save. User cannot log in anymore.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.9 Deactivate Gamemanager

Use Case	Deactivate Gamemanager
Initial state:	Logged in as Admin
Action	1. Navigate to Management > User management 2. Switch toggle of "luke"s active state to inactive 3. Try logging in with the user
Expected State:	Success notification on save. User cannot log in anymore.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.10 Deactivate Admin

Use Case	Deactivate Admin
Initial state:	Logged in as Admin
Action	1. Navigate to Management > User management 2. Switch toggle of "Yoda"s active state to inactive 3. Try logging in with the user
Expected State:	Success notification on save. User cannot log in anymore.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.11 Update Gamemanager name

Use Case	Update Gamemanager
Initial state:	Logged in as Admin
Action	1. Navigate to Management > User management 2. Click on edit icon of the User with username "gamemanager" 3. Change firstname to "Kit" and click on save
Expected State:	Success message. Updated name in Table
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.12 Create User with duplicate Username

Use Case:	Create Player
Initial state:	Logged in as Admin
Action	1. Navigate to Management > User management 2. Click on + 3. Fill in username "admin", firstname: "kit" , lastname : "fisto", password : "passwd" and role "Player"
Expected State:	Error notification.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC UserManagement1.13: Update Player Password

Use Case:	Update Player
Initial state:	Logged in as Admin or Gamemanager
Action	1. Navigate to Management > User management 2. Click on edit "Player1" 3. Change password and save 4. Try to login with old and new password
Expected State:	Success notification on save. User can only log in with new password
Observed discrepancy	

☐ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☒ severe discrepancy ☐ system unusable

TC UserManagement1.14 Update Gamemanager Password

Use Case	Update Gamemanager;
Initial state:	Logged in as Admin; User "gamemanager" is active and exists
Action	1. Navigate to Management > User management 2. Click on edit "gamemanager" 3. Change password and save 4. Try to login with old and new password
Expected State:	Success notification on safe. User can only log in with new password
Observed discrepancy	

☐ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☒ severe discrepancy ☐ system unusable

TC UserManagement1.15 View other players profile

Use Case:	-
Initial state:	Logged in
Action	1. Click on Player Icon on the top right 2. Click on Users 3. Click on eye icon to get a detailed view
Expected State:	Redirect to User profile with statistics, personal information and known Users.
Observed discrepancy	

☐ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

3.5.   Test case gameroom

TC GameRoom1.1: Create Gameroom	
Use Case:	Create game room
Initial state:	Logged in
Action	1. Click on Create New Game button 2. Fill in dialog with Name "Tatooine", Topic : "ANIMALS" and Points : 10 3. Create game
Expected State:	Redirected to the gameroom. Listed as a waiting player. Marked as Gamehost(star)
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC GameRoom1.2: Create teams	
Use Case	Create teams
Initial state:	Logged in and create Gameroom (Gamehost)
Action	1. Click on create Team
Expected State:	Team should be shown to all waiting players.

Observed discrepancy

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.3: Invite Player

Use Case:	-
Initial state:	Logged in and in Gameroom as Gamehost
Action	1. Click on invite player button 2. Select "Player3" to invite
Expected State:	Success message. The player should see an invite with gameroom name on his GameLobby Page, with information how many players are in the room, what topic and whether a timeFlip is available or not.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.4: Join Gameroom

Use Case:	Join game room
Initial state:	Logged in as "Player1"; TC Gameroom 1.3
Action	1. Click on the "join" button of the invitation
Expected State:	Redirect to the game room
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.5: Select Team

Use Case:	Join team
Initial state:	Logged in and in Gameroom with two teams
Action	1. Click on join team
Expected State:	For all players the latest changes in team members are shown.

Observed discrepancy

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.6: Set yourself as ready as Player

Use Case:	Start game
Initial state:	Logged in and in Gameroom, two teams with two players in each. Timeflip connected, configured and selected.
Action	1. Click on set ready
Expected State:	Button changes to grey and Gamehost should be able to start game if all players are ready
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.7: Reconfigure Gameroom

Use Case:	Reconfigure game room
Initial state:	Logged in and in Gameroom as Gamehost. At least one more player is in the room. Multiple Timeflips are connected and set up. Topic "COMPUTER SCIENCE" exists and has at least 30 terms
Action	1. Change Topic to "COMPUTER SCIENCE" 2. Change Points to win to 20 3. Change TimeFlip to another one available
Expected State:	Every Change on Topic and points should be shown at all users
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.8: Kick player

Use Case:	Kick Player

Initial state:	Logged in and in Gameroom as Gamehost. "Player3" is in the gameroom
Action	1. Click on "x" button to kick "Player2"
Expected State:	Success notification, "Player2" is removed from the Gameroom
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.9: Leave Gameroom as Gamehost

Use Case:	Leave game room
Initial state:	Logged in and in Gameroom as Gamehost. At least one more player in the room
Action	1. Gamehost clicks on leave gameroom button
Expected State:	Gamehost rights are assigned to a randomly chosen player.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.10: Assign Timeflip to Gameroom

Use Case:	Select Timeflip
Initial state:	Logged in and in Gameroom as Gamehost. Timeflip with name "FakeFlapp" is connected, configured and unused
Action	1. Click on Timeflip dropdown menu 2. Select Timeflip "FakeFlapp"
Expected State:	For other game rooms the timeflip should not be shown in the dropdown menu.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.11: Start game

Use Case:	Start game
Initial state:	Logged in and in Gameroom as Gamehost. All players are ready. 4 Players 2 Teams

Action	1. Click on start game
Expected State:	View switches to game and the game starts (for all players).
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

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TC GameRoom1.12: Leave Team

Use Case:	Leave Team
Initial state:	Logged in, in Gameroom and part of a team
Action	1. Click on leave team
Expected State:	Removed from team and listed in the waiting players table
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC GameRoom1.13: Leave Gameroom

Use Case:	Leave gameroom
Initial state:	Logged in and in Gamerrom, but not gamehost
Action	1. Click on leave gameroom
Expected State:	Redirected back to Gamelobby, all other players should have the latest changes.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

3.6.   Test case game

TC Game1.1: Roll dice to stop the timer/round

Use Case:	Confirm wrong guess, Confirm correct guess, Report rule violation, Roll dice
Initial state:	In Gameround. Guessing is in progress
Action	1. Turn the dice
Expected State:	Pop-up for the non guessing team to choose whether time is up, a rule violated or the term guessed correctly
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC Game1.2: Confirm Guess

Use Case:	Confirm correct guess
Initial state:	In Gameround as non guessing Team (4 players 2 teams)
Action	1. The guessing team turns the dice to indicate they guessed the word 2. Click on the pop up "yes"
Expected State:	Guessing team should get the points on the leaderboard and the non-guessing team should be able to start the next round.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system

unusable

TC Game1.3: Report Rule violation while guessing

Use Case:	Report rule violation
Initial state:	In Gameround as non guessing Team (4 players 2 teams)
Action	1. Click on rule violation 2. Click on "no (rule violation)"
Expected State:	Guessing Team should get a penalty point (-1 of the score). Non guessing team should be able to start the next round
Observed discrepancy	

☒ OK ☐ Cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ System unusable

TC Game1.4: Roll dice to get task

Use Case:	Roll dice
Initial state:	Gameround started guessing team with a player executing the task and term to guess should be assigned
Action	1. Turn the TimeFlip
Expected State:	Activity and points should be shown. Countdown starts. Rule violation button should be available for the non guessing team
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC Game1.5 Report Rule violation after guessing

Use Case:	Report rule violation
Initial state:	In Gameround as non guessing Team (4 players 2 teams)
Action	1. Guessing team turns dice to indicate right guess 2. Non guessing team selects "no (rule violation)" on the pop up
Expected State:	Guessing Team should get a penalty point (-1 of the score). Non guessing team should be able to start the next round
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system

unusable

TC Game1.6: Spectate Game

Use Case:	Spectate Game
Initial state:	Logged in as Admin. Active Game.
Action	1. Navigate to Management > Dashboard 2. Click on spectate button next to the active game (Active games table)
Expected State:	Redirect into the game or gameroom. Message is displayed, that this is a spectator view.
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

TC Game1.7: Abort Game as Admin

Use Case:	Abort Game
Initial state:	TC Game1.6
Action	1. Click the abort button
Expected State:	All players should get an abort game pop up with a link to return to the lobby
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

3.7. Non Functional test cases

TC Performance1.1: Test websocket response times

Use Case:	-
Initial State:	In Gameroom with at least four players
Action	1. Create four teams 2. Delete one of the teams 3. Three of the players in the room join one of the teams each.
Expected State:	Every Player should be getting all latest changes in under a second
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system

unusable

TC Stability: Disconnect of Timeflip handling	
Use Case:	-
Initial State:	In Gameround with multiple players
Action	1. Disconnect the timeflip
Expected State:	All Players should get an abort game message and be able to return to the lobby
Observed discrepancy	

☒ OK ☐ cosmetic discrepancy ☐ moderate discrepancy ☐ severe discrepancy ☐ system unusable

4. Appendix

4.1. Glossary

- GameLobby: The GameLobby is the page right after login. There should be all invites and the possibility to create a Game
- Gameroom: A Gameroom is the page where you land after creating a game or joining a game.
- Gameround: A Gameround is a state in an active game. Each round consists of three steps:
  - 🟡 One team is assigned guessing and they turn the TimeFlip to get an activity assigned to their term
  - 🟡 After guessing, there is a result dialog, triggered by turning the dice or expired countdown. Depending on the result points are assigned accordingly.
  - 🟡 The next round button is clicked to start the process again