

Test plan

This project has two test ways, any manual tests and an automated test script.

The automated test script is Junit test, and there is an Sprint2Test.java file shown in the project.

The manual tests in this project are mainly tested in two aspects, correctness, fault tolerance.

Correctness Test

The test is to verify that when users enter actual data, the system meets the requirements of the requirements specification and ensures they cover at least the functions in the requirements specification and are normal. For example, there is a testDeck.java file in the project, which is for testing if the card can be traded in the Deck.java file.

Fault Tolerance Test

This test is for the program can receive correct data input and produce correct (expected) output, input illegal data (illegal type, non-compliant data, overflow data, etc.), the program should be able to give prompts and deal with it accordingly. In this project, we test a lot of times for users' name duplicate checking, error handle, player sequence testing.