Salvo Test Bed

ShipTypes

Number	Туре	Length
1	Carrier	5
1	Battleship	4
1	Submarine	3
1	Destroyer	3
1	Patrol Boat	2

Players

Name	Email	Password
Jack Bauer	j.bauer@ctu.gov	24
Chloe O'Brian	c.obrian@ctu.gov	42
Kim Bauer	kim_bauer@gmail.com	kb
Tony Almeida	t.almeida@ctu.gov	mole

Games

Testing note: make each game start one hour later than the one before and finish half an hour after it starts

Game #	Player 1 (creator)	Player 2	Winner (if any)
1	j.bauer	c.obrian	Player 1
2	j.bauer	c.obrian	Tie
3	c.obrian	t.almeida	Player 1
4	c.obrian	j.bauer	Tie
5	t.almeida	j.bauer	N/A
6	kim_bauer	N/A	N/A
7	t.almeida	N/A	N/A
8	kim_bauer	t.almeida	N/A

Ship Locations

Game #	Player	Ship Type	Locations
1gp1	j.bauer	Destroyer	H2, H3, H4

1gp1	j.bauer	Submarine	E1, F1, G1
1gp1	j.bauer	Patrol Boat	B4, B5
1gp2	c.obrian	Destroyer	B5, C5, D5
1gp2	c.obrian	Patrol Boat	F1, F2
2gp3	j.bauer	Destroyer	B5, C5, D5
2gp3	j.bauer	Patrol Boat	C6, C7
2gp4	c.obrian	Submarine	A2, A3, A4
2gp4	c.obrian	Patrol Boat	G6, H6
3gp5	c.obrian	Destroyer	B5, C5, D5
3gp5	c.obrian	Patrol Boat	C6, C7
3gp6	t.almeida	Submarine	A2, A3, A4
3gp6	t.almeida	Patrol Boat	G6, H6
4gp7	c.obrian	Destroyer	B5, C5, D5
4gp7	c.obrian	Patrol Boat	C6, C7
4gp8	j.bauer	Submarine	A2, A3, A4
4gp8	j.bauer	Patrol Boat	G6, H6
5gp9	t.almeida	Destroyer	B5, C5, D5
5gp9	t.almeida	Patrol Boat	C6, C7
5gp10	j.bauer	Submarine	A2, A3, A4
5gp10	j.bauer	Patrol Boat	G6, H6
6gp11	kim_bauer	Destroyer	B5, C5, D5
6gp11	kim_bauer	Patrol Boat	C6, C7
8gp13	kim_bauer	Destroyer	B5, C5, D5
8gp13	kim_bauer	Patrol Boat	C6, C7
8gp14	t.almeida	Submarine	A2, A3, A4
8gp14	t.almeida	Patrol Boat	G6, H6

Salvoes

Game #	Turn	Player	Locations	Player	Locations
1	1	j.bauer gp1	B5, C5, F1	c.obrian gp2	B4, B5, B6
1	2	j.bauer gp1	F2, D5	c.obrian gp2	E1, H3, A2
2	1	j.bauer gp3	A2, A4, G6	c.obrian gp4	B5, D5, C7
2	2	j.bauergp3	A3, H6	c.obriangp4	C5, C6
3	1	c.obriangp	G6, H6, A4	t.almeidagp6	H1, H2, H3
3	2	c.obriangp5	A2, A3, D8	t.almeidagp6	E1, F2, G3
4	1	c.obrian gp	7 A3, A4, F7	j.bauer ^{gp8}	B5, C6, H1
4	2	c.obrian gp7	⁷ A2, G6, H6	j.bauer gp8	C5, C7, D5
5	1	t.almeida	A1, A2, A3 gp9	j.bauer gp10	B5, B6, C7
5	2	t.almeida	G6, G7, G8gp9	j.bauer gp10	C6, D6, E6
5	3			j.bauer gp10	H1, H8

Game States

Game #	Player	Game State	Turn
1	j.bauer	Over	3
1	c.obrian	Over	3
2	j.bauer	Over	3
2	c.obrian	Over	3
3	c.obrian	Over	3
3	t.almeida	Over	3
4	c.obrian	Over	3
4	j.bauer	Over	3
5	t.almeida	Enter Salvo	3
5	j.bauer	Wait	3
6	kim_bauer	Wait	0
7	t.almeida	Place Ships	0
8	kim_bauer	Enter Salvo	1
8	t.almeida	Enter Salvo	1

Test Scenarios Happy Path

Jack's screen and game state	Kim's screen and game state		
List of games	Ship grid with ships. Wait for other player to join		
Jack joins game #6			
Ship grid – ready to place ships	Ship grid with ships. Wait for other player to place ships		
Jack places ships: Destroyer at A2, A3, A4, Patr	ol boat at G6, H6		
Salvo grid – ready to enter salvo	Salvo grid – ready to enter salvo		
Jack enters salvo: B5, B6, C7			
Wait for other player to enter salvo	Salvo grid – ready to enter salvo		
Kim enters salvo: A1, A2, A3			
Results of first turn	Results of first turn		
- On Jack: 3 hits	- On Jack: 3 hits		
- On Kim: 2 hits	- On Kim: 2 hits		
Salvo grid – ready to enter salvo	Salvo grid – ready to enter salvo		
Kim enters salvo: G6. G7, G8			
Jack enters salvo: C6, D6, E6			
Added results of second turn	Added results of second turn		
- On Jack: 1 hit	- On Jack: 1 hit		

- On Kim: 1 hit, Patrol boat sunk	- On Kim: 1 hit, Patrol boat sunk	
Salvo grid – ready to enter salvo	Salvo grid – ready to enter salvo	
Jack enters salvo: H1, H8		
Kim enters salvo: A4, H6, H7		
Added results of third turn	Added results of third turn	
- On Jack: 2 hits, destroyer and patrol	- On Jack: 2 hits, destroyer and patrol	
boat sunk	boat sunk	
- On Kim: no hits	- On Kim: no hits	
Game over – Kim won	Game over – Kim won	
Jack and Kim return to games page		
List of games, game 6 marked done	List of games, game 6 marked done	
Leaderboard has additional point for Kim	Leaderboard has additional point for Kim	