Remote Test Plan

1. Run TestScriptOne.sh
2. Run TestScriptTwo.sh
3. Login to JominEngine via the text client, using the username ‘helen’, the password ‘potato’ and the IP address ‘localhost’
4. Gain information about the current fief by typing ‘fief’
5. Hire 20 troops from the current fief by typing ‘hire 20’
6. Move to the north east by typing ‘move ne’
7. See information about the new fief by typing ‘fief’
8. Start a siege by typing ‘siege’
9. Exit the client by typing ‘exit’
10. Exit the server by closing the window running TestScriptOne.sh
11. Run TestScriptOne.sh
12. Navigate from the root directory to /GtkClient/GtkClient/GtkClinet/bin/Debug and run GtkClient.exe
13. Answer questions with regards to the usability of the client
14. Login to JominEngine via the graphical client, using the username ‘helen’, the password ‘potato’
15. Hire 20 troops from the current fief by using the interface’s buttons
16. Move north east using the interface’s buttons
17. Start a siege by pressing the ‘siege’ siege
18. Exit the client
19. Close both the windows

Answer questions with regards to the text client at:

<https://goo.gl/forms/9LsDarJbjLC3rNcl2>

Answer questions with regards to the GUI client at: <https://goo.gl/forms/aJYbeGZTXMqchgeV2>