Team: PokerAI
Product Name: PocketStrategist
Date: 07/24/2023

<u>Test Plan and Report</u>

A. <u>User Story 1:</u> As a poker player, I want to know which action I should take with the hand provided.
B. <u>User Story 2:</u> As a poker player, I want to learn the **optimal** action based on an imaginary situation with a poker engine and environment.
C. <u>User Story 3:</u> As a poker player, especially as a beginner, I want to have a user-friendly and aesthetically pleasing UI that helps me understand more clearly and intuitively on an optimal action and keeps me motivated to learn.

Scenario 1: Optimal action at 'Dealer' position with given hand, Ace, King, suited (Pass)
 1. Start the application; select inputs for
      a. card1 = <Ace>
      b. card2 = <King>
      c. suited = <True>
      d. select the 'Dealer' button to choose position
      e. press the "View Preflop Advice" button on the screen
 2. User navigate to another page that displays the optimal action
      a. optimalAction = <Raise>

Scenario 2: Optimal action at 'Dealer position' with given hand, Ace, Ace, suited (Pass)
 1. Start the application; select inputs for
      a. card1 = <Ten>
      b. card2 = <Ten>
 2. User should not be able to select the "suited" button, it should be grayed out
 3. User should not be able to select the "View Preflop Advice" button, it should be grayed out

Scenario 3: Optimal action at 'Dealer position' with given hand, Ace, Ace, suited (Fail)
 1. Start the application; select inputs for
      a. card1 = <Ace>
      b. suited = <True>
      c. Card2 = <Ace>
      d. select the 'Dealer' button to choose position
      e. press the "View Preflop Advice" button on the screen

2. The page does not navigate to the optimal action, but User can still interact with the "View Preflop advice button"

Unit Test files:

tests/unit_tests.py
tests/accuracy_tests.py
tests/integration_tests.py