

Manual Test Plan for Baduk Online Go

Comment

This is a manual test guide the baduk online Go project.

Introduction

This project provide an enjoyable experience for you to have a match of Go with friends during quarantine without exposing yourself to the virus.

Frontend is build using React.js, while backend is build with Express.js.

Dependencies

- Package manager: either Yarn or NPM

we rely on these package managers to handle the node module dependencies. Detailed dependency can be found in package.json files.

Environment setup

You will need to clone the repository with its two submodules.

Run either

```
npm install
```

or

```
yarn
```

in the root directory of both submodules.

Get Start

Then start the backend server by running

```
npm start
```

in Baduk-Online-Backend, as well as running

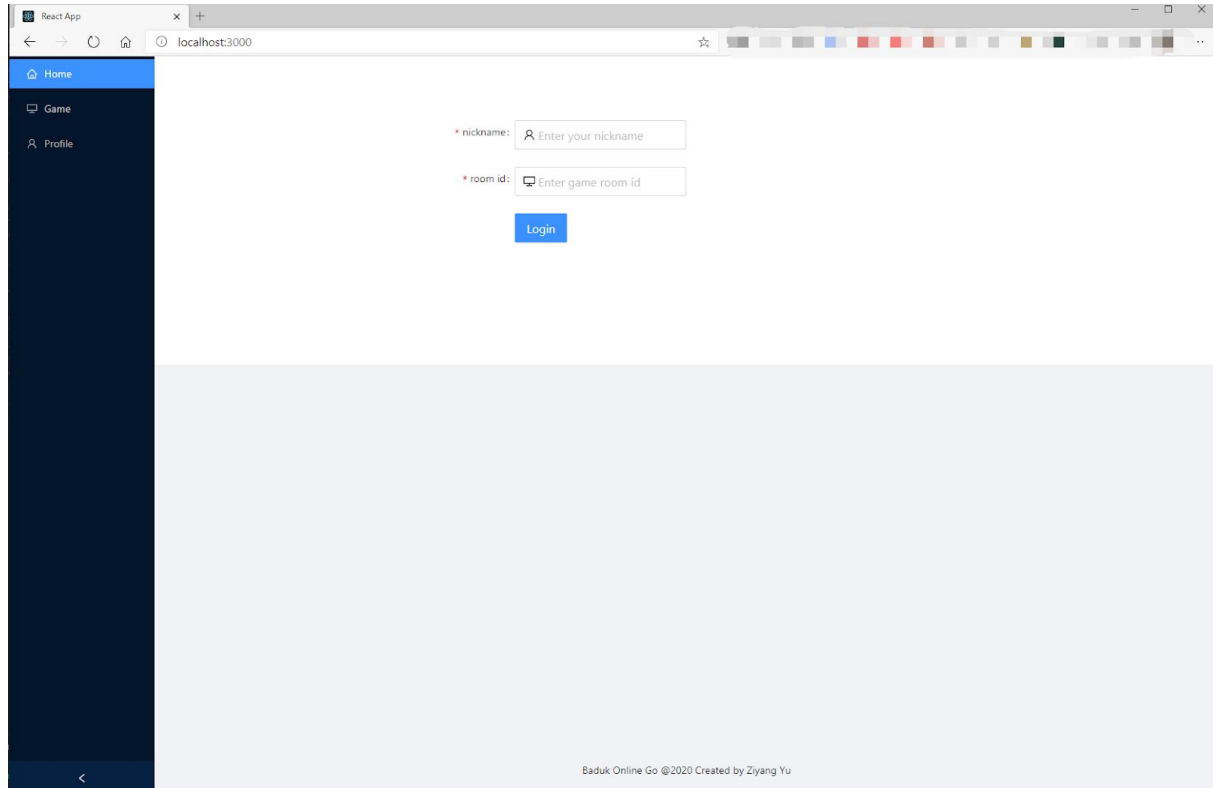
```
yarn start
```

To start webpack server in Baduk-Online-Frontend.

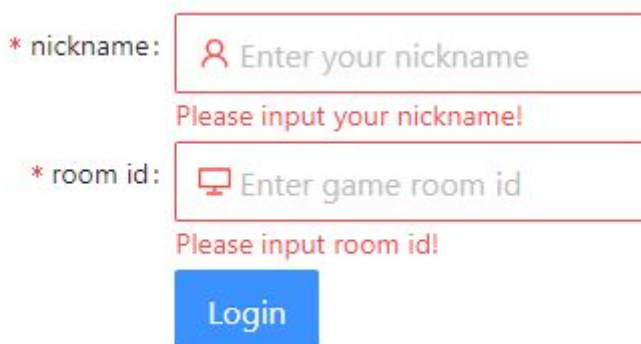
A browser window should popup automatically, or you can go to <http://localhost:3000> to view the frontend interface.

Profile manual test

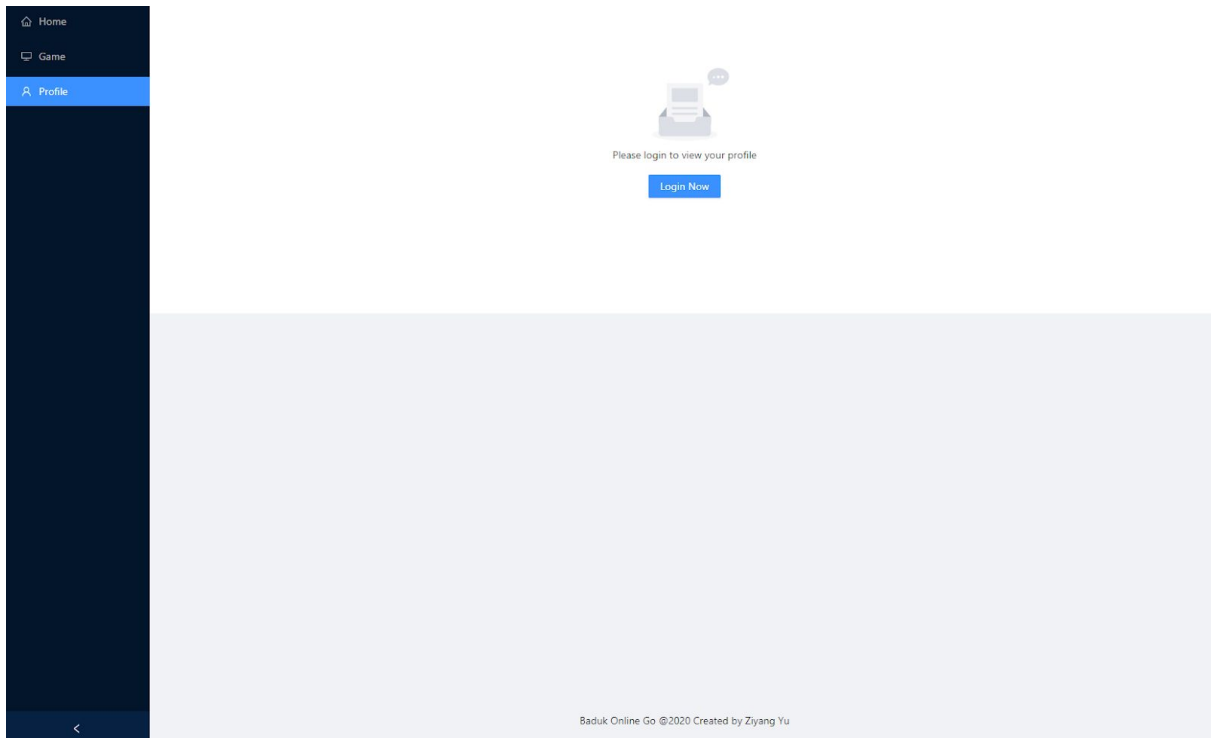
You will be lead to the home screen. Currently the authentication for user is not implemented, this page is temporarily used as the entrance to game session.



both nickname and room id are required.



If you use the sidebar on the left to navigate to the Profile screen now, you can see the default screen for future visitors.



Now let's login.

* nickname:

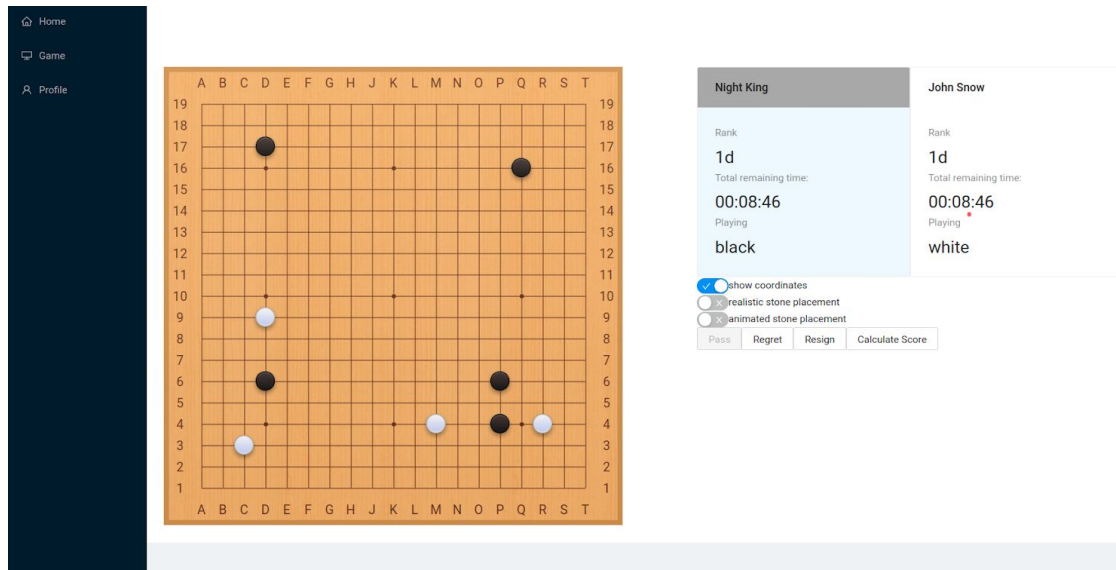
* room id:

Login

Board manual test

After both player joined the same room (you can open two tabs to simulate two players)

The Game will start.



On the left side is your Go board.

On the right side are player information and some customize options.

Information Correction

Orange	Blue
Rank	Rank
1d	1d
Total remaining time:	Total remaining time:
00:09:52	00:09:52
Countdown:	Countdown:
00:00:22	00:00:22
Playing	Playing
black	white

☒ show coordinates

☐ realistic stone placement

☐ animated stone placement

Pass

Regret

Resign

Count Territories

(just updated) The tab belongs to the player with darker player card.

When there is a red dot on your player card's playing section, it means it's your turn to play.

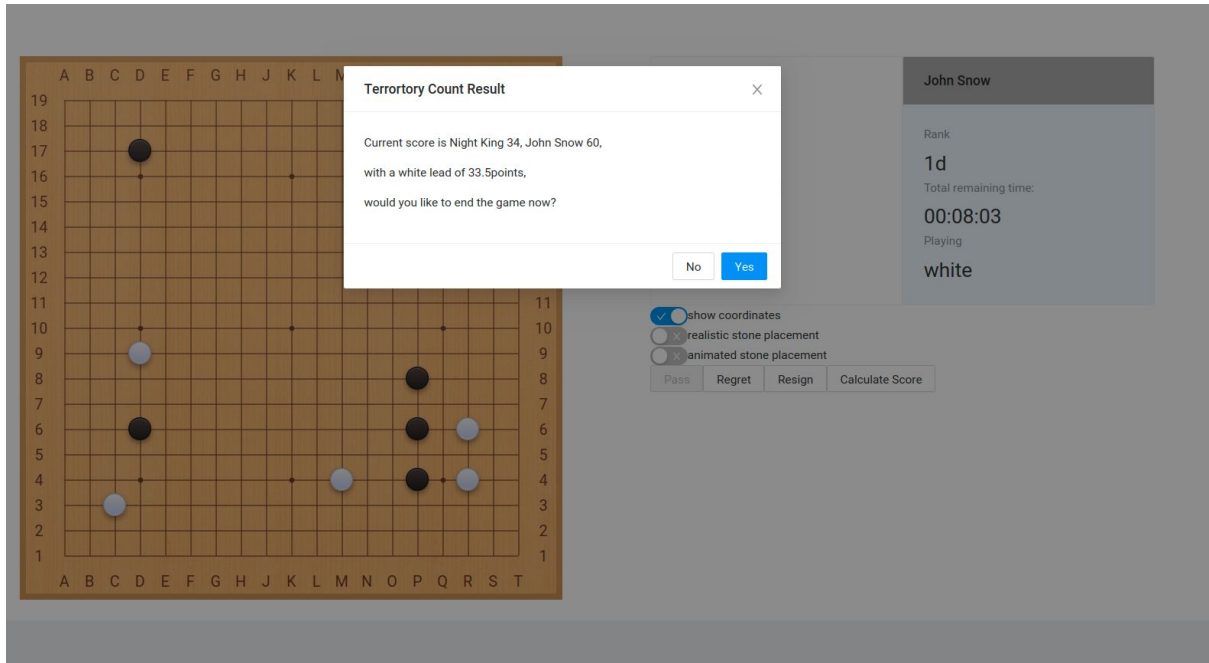
The board is locked during other times.

Board Function Test

There are 4 functions in this board view

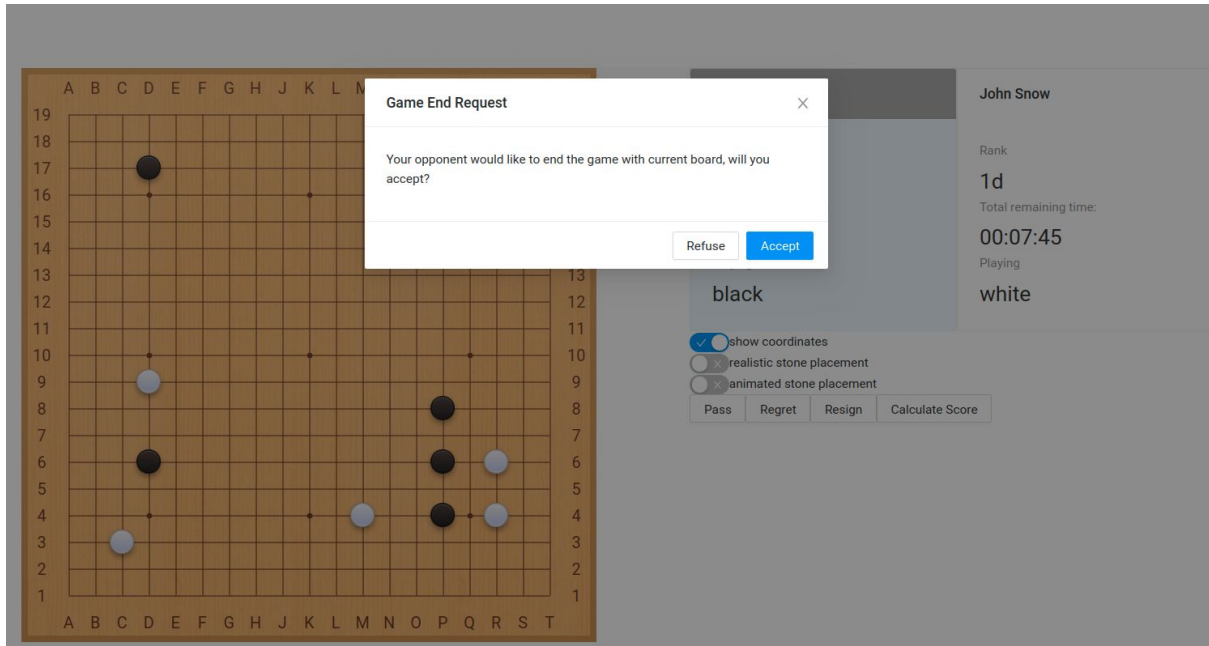
1. Pass
2. Regret
3. Resign
4. Cal Score

Click on any of the buttons we will know if the function works

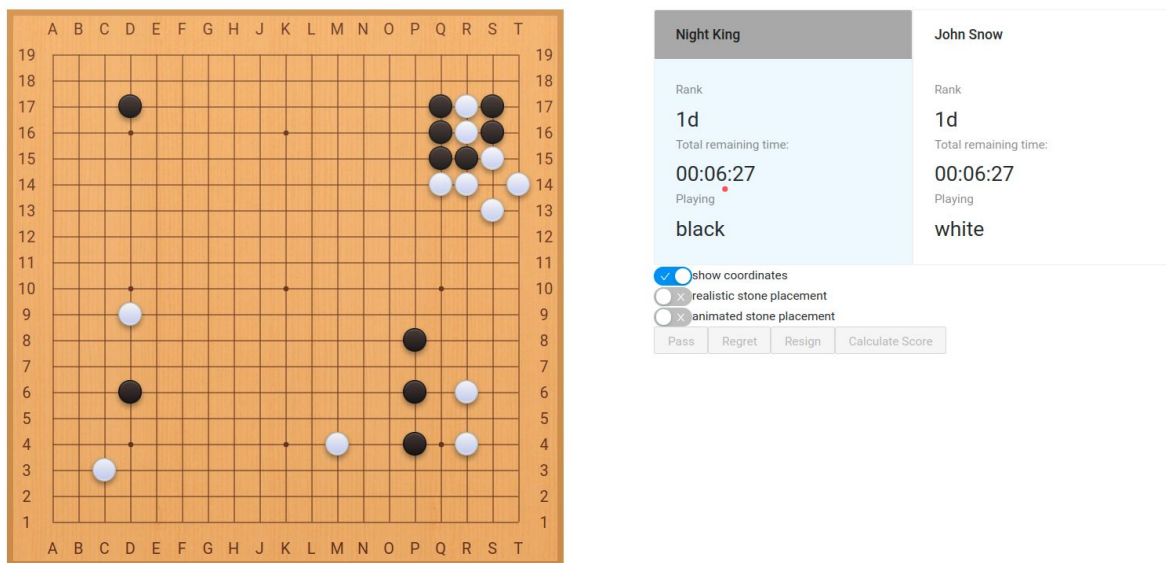


Game End Test

When both use accept to end the game, the game will properly end.
After the game is ended



After a game has ended, the four functions become grey and we cannot make moves.



Show the winner using the red dot

b

Rank

1d

Playing

black

c

Rank

1d

Playing

white

Chat Test

1. When a new game starts, the server will send the user info
2. When a game end, the server will also send the end info
3. When a bystander post a new message, it's visible to everyone in the room

Game Room

97

b

Rank
1d
Playing
black

c

Rank
1d
Playing
white

☒ show coordinates
☐ realistic stone placement
☐ animated stone placement

Pass

Regret

Resign

Calculate Score

server

new game start, b plays the black, c plays the white

server

game has ended, winner is b

a

looks good

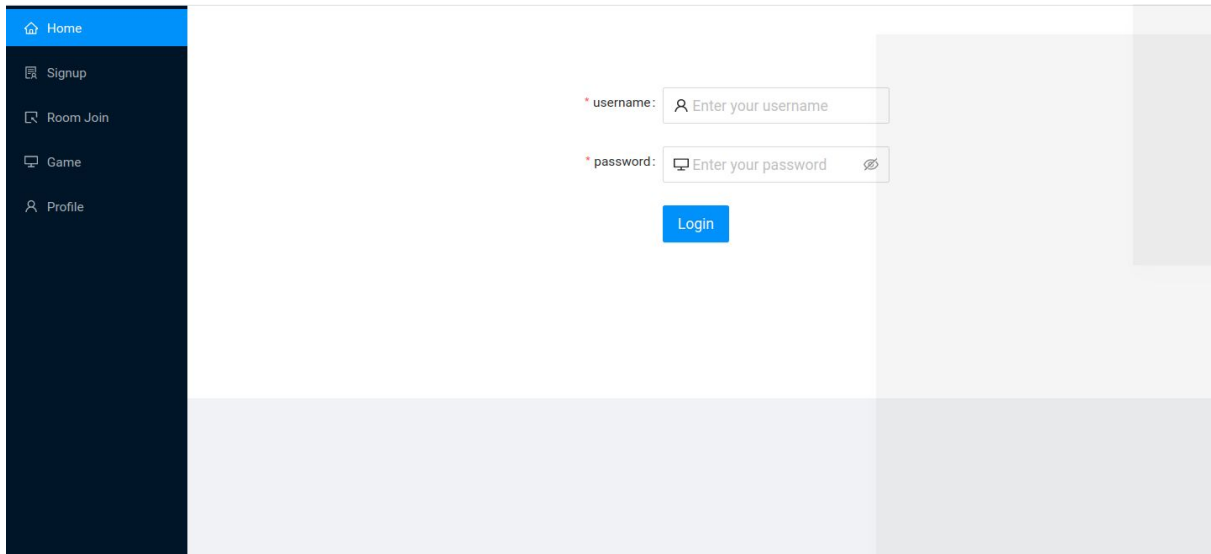
a

everyone recieves

Send

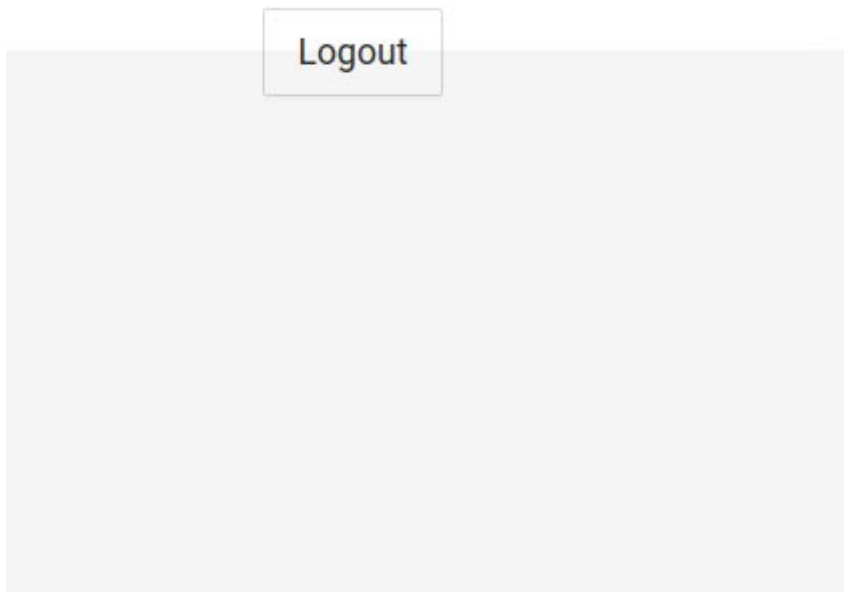
Log in / Log out Test

The home screen provides a portal to sign in



The screenshot shows a web application interface. On the left is a dark blue sidebar with a list of navigation items: 'Home' (with a house icon), 'Signup' (with a person icon), 'Room Join' (with a square icon), 'Game' (with a monitor icon), and 'Profile' (with a person icon). The 'Home' item is highlighted with a blue background. The main content area is white and contains a login form. The form has two input fields: the first is labeled '* username:' and contains the placeholder text 'Enter your username'; the second is labeled '* password:' and contains the placeholder text 'Enter your password', with a small eye icon to its right. Below these fields is a blue button labeled 'Login'. The background of the main content area features a light gray geometric pattern.

The button on the top right of the cornel let you sign out, you have to sign in before join the room



Sign up Test

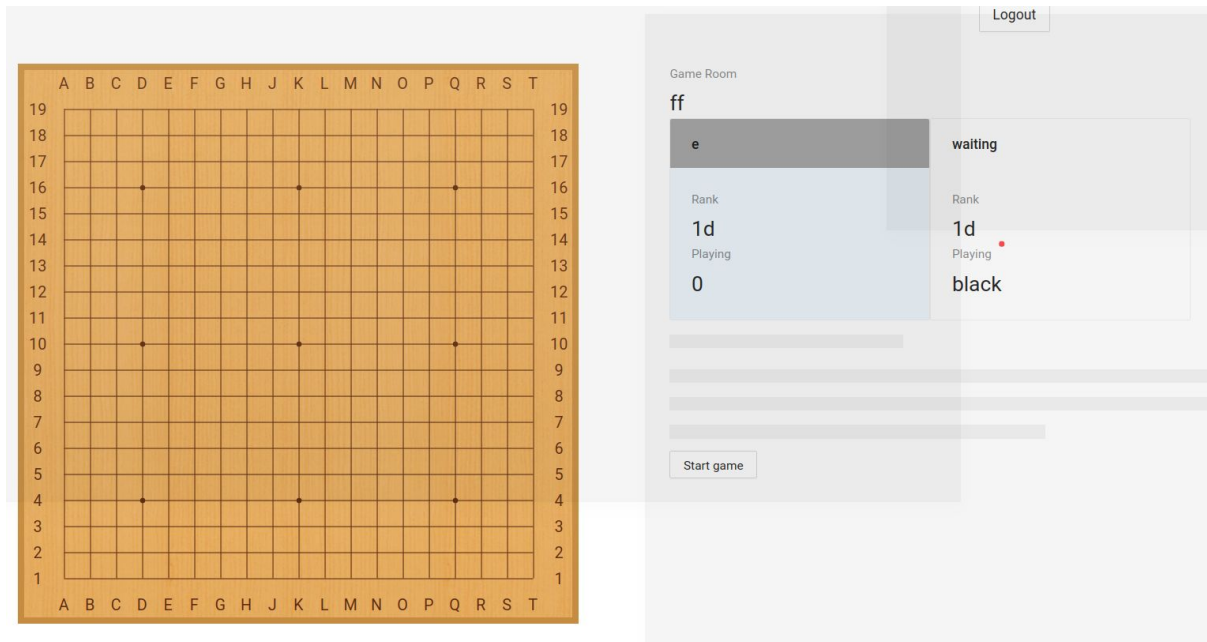
The signup page can be found on the left.

To test if we sign up successfully, we can go to sign in and try log in.

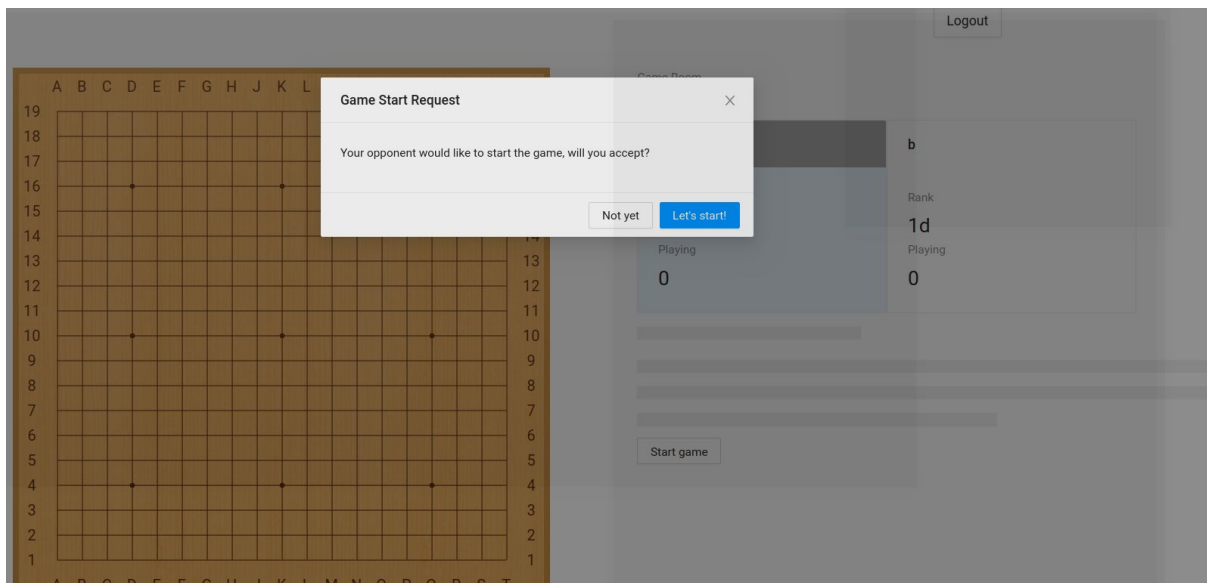
The screenshot shows a web application interface. On the left is a dark blue sidebar with a vertical list of navigation links: 'Home' (with a house icon), 'Signup' (with a document icon and highlighted in blue), 'Room Join' (with a document icon), 'Game' (with a monitor icon), and 'Profile' (with a person icon). The main content area has a light gray background. In the center, there is a login form with two input fields: 'username:' and 'password:'. The 'username:' field has a red asterisk and a placeholder text 'Enter your username'. The 'password:' field has a red asterisk, a placeholder text 'Enter your password', and an eye icon for toggling visibility. Below these fields is a blue 'Login' button. In the top right corner of the main area, there is a 'Logout' button.

Game start Test

When joining a new room, if the other player is not here, it will show waiting.



When your opponent enters the room, you can click the start game button, if opponent accepts it, then a new game will started.

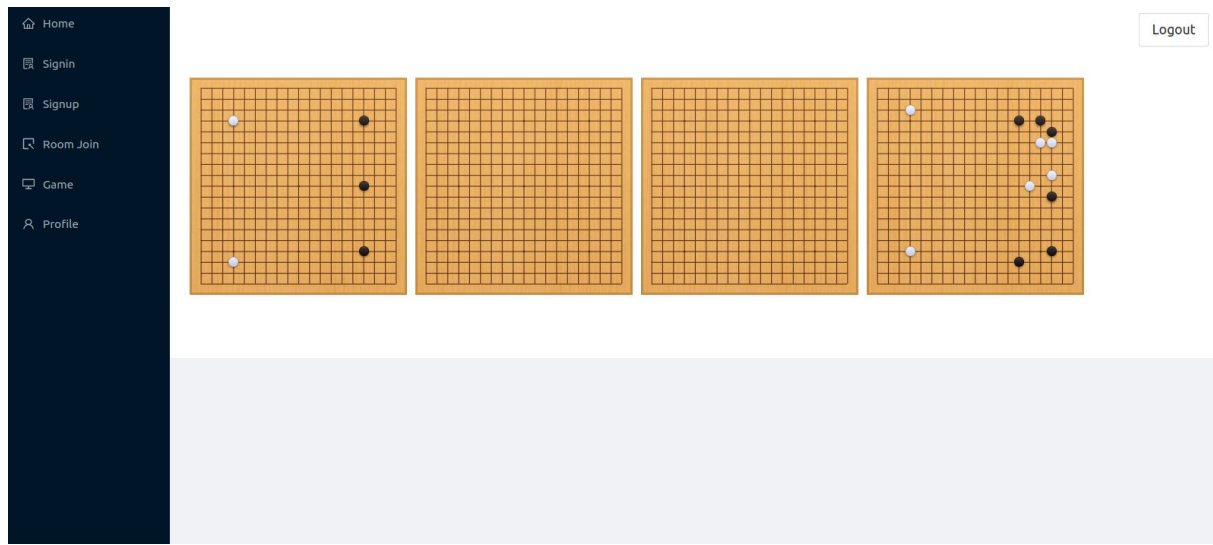


Thank you for letting us know about this. Yeah, it was a mistake with the autograder. We will give 10 extra points if your implementation passes all testcases. But it was mistakenly set to 14. Fixed. Thanks.

Main Hall Test

Test step:

1. create a new room
2. start a game in the room (login in 2 different players)
3. play some moves
4. go to the main hall to see if that board appears in the hall

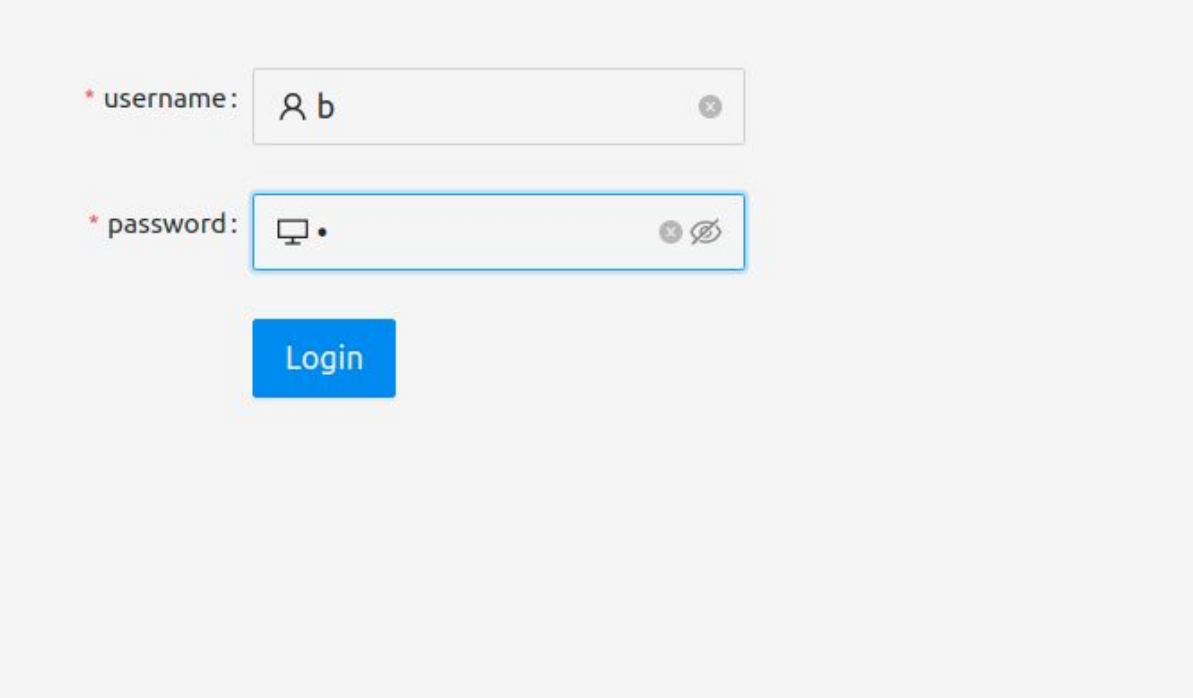


Profile page test

Things to test:

1. try edit, and it should work
2. try click ongoing game, it should redirect to the corresponding room
3. try click a past game, it should redirect to a review page

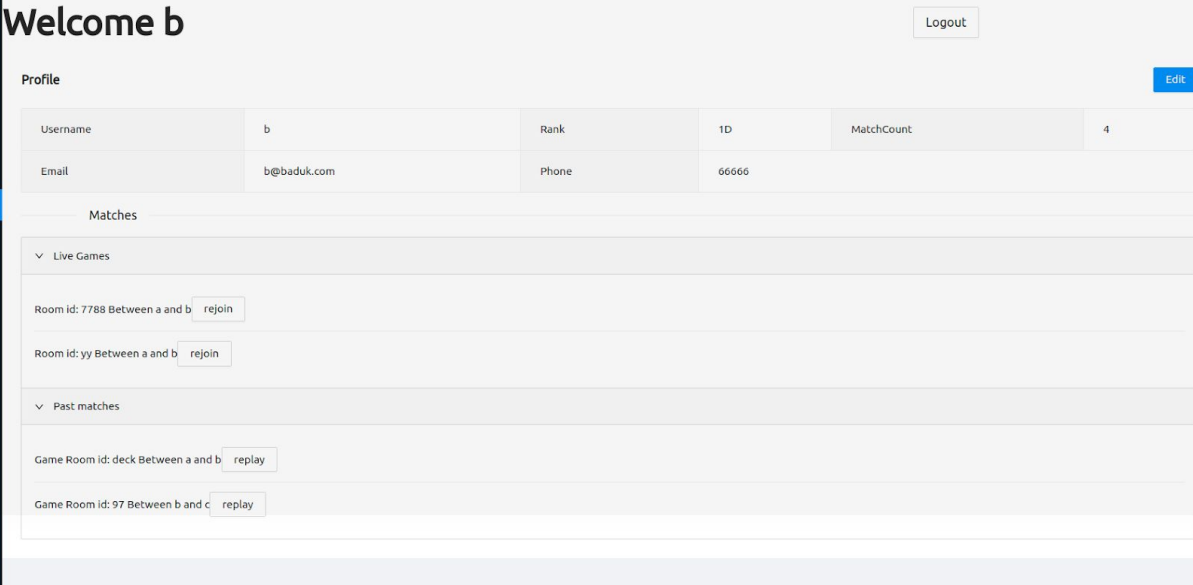
First login



A login form with two input fields and a button. The first field is labeled '* username:' and contains the text 'b'. The second field is labeled '* password:' and contains a masked password '•'. Both fields have a small 'x' icon to clear the input. Below the fields is a blue 'Login' button.

* username:	<input type="text" value="b"/>
* password:	<input type="password" value="•"/>
<input type="button" value="Login"/>	

Then go to the profile page, try to edit some field and see if editing works



The profile page shows a 'Welcome b' header with a 'Logout' button. Below is a 'Profile' section with an 'Edit' button. The profile details are as follows:

Username	b	Rank	1D	MatchCount	4
Email	b@baduk.com	Phone	66666		

Below the profile details is a 'Matches' section with two expandable categories:

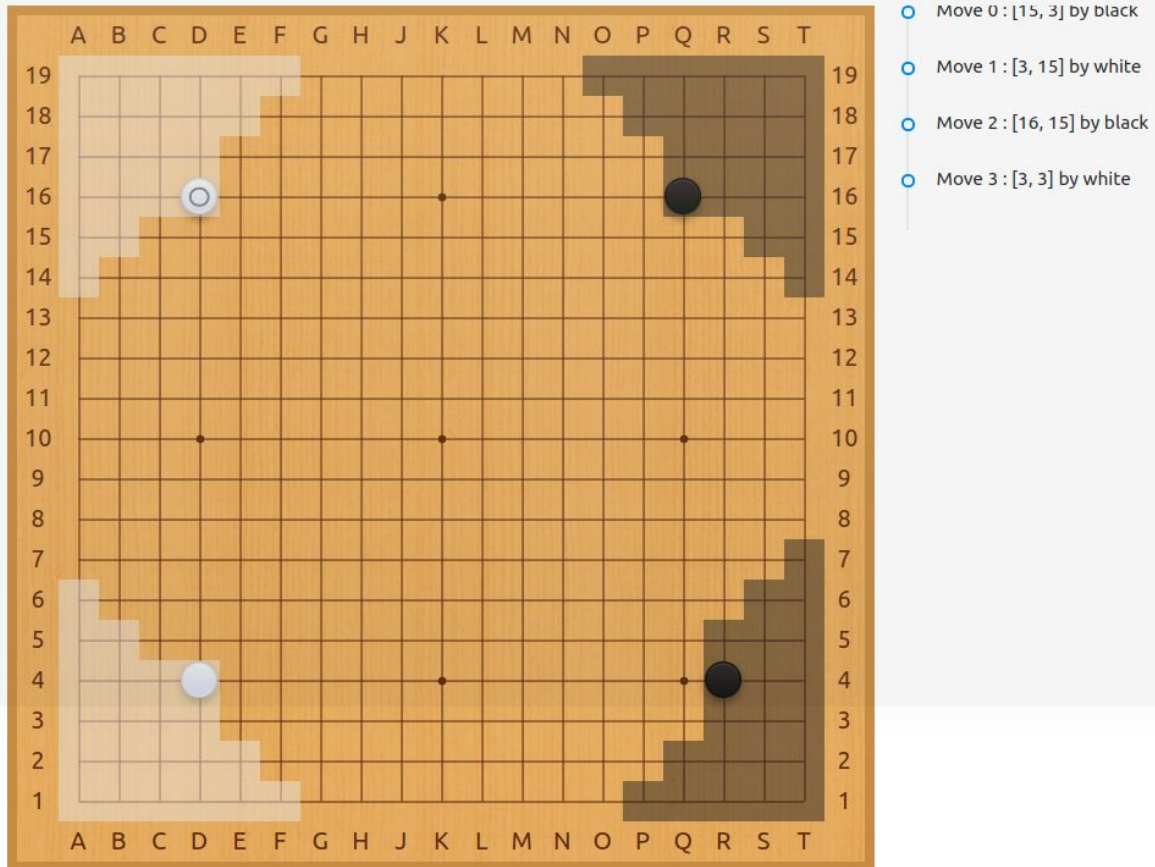
- Live Games**
 - Room id: 7788 Between a and b
 - Room id: yy Between a and b
- Past matches**
 - Game Room id: deck Between a and b
 - Game Room id: 97 Between b and c

Replay page test

Things to test:

1. Click the left or right arrow button to go to the next or previous step
2. Click on any of the moves should redirect you to that board position
3. Click on show analysis should give you a territory analysis
4. Anywhere on the board is clickable, you can try playing some moves

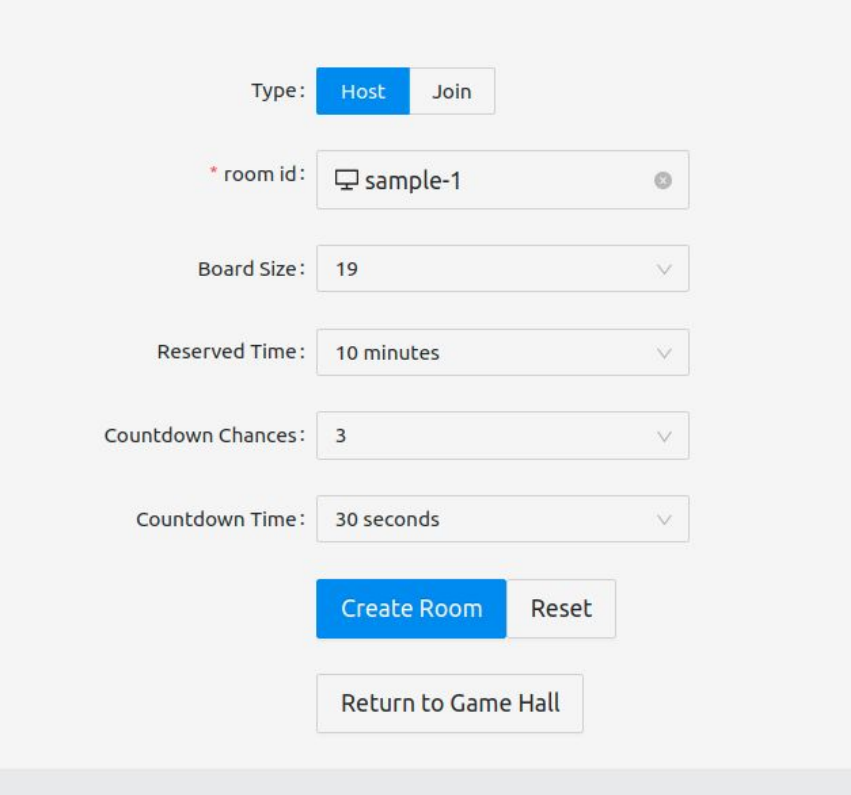
Game between a and b in room deck



Room setting test

Things to test:

1. each of the fields should have a pre-filled value
2. A player could choose to become a host or just join someone else's room

A screenshot of a room setting form. At the top, there is a 'Type:' label followed by two buttons: 'Host' (highlighted in blue) and 'Join' (white with a grey border). Below this is a '* room id:' label followed by a text input field containing 'sample-1' and a small circular icon with a plus sign. Next is a 'Board Size:' label followed by a dropdown menu showing '19'. Then is a 'Reserved Time:' label followed by a dropdown menu showing '10 minutes'. Below that is a 'Countdown Chances:' label followed by a dropdown menu showing '3'. Then is a 'Countdown Time:' label followed by a dropdown menu showing '30 seconds'. At the bottom, there are two buttons: 'Create Room' (highlighted in blue) and 'Reset' (white with a grey border). Below these is a single button: 'Return to Game Hall' (white with a grey border).

Type: **Host** Join

* room id:

Board Size:

Reserved Time:

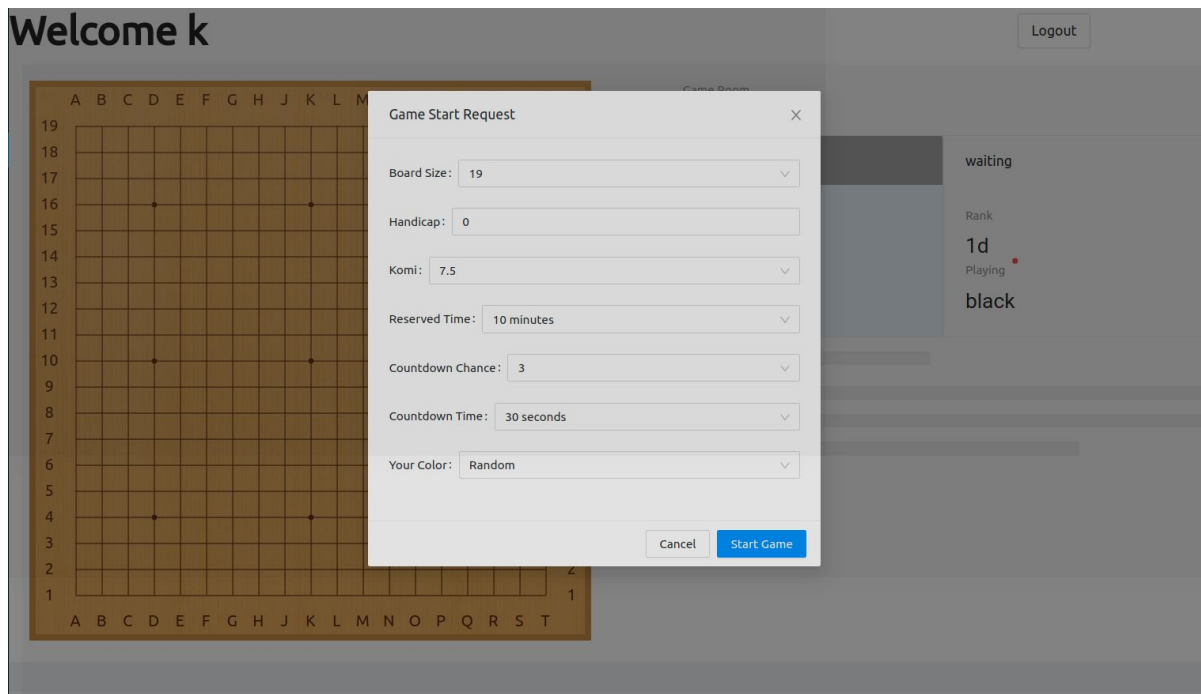
Countdown Chances:

Countdown Time:

Create Room Reset

Return to Game Hall

- also, be able to customize settings before starting a game



- Restricted fields only have certain value available to choose from

Type: Host Join

* room id:

Board Size: 19

Reserved Time: 9
13
19

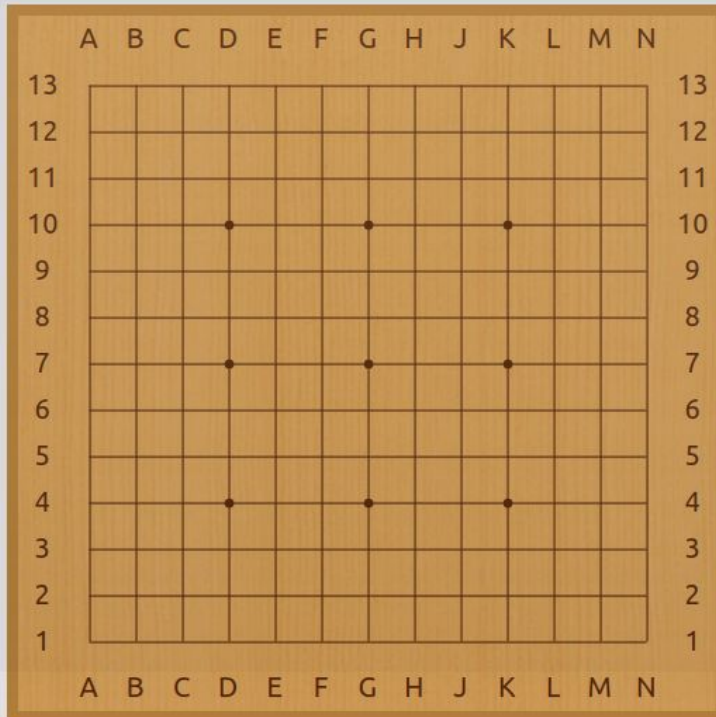
Countdown Chances: 19

Countdown Time: 30 seconds

Create Room Reset

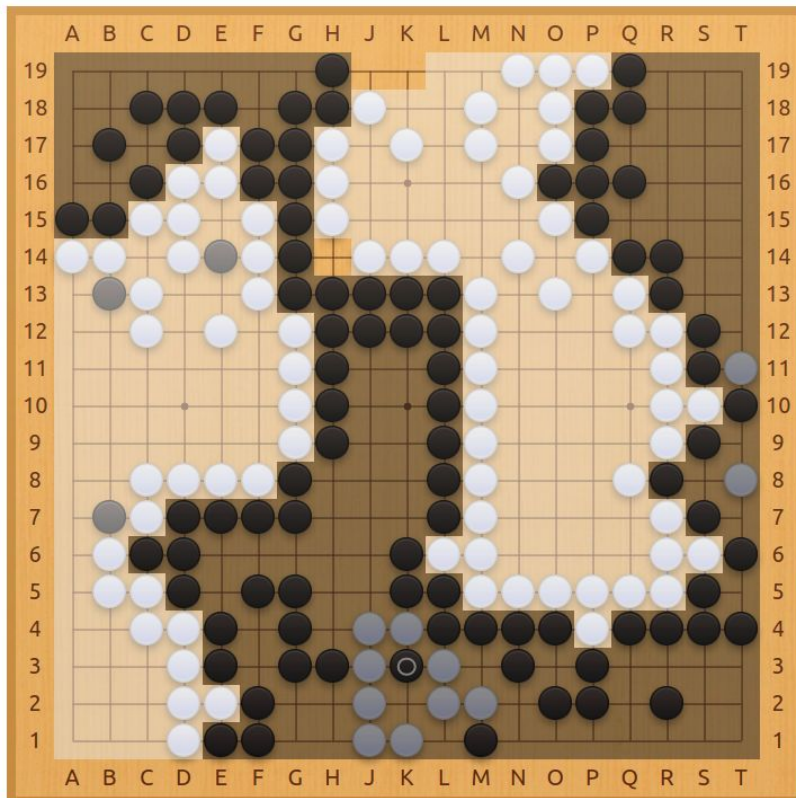
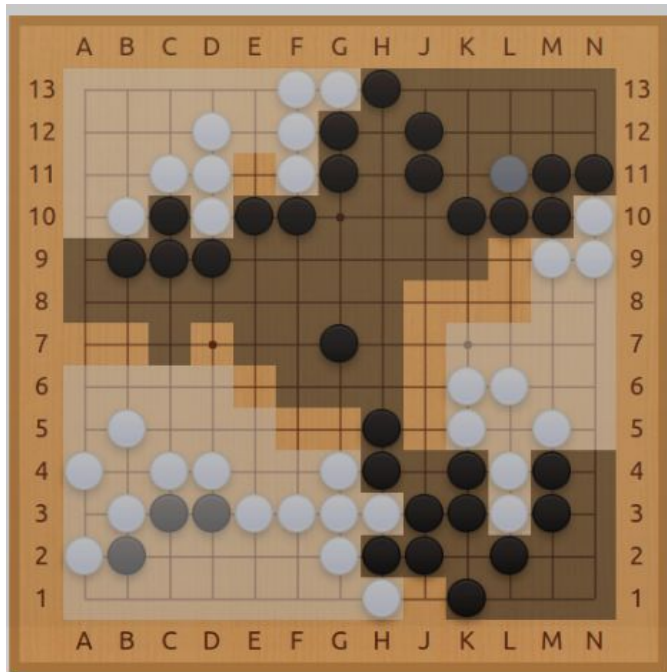
Return to Game Hall

- # Welcome k
-
- The diagram shows a 13x13 grid representing a chessboard. The columns are labeled A through N, and the rows are labeled 1 through 13. Black pawns are positioned at the following coordinates: D4, G4, K4, D7, G7, K7, D10, G10, and K10.



Game Analysis test

1. one click on the analysis will show the area map
2. click again, analysis disappear
3. board and influence map are drawn on the board
4. pieces considered dead are marked half transparently using your opponent's color



Connection manual test plan

Basic

1. log in as user A, and open a new tab as a new tab
2. play 2 games at the same time see if it works

Edge Case

3. login in as user A, login as a user B
4. play a game between A and B, but close the tab in the middle of a game
5. we login in back again and rejoin the rooms from the live game list on the profile page.
6. We should be able to continue from we left and past chat are also shown.

Welcome b

Logout

Profile

Edit

Username	b	Rank	1D	MatchCount	4
Email	b@baduk.com	Phone	66666		

Matches

Live Games

Room id: 7788 Between a and b

rejoin

Room id: yy Between a and b

rejoin

Past matches

Game Room id: deck Between a and b

replay

Game Room id: 97 Between b and c

replay