

Manual Test Plan for Baduk Online Go

Comment

This is a manual test guide for version 1.0 of 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

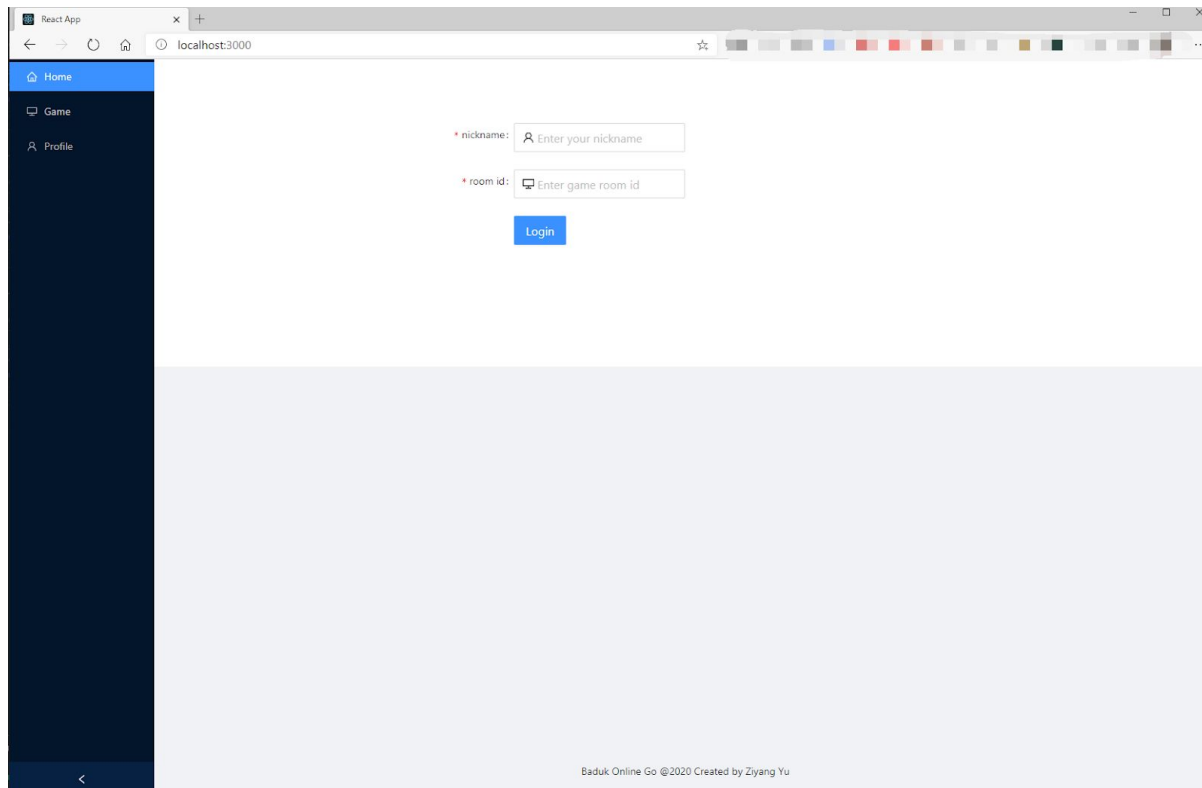
```
yarn start
```

To start webpack server in Baduk-Online-Frontend.

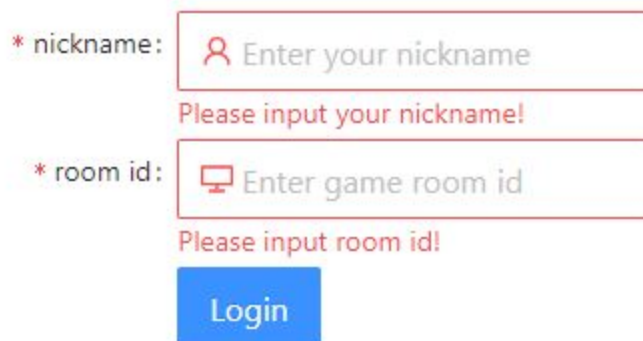
A browser window should popup automatically, or you can go to <http://localhost:3000> to view the frontend interface.

Profile manual test

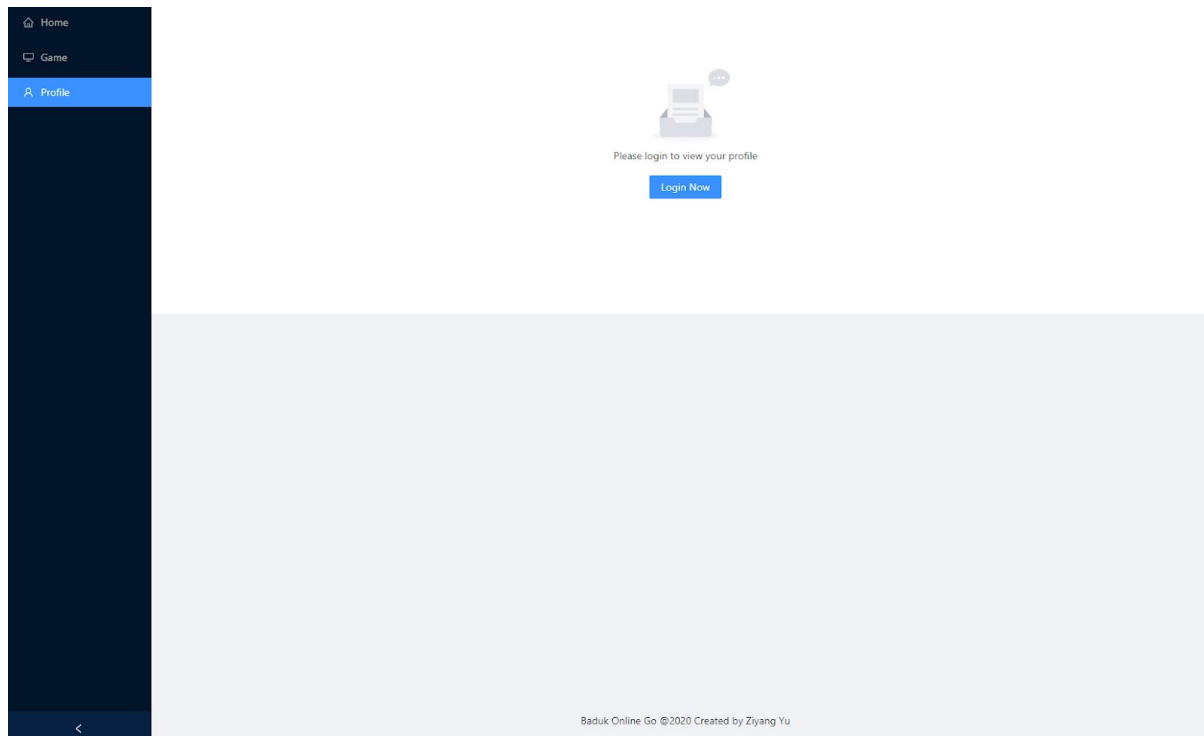
You will be lead to the home screen. Currently the authentication for user is not implemented, this page is temporarily used as the entrance to game session.



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:

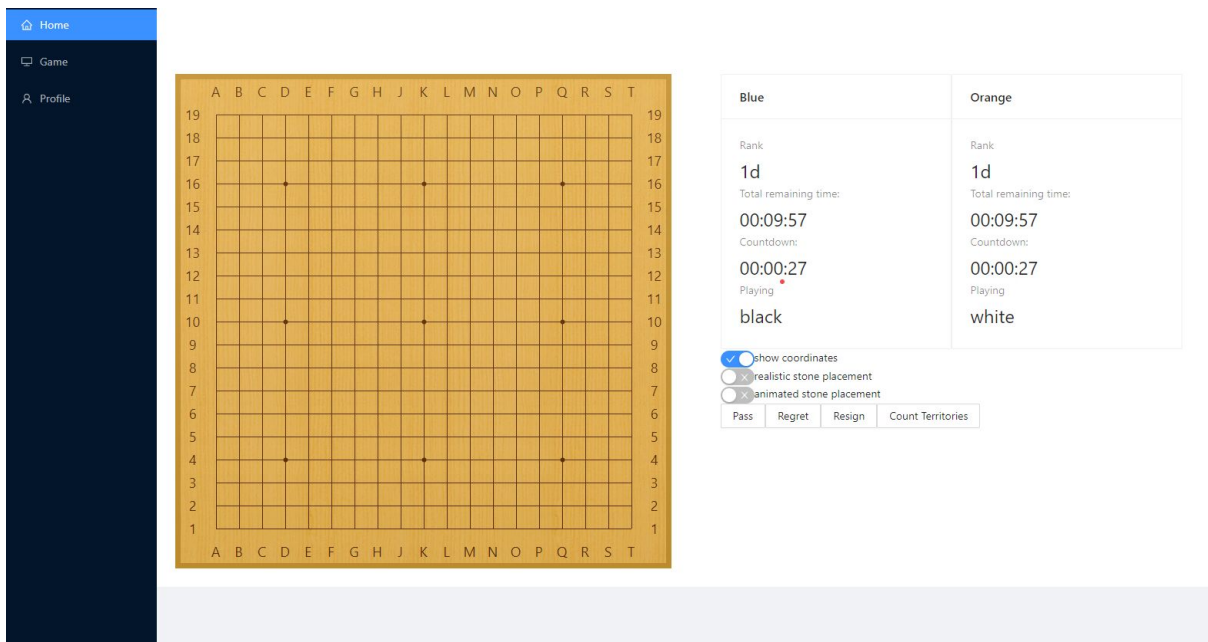
* room id:

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.

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.

