Test Case 0012

System: VirtuCardsHost, VirtuCardsClient
Description: Tests the animations during gameplay in both the VirtuCardsHost and VirtuCardsClient systems.
Severity: 3

Instructions

Test 1 – Cards Fly-In animation in Host
1. Start an instance of the VirtuCardHost application and the VirtuCardClient application.
2. Sign-In to both applications.
3. Click the Create Room button on the VirtuCardHost.
4. The VirtuCardHost application will now display a waiting screen that lists the Join Room Code.
5. Enter the Room Code into the *Join Code* field in the VirtuCardsClient application.
6. Press the *Start Game* button in the VirtuCardHost application.

Expected result: The VirtuCardsHost application should show the cards fly in from the bottom of the screen into their respective positions.

Test 2 – Card Fly-In animation in Client
1. Start an instance of the VirtuCardsHost application.
2. Sign-In to the application.
3. Click the Create Room button.
4. The VirtuCardsHost application will now display a waiting screen that lists the Photon Room Code. It should be in the form of a string of six capital English letters.
5. Select a Game Mode
6. Note the displayed Room Code.
7. Start an instance of the VirtuCardsClient application.
8. Sign In to the application (with any credentials even the ones used to sign-in to the host are fine).
9. Enter the noted Room Code into the '*Enter Code'* field and press Join.
10. The VirtuCardsClient should now show a waiting screen and the VirtuCardsHost application should reflect the Client in the players list.
11. Press Start game in the Host application.

Expected result: The VirtuCardsHost application and VirtuCardsClient application should transition into a session of the desired game. The cards should fade-in and float up from the bottom of the client screens. If the UI doesn't change to depict the aforementioned change, then the application isn't functioning as per requirements.

Test Case 3 – Shuffle Animation Testing

1. Repeat steps 1-6 from Test 3 on the VirtuCardsHost application.
2. Repeat steps 7-10 on 4-5 different instances of the VirtuCardsClient with different Sign In credentials.
3. Select the *Test Game* as the game choice.
4. Press the *Start Game* button on the VirtuCardsHost application.
5. Press the *Shuffle Deck* button on the VirtuCardsHost application.

Expected result: The VirtuCardsHost should now show a screen with a buffering animation and text that says *Shuffling…*

Test 4 – Play Card animation

1. Start an instance of the VirtuCardsHost application.
2. Sign In to the application.
3. Click the Create Room button.
4. The VirtuCardsHost application will now display a waiting screen that lists the Photon Room Code. It should be in the form of a string of six capital English letters.
5. Note the displayed Room Code.
6. Press the arrow acting as the back button.
7. Click the Create Room button again.
8. The VirtuCardsHost application will now display a waiting screen that lists the Photon Room Code. It should be in the form of a string of six capital English letters.
9. Note the new displayed Room Code.
10. Select the *Test Game* as the game choice.
11. Press the *Start Game* button on the VirtuCardsHost.
12. Press the *Draw Card* button on the VirtuCardsClient.

Expected result: The VirtuCardsClient should show the image of the card in your hand.

13. Play the drawn card from the VirtuCards Client.

Expected result: The VirtuCardsClient should not show the image of the card in your hand anymore as it should have been removed from your hand.