Test Case 0020

System: VirtuCardsClient & VirtuCardsHost

Description: Tests that the cards each client has are represented on the common screen

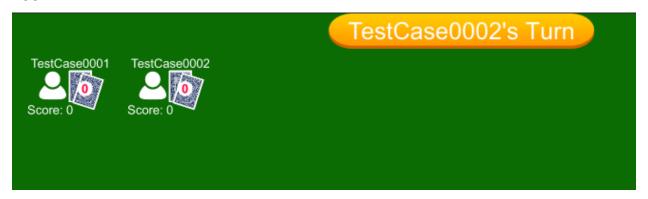
Severity: 3

Instructions

Test1

- 1. Start VirtuCardClient application
- 2. Click the button labeled "Sign In"
- 3. Enter "virtucards01@gmail.com" into the text input labeled "Enter email..."
- Enter "Testing1" into the text input labeled "Enter password..."
- 5. Press the button labeled "Login"
- 6. A window should appear saying "Login Success"
- 7. Press the OK button that appears on that window
- 8. Start a second VirtuCardHost application
- 9. Repeat steps 2-7, but use "virtucards02@gmail.com" as the email and use "Testing1" as the password.
- 10. Start VirtuCardHost application
- 11. Repeat steps 2-7 but on the VirtuCardHost application
- 12. The checkbox "Allow Host to Join" should be checked on the host
- 13. Select the "TestGame" option from the game choices dropdown
- 14. Press the Create Game button
- 15. On both VirtuCardClient applications enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
- 16. Press the Join Game button on both clients
- 17. Press the Start Game button on the host application

Expected Result: Each of the clients should have 0 cards, and the host should show both players on the upper part of the screen along with 0's on top of their pile of cards.



Client 1's Screen



Client 2's Screen



Test2

- 1. Start VirtuCardClient application
- 2. Click the button labeled "Sign In"
- 3. Enter "virtucards01@gmail.com" into the text input labeled "Enter email..."
- 4. Enter "Testing1" into the text input labeled "Enter password..."
- 5. Press the button labeled "Login"
- 6. A window should appear saying "Login Success"
- 7. Press the OK button that appears on that window
- 8. Start a second VirtuCardHost application
- 9. Repeat steps 2-7, but use "virtucards02@gmail.com" as the email and use "Testing1" as the password.
- 10. Start VirtuCardHost application
- 11. Repeat steps 2-7 but on the VirtuCardHost application
- 12. The checkbox "Allow Host to Join" should be checked on the host
- 13. Select the "TestGame" option from the game choices dropdown
- 14. Press the Create Game button
- 15. On both VirtuCardClient applications enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
- 16. Press the Join Game button on both clients
- 17. Press the Start Game button on the host application
- 18. On the client who has the turn available, press the Draw Card button

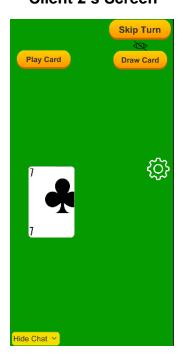
Expected Result: The client that pressed the Draw Card button should have a 1 instead of a 0 on their pile of cards. The other should still remain at 0.



Client 1's Screen



Client 2's Screen



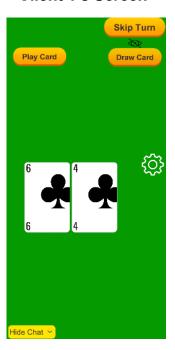
Test3

- 1. Start VirtuCardClient application
- 2. Click the button labeled "Sign In"
- 3. Enter "virtucards01@gmail.com" into the text input labeled "Enter email..."
- 4. Enter "Testing1" into the text input labeled "Enter password..."
- 5. Press the button labeled "Login"
- 6. A window should appear saying "Login Success"
- 7. Press the OK button that appears on that window
- 8. Start a second VirtuCardHost application
- 9. Repeat steps 2-7, but use "virtucards02@gmail.com" as the email and use "Testing1" as the password.
- 10. Start VirtuCardHost application
- 11. Repeat steps 2-7 but on the VirtuCardHost application
- 12. The checkbox "Allow Host to Join" should be checked on the host
- 13. Select the "TestGame" option from the game choices dropdown
- 14. Press the Create Game button
- 15. On both VirtuCardClient applications enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
- 16. Press the Join Game button on both clients
- 17. Press the Start Game button on the host application
- 18. On the client who has the turn available, press the Draw Card button
- 19. On that same client, press the Skip Turn button
- 20. On the second client, press the Draw Card button
- 21. On that same second client, press the Draw Card button again

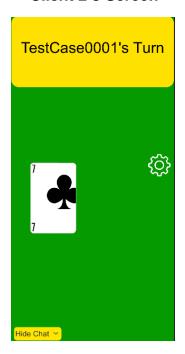
Expected Result: The client that pressed the Draw Card button first should have a 1 on their pile of cards. The other should have the number 2.



Client 1's Screen



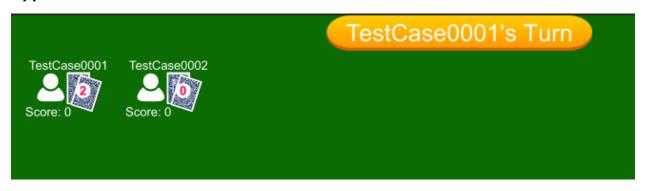
Client 2's Screen



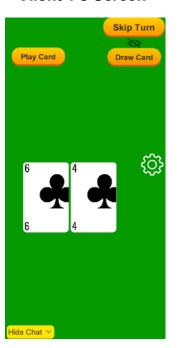
Test4

- 1. Start VirtuCardClient application
- 2. Click the button labeled "Sign In"
- 3. Enter "virtucards01@gmail.com" into the text input labeled "Enter email..."
- 4. Enter "Testing1" into the text input labeled "Enter password..."
- 5. Press the button labeled "Login"
- 6. A window should appear saying "Login Success"
- 7. Press the OK button that appears on that window
- 8. Start a second VirtuCardHost application
- 9. Repeat steps 2-7, but use "virtucards02@gmail.com" as the email and use "Testing1" as the password.
- 10. Start VirtuCardHost application
- 11. Repeat steps 2-7 but on the VirtuCardHost application
- 12. The checkbox "Allow Host to Join" should be checked on the host
- 13. Select the "TestGame" option from the game choices dropdown
- 14. Press the Create Game button
- 15. On both VirtuCardClient applications enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
- 16. Press the Join Game button on both clients
- 17. Press the Start Game button on the host application
- 18. On the client who has the turn available, press the Draw Card button
- 19. On that same client, press the Skip Turn button
- 20. On the second client, press the Draw Card button
- 21. On that same second client, press the Draw Card button again
- 22. On that same client again, press the Skip Turn button
- 23. On the first client, press the Play Card button

Expected Result: The client that pressed the Draw Card button first should have a 0 on their pile of cards. The other should have the number 2.



Client 1's Screen



Client 2's Screen (Before and After Playing the Card)

