# Test Case 0003

**System:** VirtuCardsClient & VirtuCardsHost

**Description:** Tests that the client can send public messages

**Severity:** 3

# Instructions

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 VirtuCardHost application
9. Repeat steps 2-7 but on the VirtuCardHost application
10. The checkbox "Allow Host to Join" should be checked on the host
11. Press the Create Game button
12. In the VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code…"
13. Press the Join Game button on the client
14. After the name TestCase0001 appears in the player list on the host side, press the Start Game button
15. On the client side, enter the text "Hello There" into the field labeled "Enter Message Here…"
16. Press the Send button on the client

**Expected Result:** A message should appear on the host side saying "Hello There" with the username "TestCase0001" displayed as the sender