# Test Case 0027

**System:** VirtuCardsClient & VirtuCardsHost

**Description:** Test an anonymous user receives a random username

Severity: 2

# **Instructions**

#### Test 1

1. Start VirtuCardClient application

2. Click the button labeled "Play Anonymously"

3. Press the Profile button on the top left of the screen

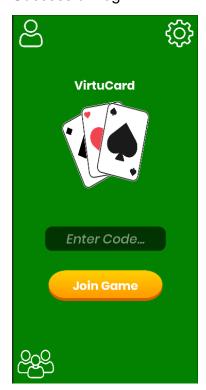
**Expected Result:** A player is able to access game features through an anonymous login attempt (guest user)

# VirtuCard Client:

Client current anonymous login



# Successful Login



# Username visible on profile screen



### Test 2

- 1. Start VirtuCardClient application
- 2. Click the button labeled "Play Anonymously"
- 3. Press the Profile button on the top left of the screen
- 4. Start another VirtuCardClient application
- 5. Click the button labeled "Play Anonymously"
- 6. Press the Profile button on the top left of the screen

**Expected Result:** Both anonymous clients should have unique usernames displayed on the profile screen.

#### VirtuCard Client 1:

Username visible on profile screen



### **VirtuCard Client 2:**

Username visible on profile screen



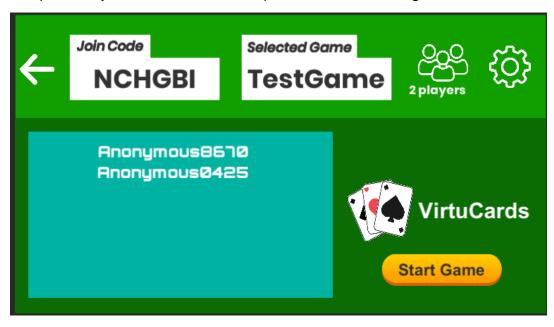
#### Test 3

- 1. Start VirtuCardClient application
- 2. Click the button labeled "Play Anonymously"
- 3. Press the Profile button on the top left of the screen
- 4. Start another VirtuCardClient application
- 5. Click the button labeled "Play Anonymously"
- 6. Press the Profile button on the top left of the screen
- 7. Start VirtuCardHost application
- 8. Click the button labeled "Sign In"
- 9. Enter "virtucards01@gmail.com" into the text input labeled "Enter email..."
- 10. Enter "Testing1" into the text input labeled "Enter password..."
- 11. Press the button labeled "Login"
- 12. A window should appear saying "Login Success"
- 13. Press the OK button that appears on that window
- 14. Select the "GoFish" option from the game choices dropdown
- 15. Press the Create Game button
- 16. On the VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
- 17. Press the Join Game button on the client
- 18. On the waiting screen on the VirtuCardHost application and observe the name of the players in the game
- 19. Press the Start Game button on the host

**Expected Result:** The unique names of the anonymous clients are reflected across the UI and during the game.

# **VirtuCard Host:**

Unique anonymous usernames are present on the waiting screen

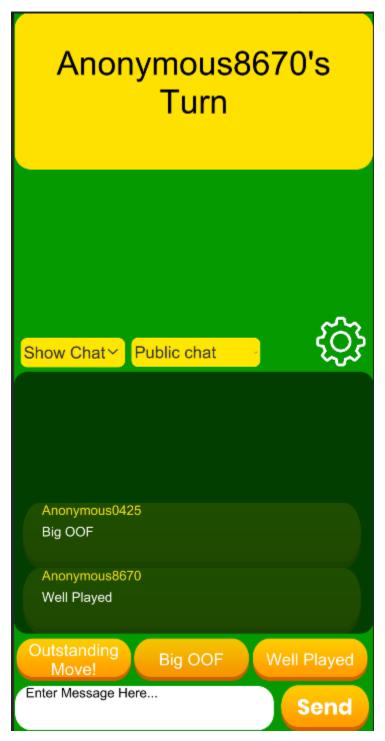


Profile icons shown with anonymous unique usernames



#### VirtuCard Client:

Game status updates and chat are also labelled with the unique anonymous usernames



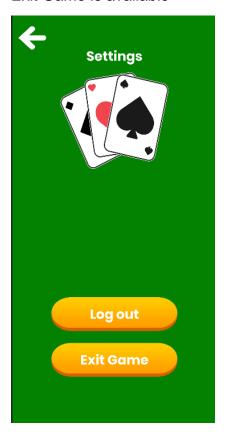
# Test 4

- 1. Start VirtuCardClient application
- 2. Click the button labeled "Play Anonymously"
- 3. Press the Settings button on the top right of the screen
- 4. Click the Exit Game button in the Settings menu

**Expected Result:** The anonymous user's client closes and their profile is deleted from Firebase

#### VirtuCard Client:

Exit Game is available



#### Firebase:

List of users sorted by most recent sign in



The most recent sign in is the anonymous user

After exiting the game:



The most recent sign in is a known user as the account of the anonymous player has been successfully removed from the user database.