

Test Case 0005

System: VirtuCardClient & VirtuCardHost

Description: Tests that the client can skip their turn successfully

Severity: 2

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 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. Press the Create Game button
14. In the first VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
15. Press the Join Game button after it has loaded
16. Repeat previous two steps except on the second VirtuCardClient application
17. After the names TestCase0001 and TestCase0002 appear in the player list on the host side, press the Start Game button
18. After the clients have loaded into the game screen, the Skip Turn button should be interactable by only one of them.
19. Monitor the host side's screen and verify that the name of whose turn it is matches with the client that has the skip turn button interactable
20. Press the skip turn button on the client that has it available

Expected Result: The other client that did not have its skip button pressed should have its skip turn button interactable now. Additionally, the host should have changed the name of whose turn it is to the current client that has its skip turn button interactable.