

Test Case 0010

System: VirtuCardsClient & VirtuCardsHost

Description: Tests that the host can join as a client when creating the game

Severity: 3

Instructions

Test 1

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

Expected Result: The name TestCase0001 should arise in the list of players on the waiting screen in the Host. The client should be taken to a waiting screen.

Test 2

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 unchecked 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

Expected Result: No name should arise in the list of players on the waiting screen in the Host. On the client, an error message should be shown stating that the setting has been disabled to join the game.

Test 3

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. Click "Okay" after receiving an error on the client
15. Press the settings window in the host
16. Check the option to have join host enabled
17. In the VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
18. Press the Join Game button on the client

Expected Result: The name TestCase0001 should arise in the list of players on the waiting screen in the Host.

Test 4

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. Press the settings window in the host
13. Check the option to have join host disabled
14. In the 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 on the client

Expected Result: No name should arise in the list of players on the waiting screen in the Host. On the client, an error message should be shown stating that the setting has been disabled to join the game.

Results:



