

## Test Case 0021

**System:** VirtuCardsClient & VirtuCardsHost

**Description:** Tests that different Games work properly

**Severity:** 2

### 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. Select from the drop down "Go Fish"
12. Press the Create Game button
13. In the VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
14. Press the Join Game button on the client
15. The client should be taken to a waiting screen and the username "Testing0001" should appear on the host.
16. Repeat the steps for the VirtuCard Client on a second device, using the following credentials: email: "virtucards03@gmail.com", password: "Testing3" and username: "Testing0003".
17. Press the Start Game button on the host.

**Expected Result:** Since Go Fish requires atleast two players, the Start Game Button is only enabled when there is two people present in the game. Upon starting the game, a played card deck is not shown in the main screen, since it is not required for a Go Fish game.

## 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 checked on the host
11. Select from the drop down "Go Fish"
12. Press the Create Game button
13. In the VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
14. Press the Join Game button on the client
15. The client should be taken to a waiting screen and the username "Testing0001" should appear on the host.
16. Repeat the steps for the VirtuCard Client on a second device, using the following credentials: email: "virtucards03@gmail.com", password: "Testing3" and username: "Testing0003".
17. Repeat the steps for the VirtuCard Client on a third device, signing in anonymously this time.
18. Press the Start Game button on the host.
19. As the first turn player, find a card in common between you and one other player, draw that card from that player.
20. As the first turn player, find a card you have but another player doesn't, attempt to draw that card from that player.
21. As a second turn player, repeat step 19 twice, and then perform step 20.

**Expected Result:** The Go Fish UI should be present on the client screens upon starting the game. When the players draw the specified cards, those cards are taken from the other players (removed from their deck and add to the current player's). The players turn should also end upon attempting to steal a card not present.

### 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. Select from the drop down "War"
12. Press the Create Game button
13. In the VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
14. Press the Join Game button on the client
15. The client should be taken to a waiting screen and the username "Testing0001" should appear on the host.
16. Repeat the steps for the VirtuCard Client on a second device, signing in anonymously
17. Press the Start Game button on the host.
18. Have the first player flip a card
19. Have the second player flip a card
20. Have the first player skip their turn
21. Have the first player flip a card
22. Have the second player flip a card

**Expected Result:** The War game should be successfully playable. If the first player flips a card with a higher value than their opponent, they should get more points and so on. There should be no cards on the client, the host should have a custom UI for War gameplay.

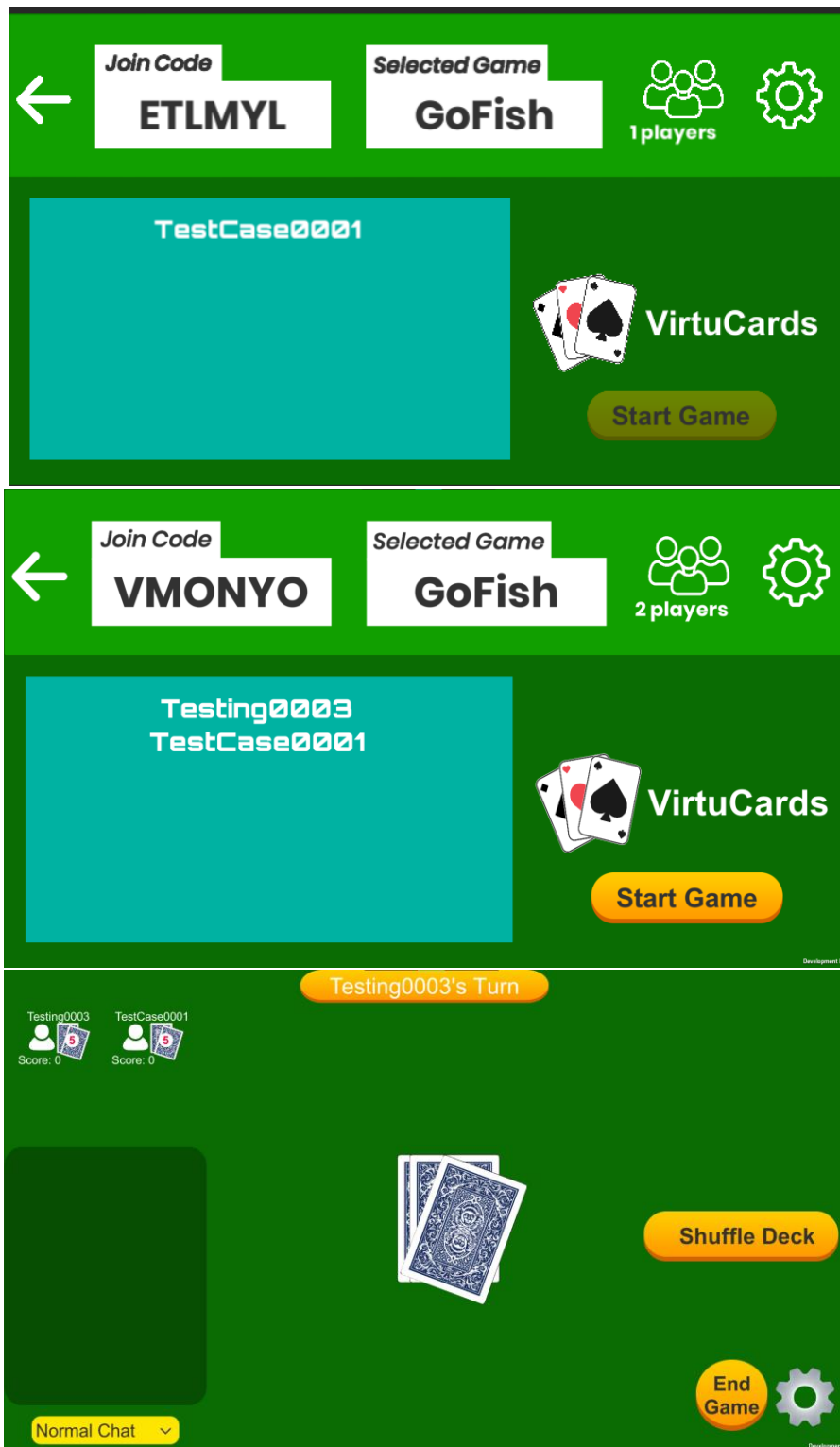
## Test 4

23. Start VirtuCardClient application
24. Click the button labeled "Sign In"
25. Enter "virtucards01@gmail.com" into the text input labeled "Enter email..."
26. Enter "Testing1" into the text input labeled "Enter password..."
27. Press the button labeled "Login"
28. A window should appear saying "Login Success"
29. Press the OK button that appears on that window
30. Start VirtuCardHost application
31. Repeat steps 2-7 but on the VirtuCardHost application
32. The checkbox "Allow Host to Join" should be checked on the host
33. Select from the drop down "Freeplay"
34. Press the Create Game button
35. In the VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
36. Press the Join Game button on the client
37. The client should be taken to a waiting screen and the username "Testing0001" should appear on the host.
38. Repeat the steps for the VirtuCard Client on a second device, using the following credentials: email: "virtucards03@gmail.com", password: "Testing3" and username: "Testing0003".
39. Open settings and select Freeplay settings.
40. Uncheck the diamonds and hearts cards, and leave everything else enabled.
41. Press the Start Game button on the host.
42. As the first turn player, draw 10 cards. Play a few cards and end your turn.
43. As the second turn player, draw 10 cards. Play a few cards and end your turn.
44. Declare the first turn player to be the winner.

**Expected Result:** Only spades and clubs should be present while drawing cards by both. When a winner is declared, the winner should be notified they while the rest notified they did not.

Results:

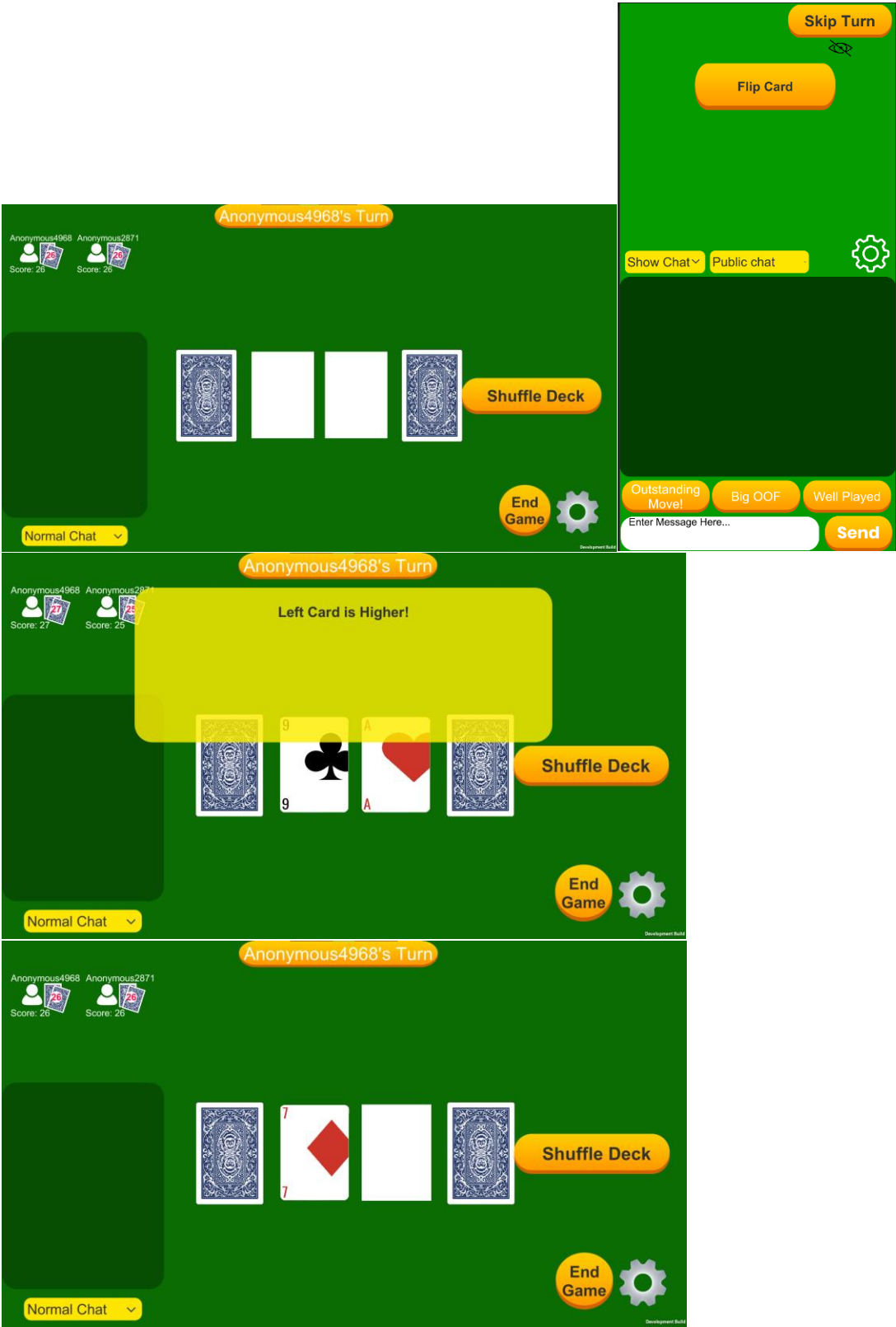
Test 1:



## Test 2: Go Fish



Test 3: War



Test 4: Freeplay

