Test Case 0016

System: VirtuCardsClient & VirtuCardsHost

Description: Tests that the host can declare a winner

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. Click the dropdown menu to view options
- 12. Select the Freeplay game mode
- 13. Press the Create Game button
- 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
- 16. The client should be taken to a waiting screen and the username "Testing0001" should appear on the host.
- 17. Press the Start Game button on the host.
- 18. On the host screen host should click the "declare winner button".
- 19. On the dropdown, select the name of the client in the room.
- 20. Click the Choose Winner button

Expected Result: The host screen should display the name of the winner and the client screen should be updated to say that they are the winner

- 1. On the host click the exit game button
- On the client click the exit game button

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. Enter "2@2.com" into the text input labeled "Enter email..."
- 10. Enter "Testing12345" 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. The checkbox "Allow Host to Join" should be checked on the host
- 15. Click the dropdown menu to view options
- 16. Select the Freeplay game mode
- 17. Press the Create Game button
- 18. In the VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
- 19. Press the Join Game button on the client
- 20. The client should be taken to a waiting screen and the username "Testing0001" should appear on the host.
- 21. Press the Start Game button on the host.
- 22. On the host screen host should click the "declare winner button".
- 23. On the dropdown, select the name of the client in the room.
- 24. Click the Choose Winner button

Expected Result: The host screen should display the name of the winner and the client screen should be updated to say that they are the winner

- 25. On the host click the exit game button
- 26. On the client click the exit game button

Test 3

- 1. Start VirtuCardClient application
- 2. Click the button labeled "Sign In"
- 3. Sign-In with valid credentials into the VirtuCardClient application.
- 4. Press the button labeled "Login"
- 5. A window should appear saying "Login Success"
- 6. Press the OK button that appears on that window
- 7. Repeat steps 1-6 on 4 more instances of the VirtuCardClient application.
- 8. Start VirtuCardHost application
- Enter "2@2.com" into the text input labeled "Enter email..."
- 10. Enter "Testing12345" 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. The checkbox "Allow Host to Join" should be checked on the host
- 15. Click the dropdown menu to view options
- 16. Select a game mode
- 17. Press the Create Game button
- 18. In the VirtuCardClient application enter the 6-character room code found on the host's screen into the field labeled "Enter Code..."
- 19. Press the Join Game button on the client
- 20. The clients should be taken to a waiting screen and their respective usernames should appear on the host.
- 21. Press the Start Game button on the host.
- 22. On the host screen, host should click the "declare winner button".
- 23. On the dropdown, select the name of a client in the room.
- 24. Click the Choose Winner button

Expected Result: The host screen should display the name of the winner and the clients' screens should be updated to say that they are the winner

- 25. On the host click the exit game button
- 26. On the clients click the exit game button

Test 4

- 1. Start VirtuCardClient application
- 2. Click the button labeled "Sign In"
- 3. Sign-In with valid credentials into the VirtuCardClient application.
- 4. Press the button labeled "Login"
- 5. A window should appear saying "Login Success"
- 6. Press the OK button that appears on that window
- 7. Repeat steps 1-6 on 4 more instances of the VirtuCardClient application.
- 8. Start VirtuCardHost application
- 9. Use one of the Client's credentials to log into the host.
- 10. Press the button labeled "Login"
- 11. A window should appear saying "Login Success"
- 12. Press the OK button that appears on that window
- 13. The checkbox "Allow Host to Join" should be checked on the host
- 14. Click the dropdown menu to view options
- 15. Select a game mode
- 16. Press the Create Game button
- 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
- 19. The clients should be taken to a waiting screen and their respective usernames should appear on the host.
- 20. Press the Start Game button on the host.
- 21. On the host screen, host should click the "declare winner button".
- 22. On the dropdown, select the name of a client in the room.
- 23. Click the Choose Winner button

Expected Result: The host screen should display the name of the winner and the clients' screens should be updated to say that they are the winner

- 24. On the host click the exit game button
- 25. On the clients click the exit game button