**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, using the following credentials: email: “virtucards03@gmail.com”, password: “Testing3” and username: “Testing0003”.
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 on a device
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, ensuring the drop down is kept at TestGame
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. The client should be taken to a waiting screen and the username “Testing0001” should appear on the host.
15. Repeat steps 1-13 to login on a second device, but with the email: “virtucards03@gmail.com”, password: “Testing3” and username: “Testing0003”.
16. Press the Start Game button on the host.
17. After the game initializes on both devices, type and send “Hello Friend” from Device 1.
18. On Device 2, select Testing0001 to send a private a message to, and press the “Well Played” default chat button.
19. Press the “Oof” default chat button on Device 1.
20. On Device 2, select the public chat option, and press the “Outstanding Move” default chat button.

**Expected Result:** The messages “Hello Friend”, “Oof” and “Outstanding Move” should appear on both clients and the host screen. The message “Well Played” should be seen only by the clients, and indicate that it has arrived from Device 2 to Device 1.

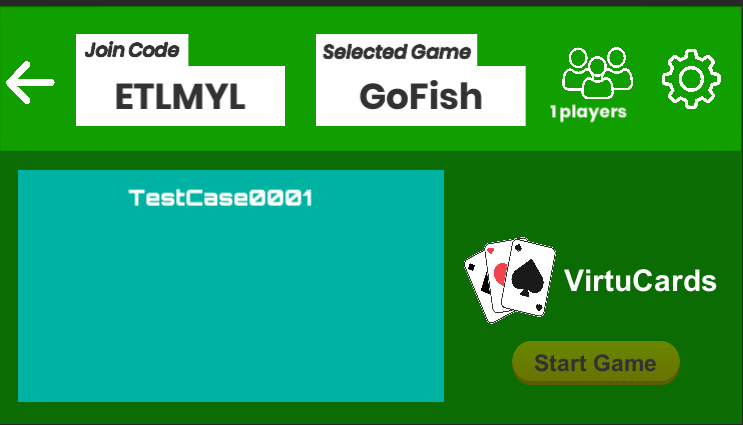
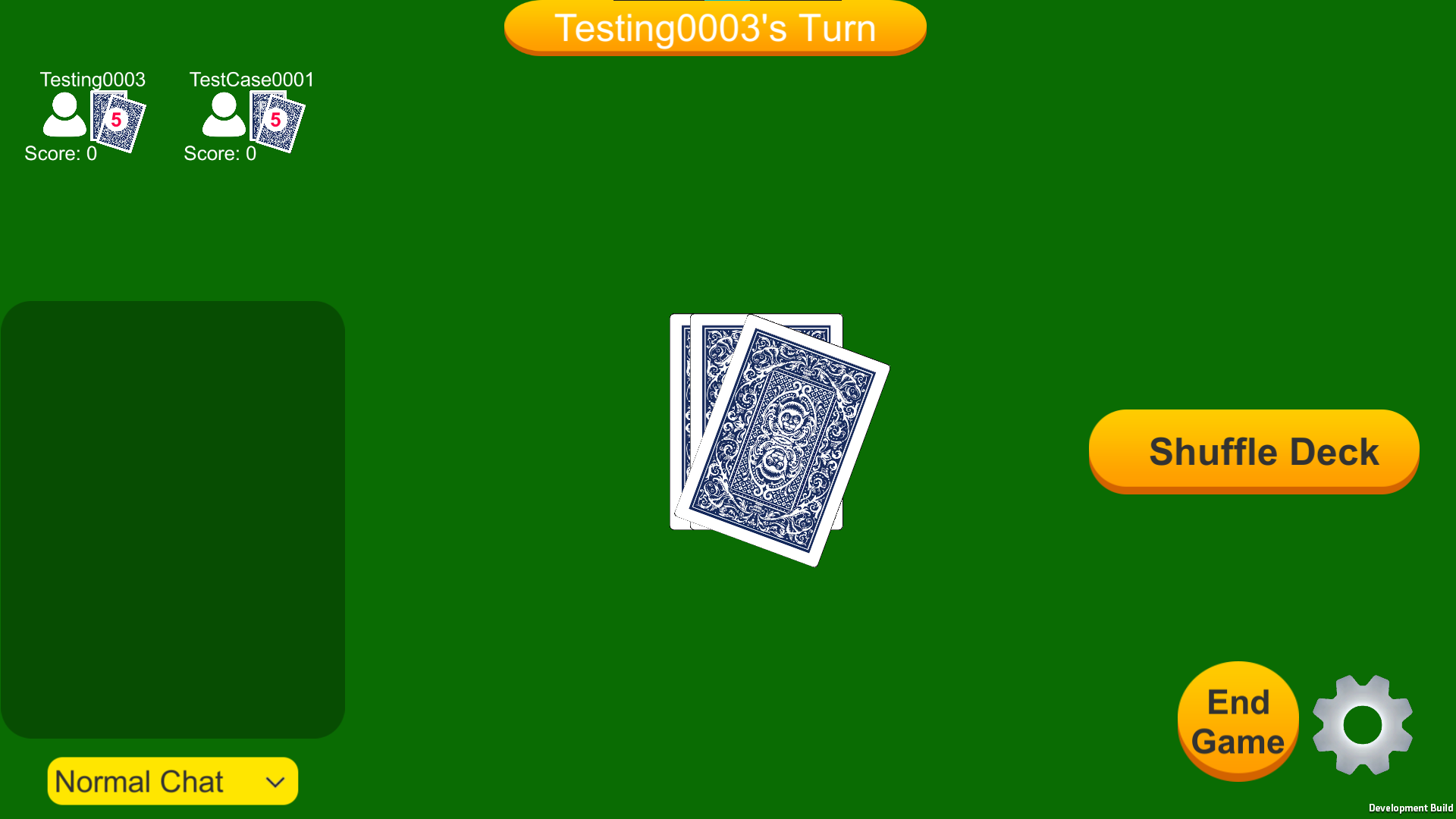
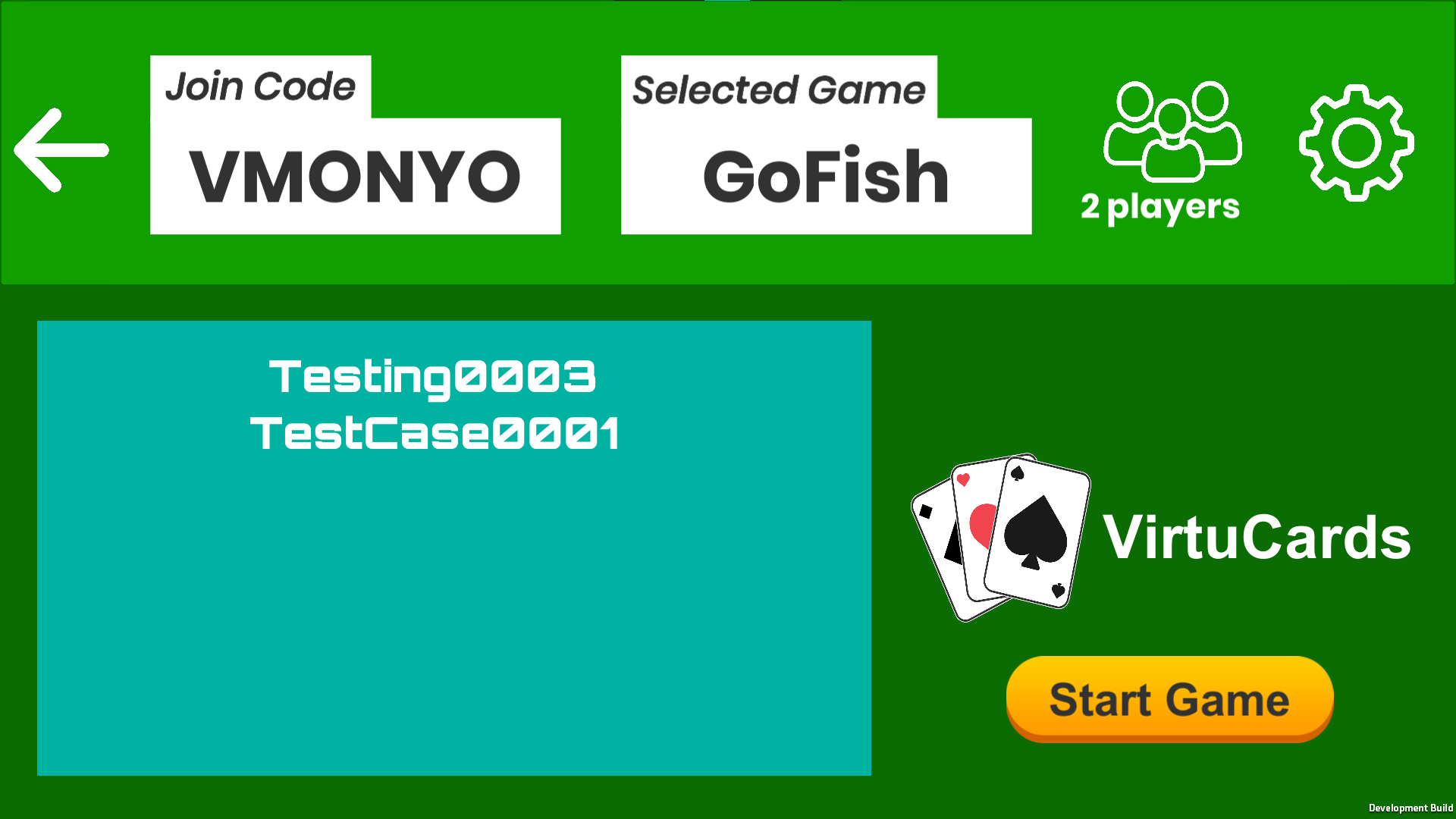
**Test 4**

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, ensuring the drop down is kept at TestGame
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. The client should be taken to a waiting screen and the username “Testing0001” should appear on the host.
15. Press the Start Game button on the host.
16. After the Game initializes, press the “Outstanding Move” default chat button on the client.
17. On the host, disable the chat and wait for the change to be reflected on the client.
18. Reenable the chat on the host and wait for the change to be reflected on the client.
19. Press the “Oof” default chat button on the client.

**Expected Result:** The message “Outstanding Move” and “Oof” should be sent by the client, and appear on both the Host and Client screens.

**Results:**

**Test 1:**

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**Test 2: Go Fish**

**Test 3: War**

**Test 4: Freeplay**

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