Test Specification

For

Cards Against Telegram

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Grading Rubric – Test Specification

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	Minimal	Exemplary	Pts	Score
Content	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Introduction			5	
Test Specs				
Selection	Aspects tested are trivial	Tests clearly address core system functions	20	
Organization	Tests are disorganized, IDs or Objectives are not meaningful	Tests are well-organized with structured IDs and clear objectives	20	
Set-up	Steps are unclear or incomplete	Complete, easy to follow conditions and steps	20	
Results	Unclear or incomplete	Complete and clear	20	
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	5	
Expression **Tone**	Hard to follow or poor word choices Tone not appropriate for technical writing	Clear and concise. A pleasure to read Tone is consistently professional	5	
Organization **Layout**	Information difficult to locate Layout is inconsistent, visually distracting, or hinders use	All information is easy to find and important points stand out Layout is attractive, consistent, and helps guide the reader	5	
Late Submission				
Total			100	

*Regarding Step 4 of Lab 3: Create Formal Issues List

With the professor's approval, we have decided to use the Issues section within Bitbucket in place of weekly uploads to our team repository. We feel that keeping issues and development on the same platform will streamline our process.

As such, there will be no Formal Issues List document within our Lab 3 Folder.

Test Specifications

Unit Tests

Entity 001- Black Card Design

Test 001- Black Card Test (Amir)

Objective	To send a black card prompt from the Czar for other players to see
Set-up	The state has to be the beginning of the turn after the Czar for the turn has been chosen
Expected Results	A random black card from the black card deck is chosen and shown to all players
Actual Results	

Entity 002- White Card Design

Test 002 - White Card Test (Amir)

Objective	Players will be given white cards that they can select as answers to the black card prompt
Set-up	The black card prompt has to be chosen and shown prior to the white cards being dealt
Expected Results	Players are given random white text cards without repetition of the cards amongst other players
Actual Results	

Entity 003- Leaderboard Design

Test 003 - Leaderboard Test (Balaji)

Objective	Players will be able to see the ranked scores of each player after each turn. This entity coincides with the Winner of Turn screen entity.
Set-up	The state of the system must be after the start of the game, beginning with all scores at initial values of zero. This entity will then appear at the end of every turn, throughout the game's entirety.

Expected Results	The leaderboard will be shown at the end of all turns throughout the game, with an updated score at the end of each turn
Actual Results	

** Since our software will run through another application (Telegram), and not through an application of our own design and interface, we will have limited entities in terms of screen design.*

Component Tests

Entity 004 - Game Over Screen Design

Test 004 - Game Over Screen Test (Balaji)

Objective	Players will be notified that the game has ended, as well as be able to see who the winner of the game was. Players will be given a prompt for a new game.
Set-up	The state has to be when one player has reached a score of 10. No fewer than ten rounds can have occurred before this screen is shown.
Expected Results	The Game Over screen will be shown after the final winning white card answer has been chosen, once a player has reached a score of 10. An option will be displayed to start another game.
Actual Results	

Entity 005 - Winner of Turn Screen

Test 005 - Winner of Turn Test (Balaji)

Objective	Players will be notified that the turn has ended, as well as be able to see who the winner of the turn was. (This screen will work in conjunction with the Leaderboard entity, which will be shown at the same time, at the end of each turn. The Winner of Turn screen will only show the current turn's winner, while the leaderboard will display all current rankings.)
Set-up	The state has to be the end of each turn after the Czar has chosen the winning white card answer

Expected Results	The Winner of Turn screen will be shown after the winning white card answer has been chosen, and must go away before the next turn. Players will select an option to continue past this screen (e.g. an OK button) and onto the next turn.
Actual Results	

Integration Tests

An integration test is not necessary for our application, as our software was meant to run through Java. Therefore, any device that can run Java should be able to run our program. If the game does not work on a device or platform, it is due to its inability to run Java, and not due to a malfunction in our software.