

Black Box Testing

Team Packat.tk

Product	Team 10 Euchre
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Defect #	Description	Severity
1	The trick counter should reset at the end of a trick or when a new game is created. However, the counter does not reset in either of these instances.	1
2	Playing a card doesn't work at times (no response when it is clicked).	2
3	The names of the AI players cannot be changed.	3
4	Attempting to enable "Stick the Dealer" is unsuccessful.	3
5	The new game window can close the entire application unexpectedly when the user just tries to close the dialog window.	2
6	When attempting to create multiple new games, the application may become unreliable and freeze.	2
7	AI players' cards do not disappear after being played. This should happen.	3
8	The icon representing trump should correctly reflect the suit chosen to be trump.	3
9	Attempting to start multiple games can cause the player's cards become unresponsive to clicks.	1
10	When a player wins a trick they should lead the next trick. Rather, this is not always the case.	2

11	Using extremely long names can cause the UI to freeze. Extremely long names should not cause a problem, or should be rejected if they do.	2
12	The players have to team with AI and they cannot play the game alone as the rules of Euchre allow.	3
13	If a team wins all five tricks they should get 2 points added to their score. This does not happen.	2
14	If a team gets "euchered" the other team should get 2 points added to their score. This does not happen.	2
15	The size of the main game window cannot be changed.	3
16	New game dialog window always shows up in the corner of the screen, and the contents cannot be reset when the dialog window has been resized	3
17	Starting a new game does not reset the players hand.	2