

## INITIALIZATION STEPS:

- **For coordinator (server):**

1. On the device hosting the server: open a terminal and navigate to the project directory "repository-template"
2. Record the ip address of the server using the command `ipconfig`(Win) or a corresponding command for Linux based OS(`ifconfig...`)
3. Run the command `gradlew bootRun`  
\*if trouble accepting clients, disable network firewalls

- **For testers (client)**

1. Create the executable file for windows and DMG file for apple from the client main class
2. Connect to the coordinator's (server) IP address

## IP PROMPT:

- Try to connect to the server.
- **PROBLEMS:**

Test Action	Reason	Expected Response
Type in an ip address that is not hosting a server.	To check if it is properly handled if no matching host is found.	Red warning text should appear informing you that no such server exists and refers you to the readme for more help.
Type in the recorded ip address of the server and click the "Connect" button.	To check if the application connects to the server.	The game's splash screen should show up.

## SPLASH SCREEN:

- Play a single player game
- Try getting help
- Try inspecting activities
- Play single player game
- Play a multiplayer game
- See which place you are in the single player leaderboard from splash screen
- **PROBLEMS:**

Test Action	Reason	Expected Response
Type in a 13 character nickname	To test if the character length check is working correctly	Red warning text should appear below the nickname field informing you that the nickname does not have an appropriate number of characters.
Click on the question mark	To test if the help button	The scene changes to the

button on the top left	changes scenes to help screen	help screen
Click the circular X button on the top right	To test if the X button triggers the action sequence to exit the game	A popup shows up which asks you to confirm if you want to leave or not.
Click on the "Singleplayer" button	To test if the singleplayer button changes scenes to the single player game.	The scene changes to the single player question screen.
Click on the "Multiplayer" button	To test if the multiplayer button changes scenes to the multiplayer lobby.	The scene changes to the multiplayer lobby screen.

#### LOBBY SCREEN:

- Type something into chat
- What is the name of the other client
- See if you can mute/unmute sounds.
- See if sounds are being played on player join/leave
- See if your player list gets updated on player join/leave
- Leave the lobby and enter back in (are the same players there?)
- **PROBLEMS:**

Test Action	Reason	Expected Response
Type something into chat and press enter	To test if chat is working	The entered text should be visible in the chatbox for both clients.
Try leaving the lobby.	To test the user cannot leave with a click of one button.	A confirmation popup appears so you need to confirm your choice.
Observe players joining the lobby.	Lobby's players are updated.	See player names come and go in the players' list.

#### GAME SCREEN:

- Play a singleplayer game
- Play a multiplayer game
- **PROBLEMS:**
  - Players are confused when they are typing in frq since they have to click the textfield
  - Players don't remember what star joker is
  - Players don't know when their answer is submitted for frq
  - Are confused as to how much points the player gets each round (make the additional points gotten more visible) –time bonus plus base points

- Players want to go back to splash screen after game ended they have to enter a game and then click “back”

Test Action	Reason	Expected Response
Make a guess and answer the question	To test whether the user's input is recorded	The selected answer is bordered. After the time runs out, it's either green or red given if it's correct or not.
Press the mute button	To test if game sounds are muted.	Still game experience.
Try using each of the jokers.	To test how the jokers work, both before and after answer submission	You either double your points, remove an incorrect answer or halve the timer for the rest of the players.
Observe if someone used a time-halve joker.	To test if it's clear for user that his time is shortened and has to react quicker.	To test whether you see a time-halve icon in the emote chat.
Enter emojis in the chat	To test if the emoji functionality works	To see the selected emoji on all players in the game
Play until at least the 11th question.	To test the intermediate leaderboard shows up.	After the 10th question, an interim leaderboard shows up so you have an idea about your ranking in the game.
Try leaving the game	To test the user cannot leave with a click of one button.	A confirmation popup appears so you need to confirm your choice.

#### ADMINSCREEN:

- Modify activity list
  - Modify an activity in the database
  - Delete an activity in the database
- Add new activity to database
- **PROBLEMS:**
  - Can't see buttons on admin panel
  - Players can be confused when clicking vs double clicking in admin panel
  - Back button on admin panel should be on top left

Test Action	Reason	Expected Response
Click the remove activity button after selecting the	To test if the remove functionality works	The selected row should be deleted

activity in the tableview		
Click the edit activity button after selecting the activity in the tableview and entering the changed info in the text field on the right	To test if the edit functionality works	The selected activity should be edited correctly
Click the add activity button after entering the relevant info in the text field on the right	To test if the add activity functionality works	The entered activity should be added to the database and be displayed in the table view accordingly.

#### LEADERBOARD SCREEN:

- Which place are you?
- Do you know what results this leaderboard is displaying?
- Go back to the splash screen
- **PROBLEMS:**
  - “You” in leaderboard are always first (even when you shouldn;t be)
  - Show score as a bar chart

Test Action	Reason	Expected Response
Click the back button	To test if users can get back to the splash screen	Users should get back to the splash screen

#### THEME SELECTOR:

- Browse and play around with the theme selector ui
- Go back to splash screen
- **PROBLEMS:**

Test Action	Reason	Expected Response
Click the back button	To test if users can get back to the splash screen	Users should get back to the splash screen
Click one of the theme buttons	To test if users can successfully switch themes	Theme selector screen should change to the theme selected.

#### General Feedback:

- Reenter nickname after going to help screen (nickname info lost)

- You can select powerups after the answers are shown (during the 5 seconds the correct answer is being shown) → this should not be possible
- Doubleclick action to select activity in the admin panel
- Admin panel buttons are too small
- Back button on admin panel is not in the same place as the others
- Some kind of confirmation of answer accepted for free response questions would be nice
- “You”(the item at the bottom of the leaderboard screen) in the leaderboard is always first
- Players are confused when they are typing in frq since they have to click the textfield
- Players don't remember what star joker is
- Are confused as to how much points the player gets each round (make the additional points gotten more visible) –time bonus plus base points
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