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| --- | --- | --- | --- | --- |
| Test | Reason | Expected Output | Actual Output | REQ Tested |
| Create deck and print out all cards | Test if correct cards are created in deck | String representations of 52 cards: 4 suits of from 13 to 1 | See Test 1 | #14, #15 |
| Shuffle deck and print cards | Test that same cards are in deck before and after shuffle | Correct deck in different order | See Test 2 | #19, #20 |
| Create hand and print out hand | Test that valid cards are put in hand | 13S 13H 13D 13C 12S | 13S 13H 13D 13C 12S |  |
| Create hand and check value | Test that value of hand is calculated correctly for lone high card | 10 | 10 | #39 |
| .. one pair | 9 | 9 | #40 |
| .. two pair | 8 | 8 | #41 |
| .. 3 of a kind | 7 | 7 | #42 |
| .. straight | 6 | 6 | #43 |
| .. flush | 5 | 5 | #44 |
| .. full house | 4 | 4 | #45 |
| .. 4 of a kind | 3 | 3 | #46 |
| .. straight flush | 2 | 2 | #47 |
| .. royal flush | 1 | 1 | #48 |
| Swap cards in hand and check value | Test that value is calculated correctly regardless of cards | Hand: 13S 13H 13D 13C 12S  Value: 3  Hand: 13S 13H 13D 12S 12H  Value: 4 | 3  4 |  |
| Create one red, green, and blue-chip values | Test of values are correct | Chips: Blue, Green Red  Values: 25, 5, 1 | 25  5  1 | #17 |
| Create stack and check value | Test that stack is created correctly | 100 | 100 |  |
| Pop 1 blue, 1 green, 1 red chip from stack and check value | Test that value of stack is calculated correctly after pop | 69 | 69 |  |
| Push 1 blue, 1 green, 1 red chip from stack and check value | Test that value of stack is calculated correctly after pop | 100 | 100 |  |
| Create json and print out | Test that jsons are created in correct format | {“event” : “test”} | {“event” : “test”} |  |
| Create pot and check initial value | Test that initial value is 0 | 0 | 0 |  |
| Add 1 blue, 1 green, 1 red chip values to pot and check value | Test that pot calculates total correctly | 31 | 31 |  |
| Create PlayerGame then print the name, uuid, stack value, and hand | Test that a player is created correctly | A boost uuid, correct string representation of a hand, Bailey, 100 | See Test 22 | #8 |
| Create DealerGame then print deck and pot value | Test that dealer is created correctly | Correct string rep of deck, 0 | See Test 23 |  |
| Run game and enter a name | Test if the player’s name can be entered | Alex Pham | Alex Pham | #9 |
| Run game and check game state message | Test if players can receive messages about game state | A message about game state | “Waiting for players…” | #10 |
| Run game and check amount of chips | Test if players start with $100 worth of chips | A representation of the player’s amount of chips | The player can only bet a maximum of $99 after the initial ante meaning they started with $100 | #18 |
| Run game and check if cards are dealt | Test if the dealer deals 5 cards to the player | There should be 5 card images on the player’s screen | There are 5 cards on the player’s screen | #24 |
| Run game and check ante order | Test if the game allows the players to ante properly | The players should be able to ante in the order they joined the game | The players ante in the order they join the game | #21 |
| Run game, enter a value, and press ante | Test if game sets ante to $1 | The ante from a player should be taken as $1 | The game takes the ante as $1 regardless of the value input | #22 |
| Run game and see options available after cards are dealt | Test if the game allows the players to choose the correct options after the cards are dealt | The fold, check, and bet options should be available | The fold, check, and bet options are available | #28 |
| Run game and see if check is available after a player has bet | Test if game allows a player to check after another player has bet | The check button should be unavailable if another player has bet | The check button is available if another player has bet (defect) | #29 |
| Run game and check | Test if check works as intended | Check should allow the player to keep their hand and make no bet |  | #30 |
| Run game and bet | Test if bet works as intended | Bet should be an amount that a player wagers |  | #31 |
| Run game and fold | Test if fold works as intended | Fold should discard cards and forfeit the game |  | #32 |
| Run game and see if exchange cards and stand is available after the first betting round is over | Test if exchange cards and stand both work as and when intended | Exchange cards: should be available after first betting round, and should display new cards based on the number input  Stand: should be available after first betting round, and should keep all cards |  | #33 |
| Run game and use stand when it’s available | Test if stand works as intended | Stand should keep all cards |  | #34 |
| Run game and check behavior after all players are allowed to exchange cards or stand | Test if the game works after a round of exchange cards/stand | Another betting round should be played after a round of exchange cards/stand |  | #35 |
|  |  |  |  | #36 |
|  |  |  |  | #37 |
|  |  |  |  | #38 |

Test 1:

13S 13H 13D 13C 12S 12H 12D 12C 11S 11H 11D 11C 10S 10H 10D 10C 9S 9H 9D 9C 8S 8H 8D 8C 7S 7H 7D 7C 6S 6H 6D 6C 5S 5H 5D 5C 4S 4H 4D 4C 3S 3H 3D 3C 2S 2H 2D 2C 1S 1H 1D 1C

Test 2:

10S 13S 8C 11H 1D 1S 12H 12S 3C 7H 13D 4H 3H 3S 8H 1H 13C 5S 7S 2C 5D 12D 7D 2H 1C 6S 5C 10D 8S 11S 3D 9D 4S 6H 8D 4C 11C 2D 6C 6D 10H 11D 9H 10C 12C 9C 13H 4D 9S 7C 2S 5H

Test 22:

22504f55-d441-45bc-ac72-6f8a6452c3bb

13S 13H 13D 13C 12S

Bailey

100

Test 23:

13S 13H 13D 13C 12S 12H 12D 12C 11S 11H 11D 11C 10S 10H 10D 10C 9S 9H 9D 9C 8S 8H 8D 8C 7S 7H 7D 7C 6S 6H 6D 6C 5S 5H 5D 5C 4S 4H 4D 4C 3S 3H 3D 3C 2S 2H 2D 2C 1S 1H 1D 1C

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