PokerCast Test Plan

Team #3

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Device 2701: Hierarchy 01 (View the hierarchy of poker hands), Severity 3
Type: Functionality
Instructions:
1. Begin a game
2. Press the 'hierarchy' button

Result:

A screen should display with information about the strength of different poker hands.

Chromecast 1701: Onscreen Pot 01 (View Pot at Game Start), Severity 2
Type: Functionality
Instructions:
1. Begin a game
2. View the pot on the Chromecast screen

Result:

The pot should show contents equivalent to the number of players in the game (one chip antes)

Chromecast 1702: Onscreen Pot 02 (View Pot Mid-Game), Severity 2
Type: Functionality
Instructions:
1. Begin a game
2. Play through two rounds of betting
3. View the pot on the Chromecast screen

Result:

The pot should show contents equivalent to the number of chips that have been bet thus far (including antes)

Initialize Game (3xx, 4xx, 5xx, 6xx)
Initialize Game 301: "Chromecast Button Shown", Severity 1
Type: Functionality
Instructions:
1. Connect a Chromecast and the device to the same Wi-Fi network
2. Open the app

Result:

The Chromecast cast button should appear in the upper right hand corner of the screen.

Initialize Game 302: "Host Can Start Game", Severity 1
Type: Functionality
Pre-conditions:
● There is not a Pokercast game being played on the Chromecast
Instructions:
1. Click the Chromecast "cast" button in the top right-hand corner of the screen
Result:

Pokercast opens on the Chromecast and the user's device lets them change the number of chips and number of AI players.

Initialize Game 401: "Player Can Join Existing Game", Severity 1
Type: Functionality
Pre-conditions:
- Pokercast is already open on the Chromecast.

Instructions:
1. Click the Chromecast "cast" button in the top right-hand corner of the screen

Result:
You are added to the existing game on the TV and your device says "Waiting for players…".

Initialize Game 501: "Host Can Change How Many Chips Each Player Gets", Severity 3
Type: Equivalence
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of chips per player to a whole number n between 35 and 999, inclusive
2. Press "Start Game"

Result:
Each player receives n chips. This number is displayed under their name on the TV and on their device.

Initialize Game 502: "Can't Set Chip Count Too Low", Severity 3
Type: Equivalence
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
3. Change the number of chips per player to a number less than 35
4. Press "Start Game"

Result:
A popup appears on your device, "You can't start with less than 35 chips per player!"

Initialize Game 503: "Can't Set Chip Count Too High", Severity 3
Type: Equivalence
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of chips per player to a number greater than 999
2. Press "Start Game"

Result:

A popup appears on your device, "You can't start with greater than 999 chips per player!"

Initialize Game 504: "Can't Set Chip Count To Fraction", Severity 3
Type: Equivalence
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of chips per player to a number x that is not a whole number
2. Press "Start Game"

Result:
A popup appears on your device, "You can't have a fraction of a chip!"

Initialize Game 505: "Can't Set Chip Count To 34", Severity 3
Type: Boundary
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of chips per player to 34
2. Press "Start Game"

Result:
A popup appears on your device, "You can't start with less than 35 chips per player!"

Initialize Game 506: "Can't Set Chip Count To 1000", Severity 3
Type: Boundary
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of chips per player to 1000
2. Press "Start Game"

Result:
A popup appears on your device, "You can't start with greater than 999 chips per player!"

Initialize Game 507: "Defaults to 100 chips per player", Severity 1
Type: Functionality
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Press "Start Game"

Result:
Each player receives 100 chips. This number is displayed under their name on the TV and on their device.

Initialize Game 508: "Can Set Chip Count to 35", Severity 3

Type: Boundary
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of chips per player to 35
2. Press "Start Game"

Result:
Each player receives 35 chips. This number is displayed under their name on the TV and on their device.

Initialize Game 509: "Can Set Chip Count to 999", Severity 3
Type: Boundary
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of chips per player to 999
2. Press "Start Game"

Result:
Each player receives 999 chips. This number is displayed under their name on the TV and on their device.

Initialize Game 601: "Host Can Change How Many AI Players Are Playing", Severity 3
Type: Equivalence
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of AI players to a whole number n between 0 and (22 - the number of human players), inclusive
2. Press "Start Game"

Result:
n AI players appear as players on the TV screen, marked with an "AI" label

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Initialize Game 602: "Can't Set Number of AI Players to Negative Number", Severity 3
Type: Equivalence
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of AI players to a number less than 0
2. Press "Start Game"

Result:
A popup appears on your device, "You can't have a negative number of AI players!"

Initialize Game 603: "Can't Set Number of AI Players Too High", Severity 3

Type: Equivalence
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of AI players to a number greater than (22 - the number of human players)
2. Press "Start Game"

Result:

A popup appears on your device, "You can't play with greater than [22- the number of human player] AI players!"

Initialize Game 604: "Can't Set Number of AI Players to a Fraction", Severity 3
Type: Equivalence
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of AI players to a number x that is not a whole number
2. Press "Start Game"

Result:

A popup appears on your device, "You can't have a fraction of an AI player!"

Initialize Game 605: "Can't Set Number of AI Players to -1", Severity 3
Type: Boundary
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of AI Players to -1
2. Press "Start Game"

Result:

A popup appears on your device, "You can't have a negative number of AI players!"

Initialize Game 606: "Can't Set Number of AI Players to Max+1", Severity 3
Type: Boundary
Pre-conditions:
- You just started a new Pokercast game, and you are the Host.

Instructions:
1. Change the number of chips per player to (22-the number of human players)+1
2. Press "Start Game"

Result:

A popup appears on your device, "You can't play with greater than [22- the number of human player] AI players!"

Initialize Game 607: "Defaults to 0 AI players", Severity 1

Type: Functionality
Pre-conditions:
● You just started a new Pokercast game, and you are the Host.
Instructions:
1. Press "Start Game"
Result:
Only human players appear on the TV. There are no AI players.

Initialize Game 608: "Set AI Player Count to 0", Severity 3
Type: Boundary
Pre-conditions:
● You just started a new Pokercast game, and you are the Host.
Instructions:
1. Change the number of AI Players to 0
2. Press "Start Game"
Result:
Only human players appear on the TV. There are no AI players.

Initialize Game 609: "Set AI Player Count to Max", Severity 3
Type: Boundary
Pre-conditions:
● You just started a new Pokercast game, and you are the Host.
Instructions:
1. Change the number of chips per player to (22-the number of human players)
2. Press "Start Game"
Result:
(22-the number of human players) AI players appear as players on the TV screen, marked with an "AI" label

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Initialize Game 3001: "Set options for game", Severity 3
Type: Functionality
Instructions:
1. Choose "Game settings" button to specify several options for the game.
Result:
The host of the game should be able to trigger a flow to choose different options for the game such as changing the colors/design of chips/table/background.

Initialize Game 3601: "Animations", Severity 3
Type: Non Functional
Instructions:
1. Play a game.
Result:

The game flow should have cool and smooth animations such as flipping cards, and folding the cards, etc.

Initialize Game 3701: "Precise image", Severity 3
Type: Non Functional
Instructions:
    1. Play a game.
Result:
The card & chips images on both android devices and TV screen should be clear and sharp vector images.

Initialize Game 3901: Ads present (There are ads), Severity 3
Type: Functionality
Instructions:
    1. Start a game
Result:
You should see an ad.

Gameplay (7xx, 8xx, ... , 23xx)
Gameplay 0701: Check my hand, Severity 3
Type: Functionality
Instruction:
    1. Grab your device.
    2. Check center bottom of the screen.
Result:
Screen displays two cards on player's hand.

Gameplay 0801: "Cards on the table", Severity 1
Type: Functionality
Instructions:
    1. Start and play the game.
Result:
You should see the cards on the table from TV.
The cards should be up-to-date as the game proceeds.

Gameplay 0901: "Options for users", Severity 1
Type: Functionality
Instructions:
    1. Start and play the game.
    2. Wait until it's your turn.
Result:
Different options including "raise" and "fold" should be available only when it is user's turn.

Gameplay 0902: Hide button, Severity 3
Type: Functionality
Instructions:
    1. Play a game.
    2. Press the 'Hide' button.
Result:
      Cards on users phone should be hidden when the Hide button is pressed so that users can protect their card from being seen by other players.

Gameplay 1001: Fold Button, Severity 1
Type: Functionality
Instructions:
    1. Play a game.
    2. Press the 'Fold' button.
Result:
      Users should be able to fold their cards during their turns.

Gameplay 1101: Check 01 (Pressing Check), Severity 1
Type: Functionality
Instructions:
    1. Wait for your turn in a round with no betting up to this point
    2. Press the "Check" button
Result:
Play will move to the next player, you will have not bet any chips

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Gameplay 1201: Bet 01 (Betting the Default), Severity 1
Type: Equivalence
Instructions:
    1. Wait for your turn in a round with no betting up to this point
    2. Press the "Bet" button
Result:
Play will move to the next player, you will have bet the default amount (one chip)

Gameplay 1301: Bet 02 (Betting Two Chips), Severity 1
Type: Equivalence
Instructions:
    1. Wait for your turn in a round with no betting up to this point
    2. Select the "amount to bet" box and enter 2
    3. Press the "Bet" button
Result:
Play will move to the next player, you will have bet two chips

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Gameplay 1302: Bet 03 (Betting All Chips), Severity 1
Type: Equivalence
Instructions:
1. Wait for your turn in a round with no betting up to this point
2. Select the "amount to bet" box and enter the number of chips in your possession
3. Press the "Bet" button

Result:
Play will move to the next player, you will have bet all your chips, a pop-up on the Chromecast will display "[Your player name] is all-in!"

Gameplay 1303: Bet 04 (Betting Too Many Chips), Severity 1
Type: Boundary
Instructions:
1. Wait for your turn in a round with no betting up to this point
2. Select the "amount to bet" box and enter the number of chips in your possession plus one
3. Press the "Bet" button

Result:
You will receive a pop-up on your device that displays "Invalid input: exceeded max bet"

Gameplay 1304: Bet 05 (Betting Negative Chips), Severity 1
Type: Boundary
Instructions:
1. Wait for your turn in a round with no betting up to this point
2. Select the "amount to bet" box and enter a negative number
3. Press the "Bet" button

Result:
You will receive a pop-up on your device that displays "Invalid input: no negative bets"

Gameplay 1305: Bet 06 (Betting Fractions of Chips), Severity 1
Type: Equivalence
Instructions:
1. Wait for your turn in a round with no betting up to this point
2. Select the "amount to bet" box and enter a positive non-integer
3. Press the "Bet" button

Result:
You will receive a pop-up on your device that displays "Invalid input: no fractions of chips"

Gameplay 1401: Call 01 (Pressing Call), Severity 1
Type: Functionality
Instructions:
1. Wait for your turn in a round with betting up to this point
2. Press the "Call" button

Result:

Play will move to the next player, you will have bet enough chips to match but not raise the current bet

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Gameplay 1501: Raise 01 (Raising the Default), Severity 1

Type: Equivalence

Instructions:

1. Wait for your turn in a round with betting up to this point
2. Press the "Raise" button

Result:

Play will move to the next player, you will have bet enough chips to match and then raise by the default amount (one chip)

Gameplay 1601: Raise 02 (Raising Two Chips), Severity 1

Type: Equivalence

Instructions:

1. Wait for your turn in a round with betting up to this point
2. Select the "amount to raise" box and enter 2
3. Press the "Raise" button

Result:

Play will move to the next player, you will have bet enough chips to match and then raise by 2 chips

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Gameplay 1602: Raise 03 (Raising by the Max Amount), Severity 1

Type: Equivalence

Instructions:

1. Wait for your turn in a round with betting up to this point
2. Select the "amount to raise" box and enter the number of chips in your possesion minus the current bet amount
3. Press the "Raise" button

Result:

Play will move to the next player, you will have bet all your chips, a pop-up on the Chromecast will display "[Your player name] is all-in!"

Gameplay 1603: Raise 04 (Raising by More Than the Max), Severity 1

Type: Boundary

Instructions:

1. Wait for your turn in a round with betting up to this point
2. Select the "amount to raise" box and enter the number of chips in your possesion minus the current bet amount plus one
3. Press the "Raise" button

Result:

You will receive a pop-up on your device that displays "Invalid input: exceeded max bet"

Gameplay 1604: Raise 05 (Raising a Negative Amount), Severity 1
Type: Boundary
Instructions:
1. Wait for your turn in a round with betting up to this point
2. Select the "amount to raise" box and enter a negative number
3. Press the "Raise" button

Result:
You will receive a pop-up on your device that displays "Invalid input: no negative bets"

Gameplay 1605: Raise 06 (Raising a Fractional Amount), Severity 1
Type: Equivalence
Instructions:
1. Wait for your turn in a round with betting up to this point
2. Select the "amount to raise" box and enter a positive non-integer
3. Press the "Raise" button

Result:
You will receive a pop-up on your device that displays "Invalid input: no fractions of chips"

Gameplay 1801: "See how many chips each player has left", Severity 2
Type: Functionality
Instructions:
1. Start a new hand
2. Look at main tv screen

Result:
    See a chip count for each player currently in-game.

Gameplay 1901: "Deck Is Shuffled", Severity 1
Type: Functionality
Instructions:
1. Play with two devices and no AI players.
2. Play through one hand
3. Record the final cards of both players and the cards on the table
4. Play through another hand
5. Record the final cards of both players and the cards on the table

Result:
    The cards from each hand do not match.

Gameplay 2001: "Continues Until 5 Cards On Table", Severity 1
Type: Functionality
Instructions:
1. Play through one hand

Result:

There are exactly 5 cards on the table

Gameplay 2002: "Calculate the winner of the hand ", Severity 1
Type: Functionality
Instructions:
   1. Play through an entire hand
Result:
      The winner is calculated

Gameplay 2003: "Display the winner of the hand", Severity 2
Type: Functionality
Instructions:
   1. Play through an entire hand
Result:
      The winner is displayed

Gameplay 2101: "Automatically Takes Ante", Severity 2
Type: Functionality
Instructions:
   1.   Start a new hand
Result:
      Everyone's chip count is reduced by one, and those chips are added to the pot.

Gameplay 2201: "AI Bet", Severity 1
Type: Functionality
Instructions:
   1. Play through multiple hands
Result:
      The computer bets different amounts

Gameplay 2202: "AI Fold", Severity 1
Type: Functionality
Instructions:
   1. Play through multiple hands
Result:
      The computer folds at least once

Gameplay 2301: "Poker Chip Color", Severity 2
Type: Functionality
Instructions:
   1. Start the game
Result:
      You should see distinct poker chip colors

Audio 001: "Game started sound", Severity 3
Type: Functionality
Instructions:
   1. Press "Start Game" as the host
Result:
      You hear a sound from the chromecast display

Audio 002: "Betting sound", Severity 3
Type: Functionality
Instructions:
   1. Begin the game
   2. Make a bet
Result:
      You hear a sound from the chromecast display

Audio 003: "Fold sound", Severity 3
Type: Functionality
Instructions:
   1. Begin the game
   2. Fold your cards
Result:
      You hear a sound from the chromecast display

Audio 004: "Turn change sound", Severity 3
Type: Functionality
Instructions:
   1. Begin the game
   2. Play a hand
Result:
      When it switches to your turn, your device will make a sound

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Audio 005: "Winning game sound", Severity 3
Type: Functionality
Instructions:
   1. Begin the game
   2. Win the game
Result:
      You hear a sound from your device

Audio 006: "Losing sound", Severity 3
Type: Functionality
Instructions:

1. Begin the game
2. Lose the game

Result:

You hear a sound from your device

DeviceHacking001: "Code Input Display", Severity 3

Type: Functionality

Instructions:

1. Go to options
2. Select the 'Haxor' options

Result:

Popup input is displayed

DeviceHacking002: "Bad input code", Severity 3

Type: Boundary

Instructions:

1. Go to options
2. Select the 'Haxor' option
3. After popup is displayed, enter any combination of characters into the textbox
4. Submit code

Result:

A message displays letting you know the code was incorrect

DeviceHacking003: "Good Input Hack", Severity 3

Type: Boundary

Instructions:

1. Go to options
2. Select the 'Haxor' option
3. After popup is displayed, type "haxor" into the textbox

Result:

The popup disappears and appears a new popup with a list of what everybody has

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Device 3401: limit the number of players, Severity 2

Type: Functionality

Instruction:

1. Prepare two devices.
2. Press the "Start game" button at the same time with two devices.
3. Check the number of players in Chromecast.

Result:

There should be players less than 22.

Device 2201: Check if you can play the game after getting all money from users, Severity 3

Type: Functionality
Instruction:

1. Get all the money from other player
2. Leave the game.
3. Press the "Play game" button appears.
4. Check if you can play again

Result:

Play game with default amount of money.

Device 2202: Check if you can play the game after losing all money, Severity 3
Type: Functionality
Instruction:

1. Lose all the money
2. Leave the game.
3. Press the "Play game" button appears.
4. Check if you can play again

Result:

Play game with default amount of money.

Chromecast 0601: Check the number of players, Severity 2
Type: Functionality
Instruction:

1. Press the "Start game" button.
2. Check the number of players in Chromecast.

Result:

There should be players less than 22.

Chromecast 0602: Check the number of players, Severity 2
Type: Functionality
Instruction:

1. Prepare two devices.
2. Press the "Start game" button at the same time with two devices.
3. Check the number of players in Chromecast.

Result:

There should be players less than 22.

Chromecast 2501: End the game when only one player remains, Severity 3
Type: Functionality
Instruction:

1. Press the "Start game" button.
1. Stay there until you are the only player remaining, Severity 3
2. See the game ends or not.

Result:

The game ends.

Chromecast 2601: End the game when no player remains, Severity 3
Type: Functionality
Instruction:

    2. See the game no players in server.
    3. See the game ends or not.
Result:
    The game ends.

Device 3402: limit the number of players, Severity 2
Type: Functionality
Instruction:
    1. Press the "Start game" button when there are 22 players in the game
Result:
    Popup message "The game is already full".

Chromecast 3701: Check the stacks/piles of poker chips, Severity 3
Type: Functionality
Instruction:
    1. Press the "Start game" button.
    2. Check if you have poker chips of not.
Result:
    Poker chips look nice.