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Cards Against Humanity - Testing Document

Test #	1
Test Description	Users should be able to log in with an account
Steps to Run Test	1. Run the CAH Client 2. Enter an existing username/password 3. Click the "Login" button
Expected Result	The user should be authenticated and see the lobby
Actual Result	The user logged in and the lobby GUI appeared

Test #	2
Test Description	Users should be able to create a new account
Steps to Run Test	1. Run the CAH Client 2. Click the "Register" button 3. Enter desired username and password 4. Click the "Confirm" button to return to the login screen 5. Enter username and password of newly created account 6. Press the "Login" button
Expected Result	The user is able to log in with the new account
Actual Result	The user created a new account and logged in

Test #	3
Test Description	Users should be able to log in as a guest
Steps to Run Test	1. Run the CAH Client 2. Click the "Guest Login" button
Expected Result	The user is allowed to log in as a guest
Actual Result	The user logged in as a guest

Test #	4
Test Description	Guests should not be able to add/edit decks and cards.
Steps to Run Test	1. Run the CAH Client 2. Click the "Guest Login" button
Expected Result	The "View/Edit Deck" button should not be visible
Actual Result	The "View/Edit Deck" button is not visible

Test #	5
Test Description	Users should be able to view default decks as well as edit their own decks
Steps to Run Test	1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "View/Edit Deck" button 4. Edit card description in personal decks
Expected Result	The user is able to view his card deck and edit individual cards
Actual Result	The user logged in and was able to see his decks The user should see a list of decks he can edit The default decks should be clearly labeled separately from personal decks

Test #	6
Test Description	Users should be able to create new cards.
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "View/Edit Deck" button 4. Enter card description and select card color 5. Click "Create Card" button
Expected Result	New card should be viewable and available for further editing in the deck
Actual Result	<p>The user logged in and could create new cards</p> <p>The new card appears in the list of cards in the deck</p> <p>The card is editable</p>

Test #	7
Test Description	Users should be able to create new decks
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Create Deck" button 4. Enter a deck title and save the new card deck
Expected Result	New deck should be available for editing so that users can add new cards to it
Actual Result	<p>New deck is added to the list of user decks.</p> <p>Cards in the deck are editable</p> <p>User is able to add new cards to the deck.</p>

Test #	8
Test Description	Users should see a list of games they can join.
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button
Expected Result	A list of games will be shown, each with the following details:

	<ul style="list-style-type: none"> - Game name - Game number - Number of players
Actual Result	A list of games is shown, each with the following details: <ul style="list-style-type: none"> - Game name - Game number - Number of players

Test #	9
Test Description	A game screen is shown with appropriate graphics
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game
Expected Result	Users should see several things: <ul style="list-style-type: none"> - Their cards - The judge - The player's scores - A chat box - A settings button
Actual Result	Users see on the screen: <ul style="list-style-type: none"> - Their cards - The judge - The player's scores - A chat box - A settings button

Test #	10
Test Description	During a game, a user can see their cards
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game

Expected Result	The user will see a list of cards on the screen that belong to them.
Actual Result	The user's list of cards is shown on the bottom of the screen.

Test #	11
Test Description	A random player is chosen to be the judge on the first turn.
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game
Expected Result	One of the players will have the title of judge.
Actual Result	One of the players has the title of judge.

Test #	12
Test Description	Users can see a list of options when clicking on the settings button.
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game 5. Click on the settings icon
Expected Result	A list of settings will be shown when the button is clicked.
Actual Result	A list of settings is shown when the button is clicked.

Test #	13
Test Description	A judge can select a black card to enter in the round.
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game

	5. Play the game until you are selected as the judge 5. As the judge, click on the deck
Expected Result	The selected black card should be placed in the middle of the screen.
Actual Result	The selected black card is placed in the middle of the screen.

Test #	14
Test Description	A player can choose and select a white card to enter in the round.
Steps to Run Test	1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game 5. Click on a white card
Expected Result	The selected card should be placed in the middle of the screen next to the black card.
Actual Result	The selected card is placed in the middle of the screen next to the black card.

Test #	15
Test Description	The judge can choose a white card as the winning card.
Steps to Run Test	1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game 5. When you become the judge, click on a white card
Expected Result	The user that plays the selected card should be awarded a point
Actual Result	The user who played the winning card won a point

Test #	16
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Test Description	Players' scores go up as they win a round.
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game 5. Play as many rounds as there are players.
Expected Result	Every time a player wins, they should receive a point that will add to their current score. This will be shown next to their name on the screen.
Actual Result	Every time a player wins, they receive a point that adds to their current score. This is shown next to their name on the screen.

Test #	17
Test Description	The first player to reach 15 points wins the game
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game 5. Play the game until it's over.
Expected Result	The user that reaches 15 points will win the game and get points added to their account. They will receive a message saying they won. There will also be a message in the chatbox saying which player won.
Actual Result	The user that got 15 points won the game and got points added to their account. They received a message saying they won. There was also a message in the chatbox saying which player won.

Test #	18
Test Description	Users with accounts will be able to retain their information after logging out.
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button

	<ol style="list-style-type: none"> 4. Click on a game 5. Play the game until it's over 6. Go back to the main screen 7. Click the "View/Edit Deck" button 8. Add a new card 9. Go back to the main screen 10. Click the "View/Edit Deck" button
Expected Result	The user should see the new card in their list of cards. They will also see an updated score since the last game they have played.
Actual Result	The user sees the new card in their list of cards. They also see an updated score since the last game they have played.

Test #	19
Test Description	If a player goes back to the lobby or closes the screen during a game, their name will disappear in the game screen.
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game 5. Run the CAH Client on a different computer 6. Log in using an existing username/password 7. Click the "Join a game" button 8. Click on the previously joined game 9. Close the screen
Expected Result	The users in the game will no longer see the player that exit the game.
Actual Result	The users in the game no longer see the player that exit the game.

Test #	20
Test Description	Players can send and receive messages in the chat box.
Steps to Run Test	<ol style="list-style-type: none"> 1. Run the CAH Client 2. Log in using an existing username/password 3. Click the "Join a game" button 4. Click on a game

	5. Run the CAH Client on a different computer 6. Log in using an existing username/password 7. Click the "Join a game" button 8. Click on the previously joined game 9. Enter a message in the chat box from both users
Expected Result	Both users should see the message from the other player.
Actual Result	Both users see the message from the other player.

Test #	21
Test Description	If a player selects a session that contains a full amount of players, they will not be able to join.
Steps to Run Test	1. Run the CAH Client 2. Click on a session that has reached the maximum number of players.
Expected Result	The "Join a game" button should be grayed out, preventing the player from joining the selected session.
Actual Result	The "Join a game" button is grayed out, and the player cannot join the session.