System Test Plan: Wordle

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Introduction (anything that is true for all testcases and not specified in each testcase):

All test cases will be initiated from the command console with the command listed in the description. The test files (listed below) will be read internally in the program (no command line arguments to list the files). For tests requiring a known target word, a command line argument of "-1" is entered after the file name in the console to initiate the test mode. The test mode pulls the words from TestList.txt file in order while "standard mode" pulls words from WordleList.txt randomly as target words. Standard mode is activated when "-1" is not entered as an additional command line argument after the file name in the console.

Test Files:

WordleList.txt - The list of five-letter words to randomly select the Wordle. This list has inappropriate words removed from it.

GuessList.txt - The list of five-letter words to confirm a correctly spelled English language word.

TestList.txt - The list of ten five-letter words to use in test mode.

Test Cases

Test ID	Description	Expected Results	Actual Results
testInitialGUI	\$ java -cp bin Wordle	GUI titled "Wordle" is	GUI titled "Wordle" is
	(0)-1-0 (displayed. "Player 1: 0	displayed. "Player 1: 0
Author:	(Ctrl+C to stop execution)	points" and "Player 2: 0	points" and "Player 2: 0
Joe Hummer		points" are displayed in	points" are displayed in
Joe Hullillei		the top left and right	the top left and right
		corners. A message box is	corners. A message box is
		below this with "Round 0	below this with "Round 0
		of 5" displayed, with a	of 5" displayed, with a
		message box reading	message box reading
		"Input Player 1's name and	"Input Player 1's name
		click ENTER" underneath.	and click ENTER"
		A 5x6 grid of empty black	underneath. A 5x6 grid of
		squares is displayed in the	empty black squares is
		middle of the window. Two	displayed in the middle of
		buttons labeled at the	the window. Two buttons
		bottom are labeled "Enter"	labeled at the bottom are

Г		and "Quit". The text for	labeled "Enter" and
		these two buttons is static through the game. Additionally, one space at the bottom is a blank area reserved for letter inputs with the prompt "Enter your name: " next to it.	"Quit". The text for these two buttons is static through the game. Additionally, one space at the bottom is a blank area reserved for letter inputs with the prompt "Enter your name: " next to it.
testQuit	\$ java -cp bin Wordle	GUI closes	GUI closes
	Click Quit on the Wordle GUI		
testStartFirstTu	\$ java -cp bin Wordle	One: 0 points	One: 0 points
rn	Enter "One" and click Enter on	Two: 0 points Round: 1 of 5	Two: 0 points Round: 1 of 5
Author:	the Wordle GUI	Message: "One: Guess the	Message: "One: Guess
Joe Hummer		Wordle."	the Wordle."
Joe Hammer	Enter "Two" name and click Enter on the Wordle GUI	Grid: blank Message Box Prompt:	Grid: blank Message Box Prompt:
	Efficie of the wordle doi	"Enter your guess:"	"Enter your guess:"
	(Ctrl+C to stop execution)	Quit Button: "Quit" ¹ Enter Button: "Enter"	Quit Button: "Quit" Enter Button: "Enter"
testPlayer1On	\$ java -cp bin Wordle -1	One: 60 points	One: 60 points
eTrySuccess	Fator "One" and aliak Fator on	Two: 0 points Round: 1 of 5	Two: 0 points Round: 1 of 5
Author: Joe	Enter "One" and click Enter on the Wordle GUI	Message: "One: Correct!	Message: "One: Correct!
Hummer	Enter "Two" name and disk	Click ENTER to continue." Grid:	Click ENTER to continue." Grid:
	Enter "Two" name and click Enter on the Wordle GUI	SHAPE SHAPE	SHAPE
	Enter "shape" in input box and	Message Box Prompt: "Enter your guess:"	Message Box Prompt: "Enter your guess:"
	click Enter		
	(Ctrl+C to stop execution)		
testPlayer1SixT	\$ java -cp bin Wordle -1	One: 0 points Two: 0 points	One: 0 points Two: 0 points
riesFail		LINO UDOMIS	i iwo u dolliis - I
	Enter "One" and click Enter on	Round: 1 of 5	Round: 1 of 5

 $^{^{1}}$ The text in the Enter and Quit boxes does not change through the game. Expected and actual results for future test always assume the same text.

Hummer	Enter "Two" name and click Enter on the Wordle GUI Enter "Store" in input box and click Enter. Enter "STORM" in input box and	guesses. Click ENTER to continue." Grid: STORE STORM FRUIT SWEET SHAKE	guesses. Click ENTER to continue." Grid: STORE STORM FRUIT SWEET SHAKE
	click Enter. Enter "fruit" in input box and click Enter. Enter "sWeEt" in input box and click Enter.	SHADE Message Box Prompt: "Enter your guess:"	SHADE Message Box Prompt: "Enter your guess:"
	Enter "Shake" in input box and click Enter. Enter "Shade" in input box and click Enter. (Ctrl+C to stop execution)		
testPlayer1Mid	\$ java -cp bin Wordle -1	One Score: 40	One Score: 40
dleTrySuccess Author: Ben	Enter "One" and click Enter on the Wordle GUI	Two Score: 0 Round: 1 of 5 Message: "One: Correct! Click ENTER to continue."	Two Score: 0 Round: 1 of 5 Message: "One: Correct! Click ENTER to continue."
Morris	Enter "Two" name and click Enter on the Wordle GUI Enter "Store" in input box and click Enter.	Grid: STORE STORM SHAPE	Grid: STORE STORM SHAPE
	Enter "STORM" in input box and click Enter. Enter "shape" in input box and click Enter.	Message Box Prompt: "Enter your guess"	Message Box Prompt: "Enter your guess:"
	(Ctrl+C to stop execution)	One Seem 2	One Seem 2
testPlayer2On	\$ java -cp bin Wordle -1	One Score: 0	One Score: 0
eTrySuccess	Enter "One" and click Enter an	Two Score: 60 Round: 1 of 5	Two Score: 60 Round: 1 of 5
Author: Ben Morris	Enter "One" and click Enter on the Wordle GUI	Message: "Two: Correct! Click ENTER to continue." Grid:	Message: "Two: Correct! Click ENTER to continue." Grid:
	Enter "Two" name and click Enter on the Wordle GUI Enter "Store" in input box and	STORE Message Box Prompt:	STORE Message Box Prompt:

	click Enter.	"Enter your guess:"	"Enter your guess:"
	Enter "STORM" in input box and click Enter.	, 5	, 5
	Enter "fruit" in input box and click Enter.		
	Enter "sWeEt" in input box and click Enter.		
	Enter "Shake" in input box and click Enter.		
	Enter "Shade" in input box and click Enter.		
	Click Enter.		
	Enter "Store" in input box and click Enter.		
	(Ctrl+C to stop execution)		
testPlayer2SixT	\$ java -cp bin Wordle -1	One Score: 60	One Score: 60
riesFail		Two Score: 0	Two Score: 0
	Enter "One" and click Enter on	Round: 1 of 5	Round: 1 of 5
Author: Ben	the Wordle GUI	Message: "Two: Out of guesses. Click ENTER to	Message: "Two: Out of guesses. Click ENTER to
Morris	Enter "Two" name and click Enter on the Wordle GUI	continue." Grid:	continue." Grid:
	Enter "Shape" in input box and click Enter.	ROUND BOXED GRAPE	ROUND BOXED GRAPE
	Click Enter.	BERRY STORM	BERRY STORM
	Enter "ROUND" in input box and click Enter.	FRUIT Message Box Prompt: "Enter your guess:"	FRUIT Message Box Prompt: "Enter your guess:"
	Enter "boxed" in input box and click Enter.		
	Enter "gRaPe" in input box and click Enter.		
	Enter "berry" in input box and click Enter.		
	Enter "Storm" in input box and click Enter.		

	I		<u> </u>
	Enter "Fruit" in input box and		
	click Enter.		
	(Ctrl+C to stop execution)		
testPlayer2Mid	\$ java -cp bin Wordle -1	One Score: 60	One Score: 60
<u> </u>		Two Score: 40	Two Score: 40
dleTrySuccess	Enter "One" and click Enter on	Round: 1 of 5	Round: 1 of 5
	the Wordle GUI	Message: "Two: Correct!	Message: "Two: Correct!
Author: Ben		Click ENTER to continue."	Click ENTER to continue."
Morris	Enter "Two" name and click		
	Enter on the Wordle GUI	Grid:	Grid:
		<mark>RO</mark> UND	<mark>RO</mark> UND
	Enter "Shape" in input box and	B <mark>O</mark> XED	B <mark>O</mark> X <mark>E</mark> D
	click Enter.	STORE	STORE
		Message Box Prompt:	Message Box Prompt:
	Click Enter.	"Enter your guess:"	"Enter your guess:"
	Enter "ROUND" in input box and		
	click Enter.		
	Enter "boxed" in input box and		
	click Enter.		
	5.1 ((6))		
	Enter "Store" in input box and click Enter.		
	Click Effet.		
	(Ctrl+C to stop execution)		
testFiveRounds	\$ java -cp bin Wordle -1	One Score: 300	One Score: 300
PerfectPlayers		Two Score: 300	Two Score: 300
	Enter "One" and click Enter on	Message: "Game Over. It is	Message: "Game Over. It
Author: Ben	the Wordle GUI	a TIE! Press ENTER to	is a TIE! Press ENTER to
Morris		exit."	exit."
IVIOTTIS	Enter "Two" name and click	Round: 5 of 5	Round: 5 of 5
	Enter on the Wordle GUI	Grid:	Grid:
	Enter "Shape" in input box and	GRANT Massage Boy Brownty	GRANT Massaga Day Dramati
	click Enter.	Message Box Prompt: "Enter your guess:"	Message Box Prompt: "Enter your guess:"
	ener Enter.	Litter your guess.	Lifter your guess.
	Click Enter.		
	Enter "store" in input box and		
	click Enter.		
	Click Enter.		
	GIGK LINEI.		
	Enter "ROUND" in input box and		
	click Enter.		
	Click Enter.		
			l l
	Enter "Storm" in input box and		

	click Enter.		
	Click Enter.		
	CHER LINES.		
	Enter "boxed" in input box and click Enter. Click Enter.		
	Enter "fruit" in input box and click Enter.		
	Click Enter.		
	Enter "GRAPE" in input box and click Enter.		
	Click Enter.		
	Enter "Sweet" in input box and click Enter.		
	Click Enter.		
	Enter "Berry" in input box and click Enter.		
	Click Enter.		
	Enter "Grant" in input box and click Enter.		
	Click Enter.		
testFiveRounds	\$ java -cp bin Wordle -1	One Score: 0	One Score: 0
PlayersFailAll	Click Enter on the Wordle GUI	Two Score: 0 Round: 5 of 5	Two Score: 0 Round: 5 of 5
Author: Ben Morris	Enter "One" and click Enter on the Wordle GUI	Message: "Game Over. It is a TIE! Press ENTER to exit."	Message: "Game Over. It is a TIE! Press ENTER to exit."
	Enter "Two" name and click Enter on the Wordle GUI	Grid: SH <mark>A</mark> PE ROU <mark>N</mark> D BOXED	Grid: SHAPE ROUND
	Enter each word in the following order, clicking enter after each word. An additional "Click Enter" is inserted	GRAPE BERRY LEAVE	BOXED GRAPE BERRY LEAVE
	between player turns:	Message Box Prompt:	
	Store Storm Fruit	"Enter your guess:"	Message Box Prompt: "Enter your guess:"
	Sweet		

Grant	
Plant	
Click Enter	
Shape	
Round	
Boxed	
Grape	
Berry	
Leave	
Click Enter	
Store	
Storm	
Fruit	
Sweet	
Grant	
Plant	
Click Enter	
Shape	
Round	
Boxed	
Grape	
Berry	
Leave	
Click Enter	
Store	
Storm	
Fruit	
Sweet	
Grant	
Plant	
Click Enter	
Shape	
Round	
Boxed	
Grape	
Berry	
Leave	
Click Enter	
Store	
Storm	
Fruit	
Sweet	
Grant	
Plant	
Click Enter	
Shape	
Round	
Boxed	
Grape	
Berry	
Leave	
Click Enter	
 Store	

testPlayer1Win s Author: Joe Hummer	Storm Fruit Sweet Grant Plant Click Enter Shape Round Boxed Grape Berry Leave Click Enter (Ctrl+C to stop execution) \$ java -cp bin Wordle -1 Click Enter on the Wordle GUI Enter "One" and click Enter on the Wordle GUI Enter "Two" name and click Enter on the Wordle GUI Enter each word in the following order, clicking enter after each word. An additional "Click Enter" is inserted between player turns: Shape Click Enter Shape Round Boxed Grape Berry Leave Click Enter Round Click Enter Round Click Enter Round Click Enter Shape	One Score: 300 Two Score: 0 Round: 5 of 5 Message: "Game Over. One WINS! Press ENTER to exit." Grid: SHAPE ROUND BOXED GRAPE BERRY LEAVE Message Box Prompt: "Enter your guess:"	One Score: 300 Two Score: 0 Round: 5 of 5 Message: "Game Over. One Wins! Press ENTER to exit." Grid: SHAPE ROUND BOXED GRAPE BERRY LEAVE Message Box Prompt: "Enter your guess:"
	Leave Click Enter Round Click Enter		

testPlayer2Win s Author: Joe Hummer	Round Boxed Grape Berry Leave Click Enter Grape Click Enter Shape Round Boxed Grape Berry Leave Click Enter Click Enter Click Enter Click Enter Click Enter Click Enter \$ java -cp bin Wordle -1 Click Enter "One" and click Enter on the Wordle GUI Enter "Two" name and click Enter on the Wordle GUI Enter each word in the following order, clicking enter after each word. An additional "Click Enter" is inserted between player turns: Store Storm Fruit Sweet Grant	One Score: 0 Two Score: 300 Round: 5 of 5 Message: "Game Over. Two WINS! Press ENTER to exit." Grid: GRANT Message Box Prompt: "Enter your guess:"	One Score: 0 Two Score: 300 Round: 5 of 5 Message: "Game Over. Two WINS! Press ENTER to exit." Grid: GRANT Message Box Prompt: "Enter your guess:"
	Storm Fruit Sweet		

	Fruit		
	Sweet		
	Grant		
	Plant		
	Click Enter		
	Storm		
	Click Enter		
	Store		
	Storm		
	Fruit		
	Sweet		
	Grant		
	Plant		
	Click Enter		
	Fruit		
	Click Enter		
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	Fruit		
	Sweet		
	Grant		
	Plant		
	Click Enter		
	Sweet		
	Click Enter		
	Store		
	Storm		
	Fruit		
	Sweet		
	Grant		
	Plant		
	Click Enter		
	Grant		
	Click Enter		
	Click Enter		
	<u> </u>		
testWrongWor	\$ java -cp bin Wordle	One Score: 0	One Score: 0
dShort		Two Score: 0	Two Score: 0
	Click Enter on the Wordle GUI	Round: 1 of 5	Round: 1 of 5
Author Is-		Message: "One: Must be a	Message: "One: Must be
Author: Joe	Enter "One" and click Enter on	5 letter word, try again"	a 5 letter word, try again"
Hummer	the Wordle GUI	Grid: Blank	Grid: Blank
		Message Box Prompt:	Message Box Prompt:
	Enter "Two" name and click	"Enter your guess:"	"Enter your guess:"
	Enter on the Wordle GUI		'
	Enter "Test" and click enter on		
	the Wordle GUI		
	1		I

testWrongWor dLong Author: Joe Hummer	\$ java -cp bin Wordle Click Enter on the Wordle GUI Enter "One" and click Enter on the Wordle GUI Enter "Two" name and click Enter on the Wordle GUI Enter "Tested" and click enter on the Wordle GUI	One Score: 0 Two Score: 0 Round: 1 of 5 Message: "One: Must be a 5 letter word, try again" Grid: Blank Message Box Prompt: "Enter your guess:"	One Score: 0 Two Score: 0 Round: 1 of 5 Message: "One: Must be a 5 letter word, try again" Grid: Blank Message Box Prompt: "Enter your guess "
testWrongWor dFake Author: Joe Hummer	\$ java -cp bin Wordle Click Enter on the Wordle GUI Enter "One" and click Enter on the Wordle GUI Enter "Two" name and click Enter on the Wordle GUI Enter "Synag" and click enter on the Wordle GUI	One Score: 0 Two Score: 0 Round: 1 of 5 Message: "One: Not a word, try again." Grid: Blank Message Box Prompt: "Enter your guess:"	One Score: 0 Two Score: 0 Round: 1 of 5 Message: "One: Not a word, try again." Grid: Blank Message Box Prompt: "Enter your guess:"